

Trump size card template

2.45" x 3.95" (full bleed of 2.7*4.2") at 300DPI

Safe Area Line

Keep text and other important part of your design INSIDE the safe area.

(2.2x3.7 inches(safe)/663x1112 pixel in 300DPI)

Cut Area Line

Finished dimensions of your design after cut.

(2.45x3.95 inches(final)/735x1180 pixel in 300DPI)

Bleeding area

Extend your design fully through this area to avoid the chance of any white lines appearing.

(2.7x4.2 inches(final)/808x1258 pixel in 300DPI)

IMPORTANT

Delete this template before saving your files into JPEG,BMP,PNG,GIF or TIFF format for uploading



Keyword storage

Energy □ Hand[] Stack □
HP Effects † Status Effects ▽

Attack □ Defense ● Utility ▣

Ally Unit ♟ Ally Unit ♟

Enemy Unit ♟ Enemy Unit ♟

Turn ↗

PASSIVE

Ephemeral



When an Ally Unit **is Attacked**:

Eliminate it if it does not receive a **Shield** next **Turn** ↗.

You can use 1 Energy to **Revive** an Ally Unit and **Place** ↓ it adjacent to any Ally Unit.

PASSIVE

Ephemeral



When an Ally Unit is Attacked:

Eliminate it if it does not receive a **Shield** next Turn.

You can use 1 Energy to Revive an Ally Unit and Place ↓ it adjacent to any Ally Unit.

PASSIVE

Poise



End of your Turn↻:

(Poise) an ability in your Hand
if you did not play an ability
this Turn↻.

(Poised): Costs no Energy. Must be
discarded if not played next Turn↻.

PASSIVE

Fallen Power



When an Ally Unit is eliminated:
Give other Ally Units +2 HP
and gain an extra Energy
on your next Turn.

PASSIVE

Fallen Power



When an Ally Unit is eliminated:
Give other Ally Units +2 HP
and gain an extra Energy
on your next Turn.

PASSIVE

Berserk



After you play an ability:
If an Ally Unit with 1 HP
was a participant,
gain an extra Energy.

PASSIVE

Berserk



After you play an ability:
If an Ally Unit with 1 HP
was a participant,
gain an extra Energy.

PASSIVE

Stance



All **Effects** on your Attacks
are **Stuns**.

If an Attack has a natural **Stun**,
It costs no Energy to play.

Excess **Stuns** become:
“Move[↑] the Target 3 Hexes.”

PASSIVE

Stance



All **Effects** on your Attacks
are **Stuns**.

If an Attack has a natural **Stun**,
It costs no Energy to play.

Excess **Stuns** become:
“Move[↑] the Target 3 Hexes.”

PASSIVE

Unbreakable



Ally Units adjacent to other
Ally Units cannot be the Target
or Source of any abilities.

PASSIVE

Agile



All of your *numerical* Moves[↑]
on Ally Units are increased by
1 Hex.

PASSIVE

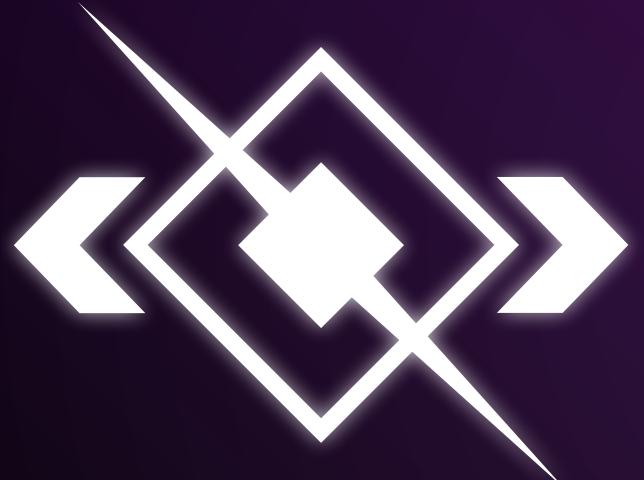
Agile



All of your *numerical* Moves[↑]
on Ally Units are increased by
1 Hex.

PASSIVE

Berserk

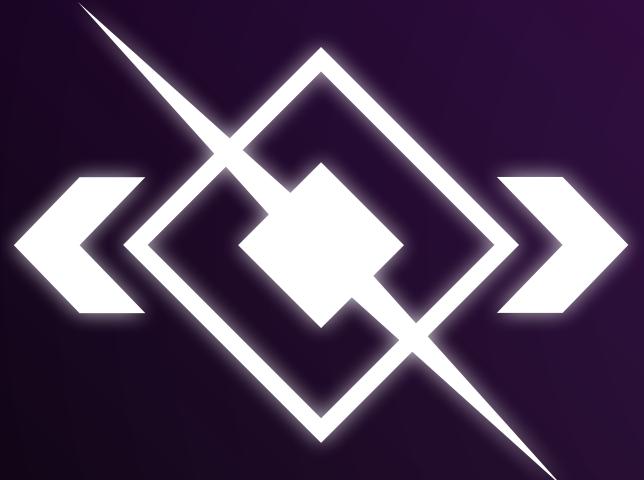


When playing an Attack or
Defense:

It costs no Energy if the
Source or Target is an
Ally Unit with 1 HP.

PASSIVE

Berserk



When playing an Attack or
Defense:

It costs no Energy if the
Source or Target is an
Ally Unit with 1 HP.

PASSIVE

Overwhelm



When you eliminate an
Enemy Unit:

Give any Ally Unit +1 HP
and skip the opponent's
next Turn.

PASSIVE

Overwhelm



When you eliminate an
Enemy Unit:

Give any Ally Unit +1 HP
and skip the opponent's
next Turn.

PASSIVE

Active Defense



After you play a Defense:
Move[↑] 4 Hexes split
among the Source and Target.

PASSIVE

Active Defense



After you play a Defense:
Move[↑] 4 Hexes split
among the Source and Target.

PASSIVE

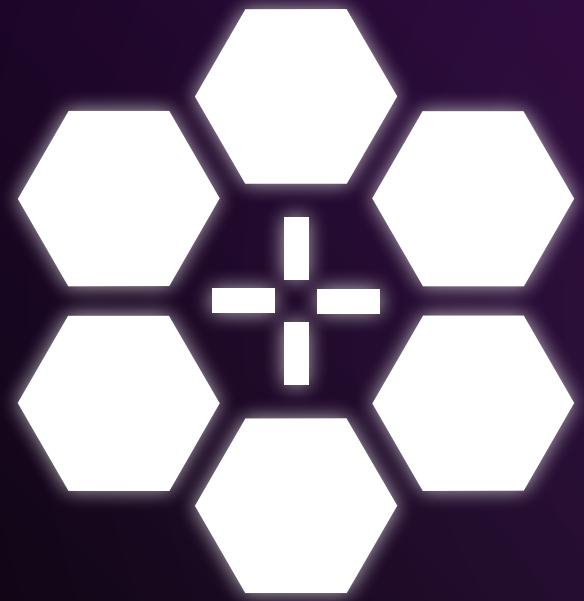
Close Quarters



All of your Hit Areas include
all Hexes adjacent to the
Source.

PASSIVE

Close Quarters



All of your Hit Areas include
all Hexes adjacent to the
Source.

PASSIVE

Phasing



All of your Moves[↑] and
Hit Areas *Ignore* Walls.

PASSIVE

Transcendence



Your Hand only holds 1 ability.
Manually discarding costs
2 Energy.

Your Attacks have **+1 Damage**.
Your Defenses have **+1 Heal**.
Your Utilities cost no Energy.

PASSIVE

Pocket



You can use 1 Energy to move an ability from your Hand to your (Pocket).

(Pocket): Acts as a separate Hand that holds 1 ability, requiring no Energy to play or discard from.

PASSIVE

Poise



Start of your Turn[↻]:
If you have exactly one
Attack in your Hand,
gain an extra Energy.

PASSIVE

Tactics



On your Turn[↻]:
Subsequent Attacks or
Defenses, after the first, do not
require Energy to be played.

PASSIVE

Accelerator

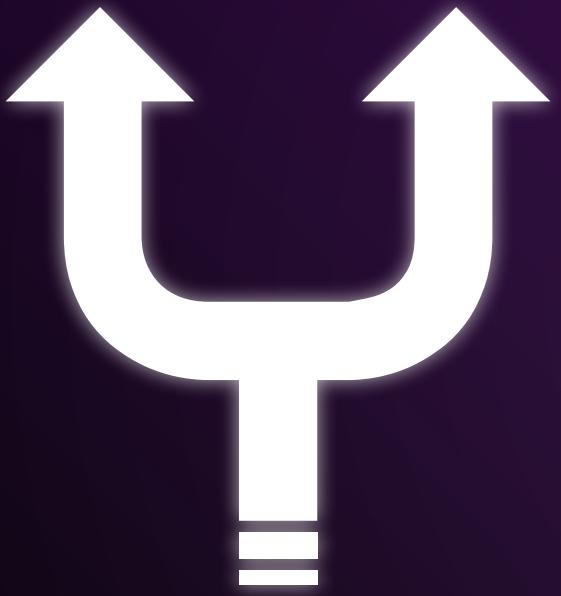


On your Turn[↻]:

Discard up to 2 abilities
for no Energy cost.

PASSIVE

Quantum



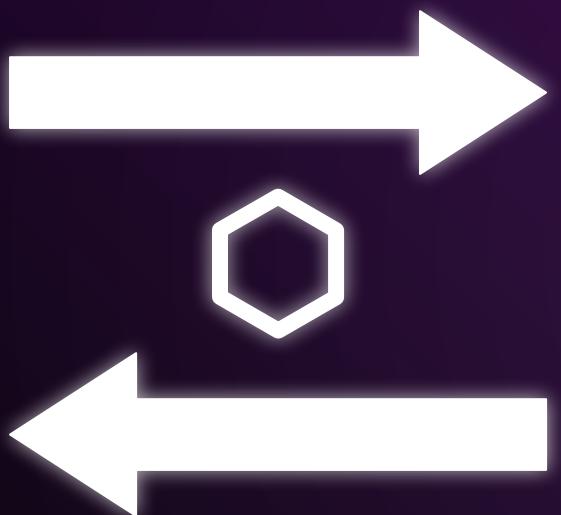
When Moving[↑] a Unit:
The Move[↑] may be split
among all Same-Sided Units*.

** Directionals must be respected unless
moving the anchor Unit itself.*

Positionals can Move[↑] any
Same-Sided Unit.

PASSIVE

Battle Flow

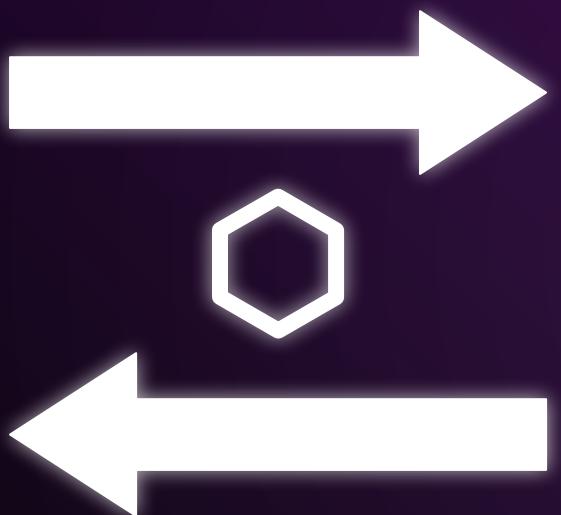


End of your Turn \circlearrowright :
Move \uparrow ($X \times 3$) Hexes split
among all Ally Units.

X = the amount of abilities you
played on this Turn \circlearrowright .

PASSIVE

Battle Flow



End of your Turn \circlearrowright :
Move \uparrow ($X \times 3$) Hexes split
among all Ally Units.

X = the amount of abilities you
played on this Turn \circlearrowright .

PASSIVE

Lone Agent



Start and End of your Turn[↻]:
Choose any Ally Unit that is
not within 6 Hexes of another
Ally Unit and Move[↑] it
2 Hexes.

PASSIVE

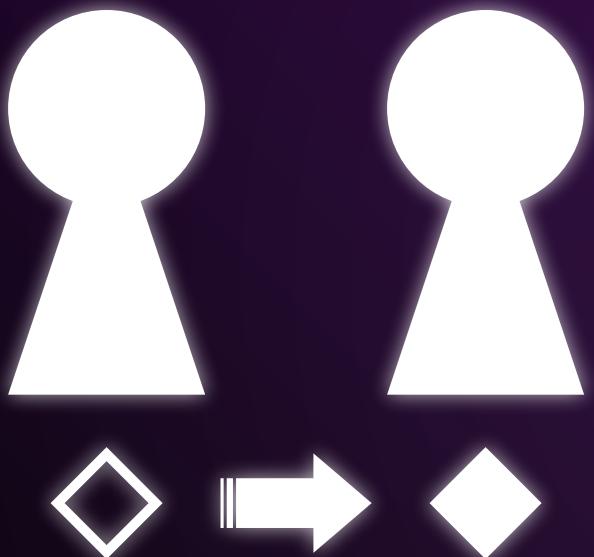
Lone Agent



Start and End of your Turn[↻]:
Choose any Ally Unit that is
not within 6 Hexes of another
Ally Unit and Move[↑] it
2 Hexes.

PASSIVE

Point Runner

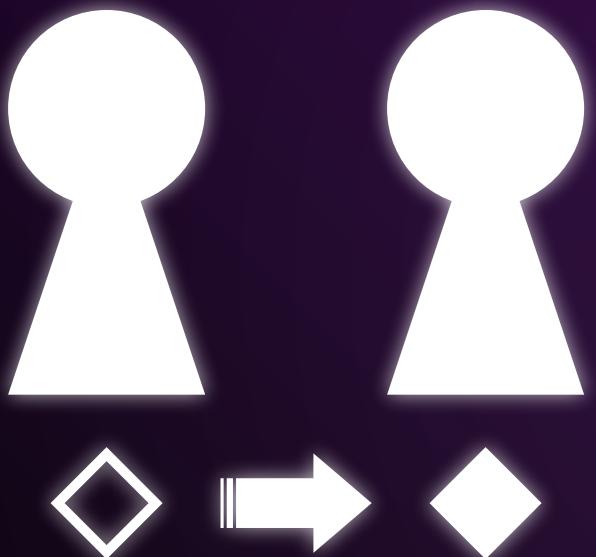


On your Turn↻:

The first time you Move↑ an
Ally Unit to a Hex adjacent to
another Ally Unit,
Move↑ 2 Hexes split among
them and gain an extra Energy.

PASSIVE

Point Runner



On your Turn↻:

The first time you Move↑ an
Ally Unit to a Hex adjacent to
another Ally Unit,
Move↑ 2 Hexes split among
them and gain an extra Energy.

PASSIVE