

HEALER

Name:

Mark of Power:

Passion:

Action Pool

Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Action: Brighten

Spend 2 Charge Dice to remove the Darkness condition from the environment.

Action: Refresh

Spend 2 Charge Dice to add 4 bowl dice to another character's Action Pool.

Action: Phoenix Arise!

Spend 5 Charge Dice to bring a defeated character back into the conflict.

The target character heals 1 wound and can participate as normal, with their current Pool levels

This power does not work on squads or swarms.

Traits

Mark a trait when we see it in a character scene.
Unmark a trait to re-roll any or all of your dice!



Three horizontal lines for writing traits, each followed by a circle icon.

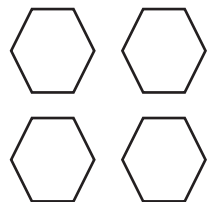
Skills

When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.



Three horizontal lines for writing skills, each followed by a circle icon.

Wounds



Defense

Empty box for writing defense values.

Action: Life Transfer

Spend 6 Charge Dice to inflict 1 wound on any character or opponent and heals 1 wound on any other character or opponent.

Action: Restore

Spend 2 Charge Dice to remove all of the following conditions from another character:

Blindness, Diseased, Hexed, Poisoned, and Weakened

Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard to the bowl.
6. Put in your Strike Pool.
7. Put in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 5 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll! are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll! are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

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UNDERWORLDER Name:

Mark of Power:

Passion:

Action Pool

Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Action: Life Drain

Spend 6 Charge Dice to inflict 1 Wound on the target and restore 1 Wound to you.
This power does not work on squads or swarms (but see Mass Effect).

Power: Mass Effect

Spend 1 Charge Die to target any of your other powers on a squad or swarm.

Action: Plague Touch

Spend 2 Charge Dice to inflict the Diseased condition on a character.
Until this condition is cleared, the victim can no longer benefit from the charge powers Life Drain, Life Transfer, Rise of the Phoenix, or Vampiric Strike.
This power does not work on squads or swarms (but see Mass Effect).

Action: Weaken

This power inflicts the Weakened condition on a character.
Until this condition is cleared, the defense of any opponents of the victim is considered to be 1 higher, but only against the victim.
This power does not work on squads or swarms (but see Mass Effect).

Power: Vampiric Strike

Spend 3 Charge Dice while making a Strike. If you inflict at least one Wound, you heal one Wound.
If the strike does not inflict a wound, the effect evaporates.
This power does not work on squads or swarms (but see Mass Effect).

Traits

*Mark a trait when we see it in a character scene.
Unmark a trait to re-roll any or all of your dice!*



Three horizontal lines for writing traits, each followed by a circle icon.

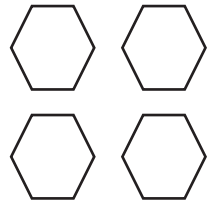
Skills

When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.



Three horizontal lines for writing skills, each followed by a circle icon.

Wounds



Defense

Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard 1 die to the bowl.
6. Put 1 die in your Strike Pool.
7. Put 1 die in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 5 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll! 1-6 are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll! 1-6 are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

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MONK **Name:** _____ **Mark of Power:** _____

Passion: _____

Action Pool
Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool
Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool
Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Power: Body Resistance
You are immune to the Body Drain and Slow powers and to the Poisoned and Weakened conditions.

Power: Force Attack
Spend 4 Charge Dice to add 5 bonus Strike Dice to a strike against any opponent.

Action: Phoenix Arise!
Spend 5 Charge Dice to bring a defeated character back into the conflict.
The target character heals 1 wound and can participate as normal, with their current Pool levels
This power does not work on squads or swarms.

Power: Whirlwind Attack
Spend 1 Charge Die to add 2 bonus dice to a Strike vs. a squad, and 1 bonus die to a strike vs. a swarm or an individual.

Action: Refresh
Spend 2 Charge Dice to add 4 dice to your Action Pool.





Traits *Mark a trait when we see it in a character scene.
Unmark a trait to re-roll any or all of your dice!* ↓

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Skills *When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.* ↓

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Wounds





Defense

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
Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard   to the bowl.
6. Put    in your Strike Pool.
7. Put  in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 5 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll!     are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll!     are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

WARRIOR Name: Mark of Power:

Passion:

Action Pool
Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool
Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool
Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Power: Force Attack
Spend 2 Charge Dice to add 5 bonus Strike Dice to a strike against any opponent -- individual, squad, or swarm.

Action: Refresh
Spend 2 Charge Dice to add 4 dice to your Action Pool.

Power: Leap Attack
Spend 1 Charge Die to add 2 bonus dice to a strike against an individual or 1 bonus die against a squad or a swarm.

Action: Shield
Spend 2 Charge Dice to grant the Shielded condition to a character.

Until this condition is cleared, the character's defense is raised by 1.

Traits *Mark a trait when we see it in a character scene. Unmark a trait to re-roll any or all of your dice!* ↓

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Skills *When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.* ↓

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Wounds

Defense

Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard 1 die to the bowl.
6. Put 1 die in your Strike Pool.
7. Put 1 die in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 6 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll! 1-6 are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll! 1-6 are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

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AGENT **Name:** **Mark of Power:**

Passion:

Action Pool

Start with 10 dice in this pool. Roll maneuvers with these dice to earn Strike Dice and Charge Dice. Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool. You put dice in this pool with maneuver actions. You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool. You put dice in this pool using maneuver actions. You can spend these dice to activate your powers.

Action: Blindness

Spend 2 Charge Dice to inflict the Blinded condition on an individual. Until this condition is cleared, the victim has to discard 1 die from any roll that they make. This power does not work on squads or swarms.

Action: Poison

Spend 2 Charge Dice to inflict the Poisoned condition on an individual. Until this condition is cleared, the victim loses 1 action die from their Action Pool at the beginning of their turn each round. The condition is automatically removed when the victim's Action Pool is empty. This power does not work on squads or swarms.

Action: Quicken

Spend 2 Charge Dice to grant the Quickened condition to an individual. Until this condition is cleared, the target gains 1 bonus die to all maneuvers.

Power: Shadow Strike

Spend 1 Charge Die to add 3 dice to a strike against an opponent suffering from the Darkness or Blinded conditions.

Power: Heroics

Spend 2 Charge Dice to add 4 bonus dice to any Achievement roll.

Traits *Mark a trait when we see it in a character scene. Unmark a trait to re-roll any or all of your dice!* ↓

	○
	○
	○

Skills *When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.* ↓

	○
	○
	○

Wounds

Defense

Action: Maneuver

- Describe how you're maneuvering.
- Take 1-3 Action Pool dice.
- Mark a skill and add its rating in bowl dice.
- Other PCs may each gift an Action Pool die.
- Roll! Discard 1 die to the bowl.
- Put 1 die in your Strike Pool.
- Put 1 die in your Charge Pool.
- Gaining 5+ dice earns you an Awesome Token!
- You may only earn 5 dice on a single roll.

Action: Strike

- Pick a target
- Take 1-6 Strike Pool dice.
- Activate any useful powers.
- Add bonus dice from weapons or conditions.
- Roll! 1 die are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
- If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
- Describe the strike.

Action: Earn Achievement

- Pick an Achievement you want to earn.
- Take 1-6 Strike Pool dice.
- Mark a skill and add its rating in bowl dice.
- Activate any useful powers.
- Add bonus dice from weapons or conditions.
- Roll! 1 die are hits. If you roll at least as many hits as the difficulty, you earn it!
- If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

- Describe how you take a break.
- Put two dice in your Action Pool.
- You can take no other actions this round, unless you spend an Awesome Token.

THUNDERCHILD Name:

Mark of Power:

Passion:

Action Pool

Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Power: Chain Lightning

Spend 3 Charge Dice to make a strike lightning-based.
Add 4 bonus dice to the strike if you are hitting a swarm, 3 if you are hitting a squad, or 2 if you are hitting an individual.

Power: Tempest Attack

Spend 1 Charge Die to add 2 bonus dice to a strike against a squad, or 1 bonus die to a strike against a swarm or an individual.

Power: Elemental Boost

Spend 1 Charge Die to add 2 bonus dice to the effect of your Chain Lightning or Bolt power.

Action: Power Up!

Spend 2 Charge Dice to grant the Empowered condition to any individual.
Until this condition is cleared, the character gains 1 bonus die to all strikes.

Power: Bolt

Spend 3 Charge Dice to make a strike lightning-based.
Add 4 bonus dice to the strike if you are hitting an individual, 3 if you are hitting a squad, or 2 if you are hitting a swarm.

Traits

Mark a trait when we see it in a character scene.
Unmark a trait to re-roll any or all of your dice!

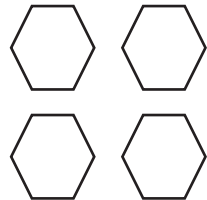
Three horizontal lines for writing traits, each followed by a circle icon.

Skills

When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.

Three horizontal lines for writing skills, each followed by a circle icon.

Wounds



Defense

Empty box for writing defense values.

Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard 1 die to the bowl.
6. Put 1 die in your Strike Pool.
7. Put 1 die in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 5 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll! 1 die are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll! 1 die are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

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Action Pool

Start with 10 dice in this pool. Roll maneuvers with these dice to earn Strike Dice and Charge Dice. Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool. You put dice in this pool with maneuver actions. You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool. You put dice in this pool using maneuver actions. You can spend these dice to activate your powers.

Power: Blaze

Spend 3 Charge Dice to make a strike fire-based. Add 4 bonus dice to the strike if you are hitting an individual, 3 if you are hitting a squad, or 2 if you are hitting a swarm.

Action: Night Vision

Spend 1 Charge Die to grant the Darksighted condition to an individual. Darksighted individuals are unaffected by the Darkness and Blindness conditions.

Action: Bring the Dawn

Spend 2 Charge Dice to negate the Darkness condition.

Traits

Mark a trait when we see it in a character scene. Unmark a trait to re-roll any or all of your dice!

_____ ○
 _____ ○
 _____ ○

Power: Firestorm

Spend 3 Charge Dice to make a strike fire-based. Add 4 bonus dice to the strike if you are hitting a swarm, 3 if you are hitting a squad, or 2 if you are hitting an individual.

Power: Elemental Boost

Spend 1 Charge Die to add 2 bonus dice to the effect of your Blaze or Firestorm powers.

Skills

When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.

_____ ○
 _____ ○
 _____ ○

Wounds

_____ ○
 _____ ○

Defense

Action: Maneuver

- Describe how you're maneuvering.
- Take 1-3 Action Pool dice.
- Mark a skill and add its rating in bowl dice.
- Other PCs may each gift an Action Pool die.
- Roll! Discard 1 die to the bowl.
- Put 1 die in your Strike Pool.
- Put 1 die in your Charge Pool.
- Gaining 5+ dice earns you an Awesome Token!
- You may only earn 5 dice on a single roll.

Action: Strike

- Pick a target
- Take 1-6 Strike Pool dice.
- Activate any useful powers.
- Add bonus dice from weapons or conditions.
- Roll! 1-6 are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
- If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
- Describe the strike.

Action: Earn Achievement

- Pick an Achievement you want to earn.
- Take 1-6 Strike Pool dice.
- Mark a skill and add its rating in bowl dice.
- Activate any useful powers.
- Add bonus dice from weapons or conditions.
- Roll! 1-6 are hits. If you roll at least as many hits as the difficulty, you earn it!
- If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

- Describe how you take a break.
- Put two dice in your Action Pool.
- You can take no other actions this round, unless you spend an Awesome Token.

COLDBRINGER Name:

Mark of Power:

Passion:

Action Pool

Start with 10 dice in this pool.
Roll maneuvers with these dice to earn Strike Dice and Charge Dice.
Restore dice to this pool with the Catch Your Breath action.

Strike Pool

Start with no dice in this pool.
You put dice in this pool with maneuver actions.
You roll these dice to hurt the enemy or to earn achievements.

Charge Pool

Start with no dice in this pool.
You put dice in this pool using maneuver actions.
You can spend these dice to activate your powers.

Power: Frost Spikes

Spend 3 Charge Dice to make a strike ice-based.
Add 4 bonus dice to the strike if you are hitting an individual, 3 if you are hitting a squad, or 2 if you are hitting a swarm.

Action: Weaken

This power inflicts the Weakened condition on a character.
Until this condition is cleared, the defense of any opponents of the victim is considered to be 1 higher, but only against the victim.
This power does not work on squads or swarms (but see Mass Effect).

Action: Slow

Spend 2 Charge Dice to inflict the Slowed condition on an individual.
Until this condition is cleared, all of the individual's skill ratings are lowered by 1.
This power does not work on squads or swarms.

Traits

Mark a trait when we see it in a character scene.
Unmark a trait to re-roll any or all of your dice!



Three horizontal lines for writing traits, each followed by a circle icon.

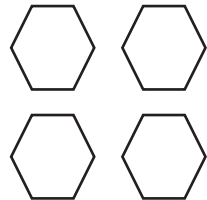
Skills

When you have marked all your skills, add 2 bonus dice to your Strike or Charge Pool.



Three horizontal lines for writing skills, each followed by a circle icon.

Wounds



Defense

Empty box for writing defense values.

Power: Ice Hurricane

Spend 3 Charge Dice to make a strike ice-based.
Add 4 bonus dice to the strike if you are hitting a swarm, 3 if you are hitting a squad, or 2 if you are hitting an individual.

Power: Elemental Boost

Spend 1 Charge Die to add 2 bonus dice to the effect of your Frost Spikes or Ice Hurricane power.

Action: Maneuver

1. Describe how you're maneuvering.
2. Take 1-3 Action Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Other PCs may each gift an Action Pool die.
5. Roll! Discard to the bowl.
6. Put in your Strike Pool.
7. Put in your Charge Pool.
8. Gaining 5+ dice earns you an Awesome Token!
9. You may only earn 5 dice on a single roll.

Action: Strike

1. Pick a target
2. Take 1-6 Strike Pool dice.
3. Activate any useful powers.
4. Add bonus dice from weapons or conditions.
5. Roll! are hits. For each full multiple of the target's Defense you score, you inflict a Wound.
6. If no wounds are inflicted, return strike dice (not bonus dice) to Strike Pool.
7. Describe the strike.

Action: Earn Achievement

1. Pick an Achievement you want to earn.
2. Take 1-6 Strike Pool dice.
3. Mark a skill and add its rating in bowl dice.
4. Activate any useful powers.
5. Add bonus dice from weapons or conditions.
6. Roll! are hits. If you roll at least as many hits as the difficulty, you earn it!
7. If you don't earn the achievement, return you strike dice (not bonus or skill dice) to Strike Pool.

Action: Catch Your Breath

1. Describe how you take a break.
2. Put two dice in your Action Pool.
3. You can take no other actions this round, unless you spend an Awesome Token.

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