



# PURSUIT OF KNOWLEDGE

Damian Ravencroft, Aspirant



Once per game, when this crew selects a scheme at the end of the turn, it may drain three **◆** to select any scheme it has not already selected this game, regardless of Next Available Schemes.

Friendly Witness models gain the following ability:

**Magical Repository:** *Once per activation.* After resolving a duel this model empowered, this model gains an **Adaptable** token.

Friendly unique Witness models gain the following action:

<b>Tactical Action</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>The Long Game</b>	6"	0	-	5	-
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Make a Scheme marker within range. Enemy models within (X)2" of the made marker must pass a TN 12 **Wp** duel or gain a **Stunned** token.

◆ **Infinite Puzzle:** Summon the Puzzle Box, *Unsolved* within range.

**Crew Card**



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## Tokens

**Adaptable:** Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

**Entranced:** This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.

**Stunned:** This model cannot declare triggers, and it counts all ♣ symbols on its card as blank. When this model ends its activation, remove this token.

**Summon:** This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.