



 -
 1
 Status effect (1 opponent): The applicant chooses either clockwise or anti-clockwise. You must automatically pick poses following the chosen direction.


#1

 -
 -
 -
 Move a token from  to .


#2

 -
 -
 1
 Halve the tokens on any pose.


#3

 2+
 2
 Status effect (1 opponent): You cannot use combat abilities.

#4

 2+
 -
 Status effect (self): You count as one tier higher for the purpose of opponents sundering you.



#5

 2+
 1
 Status effect (1 opponent): The applicant chooses a pose. You cannot strike this pose.




#6

 2+
 -
 Move all  tokens to .



#7

 -
 -
 -
 Status effect (self): Note the current number of tokens on . Opponents require at least this number of tokens on their pose to sunder you.


#8

 -
 -
 -
 Status effect (1 opponent):  and  are unconnected for you.




#9

 1
 -
 Add a token to  for every allied combatant.



#10

 -
 -
 -
 Status effect (1 opponent): The next token you place is placed on a random pose. Then remove this status effect.


#11

 -
 -
 -
 Connect  and  until someone takes initiative.


#12

 -
 1
 Status effect (1 ally or self): Opponents cannot sunder you with .



#13

 4+
 3
 Status effect (self): When a token is removed from a pose, you receive it.

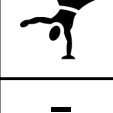
#14

 -
 -
 -
 Status effect (1 ally): If you are sundered, the applicant is instead sundered.


#15

 -
 -
 -
 Add a token to .

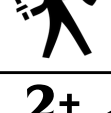
#16

 -
 -
 ALL
 Clear your status effect, or an ally's status effect.


#17

 3+
 2
 Status effect (1 opponent): When you take initiative, clear your status effect and immediately choose an opponent to take initiative.




#18

 2+
 2
 Status effect (up to 3 opponents): Your combat ability costs increase by 1.



#19

 5+
 5
 Status effect (self): When you are defeated, instead clear your status effect.





#20

 -
 -
 -
 Move a token from  to .



#21

 -
-
Add a token to , and to a random pose.



#22

 -
-
Add tokens to  equal to ( tokens minus  tokens).



#23

 -
1
Status effect (self): Tokens on  only count as half as much for the purpose of *sundering* you.


#24

 3-
-
Add all your remaining tokens to . Choose an ally to *take initiative*.


#25

 6-
-
Double the tokens on .



#26

 3+
-
Sunder using no modifiers on the Roll.

#27

 6+
-
Sunder without removing tokens from this pose.




#28

 2+
ALL
Sunder using the tokens on . NPCs will only use this ability if a pass is assured.




#29

ANY
2
2
Add 2 tokens to .



#30

 3-5
-
Swap the tokens on  and , and double them.


#31

 3-
-
Move all tokens on  to .



#32

 -
-
Suffer a Wound, add 2 tokens to , and *sunder*.


#33

 -
-
Status effect (self): When you *take initiative*, gain an additional token if you have **drawn the line** in this combat.


#34

 5-
-
Add a token to  for every Wound and level of Exhaustion you have.


#35

 3+
-
Status effect (self): When you *sunder*, add a bonus for all your previous *sunders* in this combat.


#36

 2+
2
Status effect (self): If you are *defeated*, suffer a Wound and ignore the formula.


#37

 7+
ALL
All opponents with a lower tier than you are *defeated*.

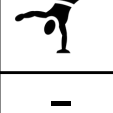
#38

 2-
-
Add a token to every pose.


#39

 -
-
Status effect (self): When you *take initiative*, gain an additional token if you did not use any combat abilities last time you *took initiative*.


#40

 -
1
Gain a special token. To place it, you must strike a pose with 3+ tokens.


#41

 -
1
Add a token to a connected pose.



#42

 _____
 - Add a token to a connected pose. Remove it when someone *takes initiative*.
 -


#43

 _____
 3+ Any subsequent tokens you place are removed when someone *takes initiative*.
 -




#44

 _____
 - Move a token from  to a connected pose.
 -


#45

 _____
 2+ Gain an additional token.
 1



#46

 _____
 - Status effect (self):  and  are connected for you.
 -



#47

 _____
 - Clear your status effect.
 -


#48

 _____
 - Move all  tokens to connected poses.
 -

#49

 _____
 - You can choose  as your next pose.
 -


#50

 _____
 - Status effect (self): When you strike a pose, roll a d6. On a 6, add a token to the pose.
 -


#51

ANY _____
 1 Roll 2d6 and take the lowest, adding that number of tokens to the current pose.
 1




#52

 _____
 3+ Gain 3 special tokens. When you strike a pose and place these tokens, you cannot *sunder* or use a combat ability.
 1



#53

 _____
 - Status effect (self): When you strike a pose with no tokens, gain an additional token.
 1



#54

 _____
 4- If  has the same number of tokens as the previous pose, double the tokens on .
 -


#55

 _____
 - Status effect (self): When there are 4 tokens on , *take initiative* and clear your status effect.
 -


#56

 _____
 - Move a token from  to another pose.
 -


#57

 _____
 3+ Gain an additional token per opponent.
 ALL


#58

 _____
 2+ Status effect (up to 3 opponents): Your combat ability token requirements increase by 1.
 2




#59

 _____
 2+ Status effect (self or 1 ally): Your combat ability token requirements decrease by 1.
 2


#60

 _____
 3-4 Choose an opponent. If the tokens on the current pose equal their tier, you can *sunder* them with an automatic pass.
 1




#61

 _____
 - Move a token from  to .
 -



#62

 _____
 2+ Remove one token per opponent, from any connected pose.
 -


#63

 -
1 Add a token to  and .


#64

 -
- Add 2 tokens to  and sunder the highest-tiered opponent.


#65

 -
- Remove a token from a connected pose.



#66

 3
2 Status effect (self): When you sunder, tokens count as double if the entity is higher tier than you.


#67

 3
2 Status effect (self): When you sunder, tokens count as double if the entity is lower tier than you.


#68

 2+
2 Status effect (self and up to 2 allies): When you take initiative, add a token to .


#69

 -
- Status effect (self or 1 ally): Your resources count as one tier higher for the purpose of their combat abilities.


#70

 -
- Status effect (up to 3 allies): You have access to all resource combat abilities that the applicant has.


#71

 2+
- Remove a token from every pose.



#72

 3+
2 Apply your status effect to another combattant.



#73

 -
- Status effect (1 opponent): You count as one tier lower for the purpose of gaining tokens.


#74

 -
- Add tokens to  equal to the sum of all opponents' tiers.


#75

 -
- Add a token to  and sunder the lowest-tiered opponent.


#76

 3+
1 Defeat a tier 1 opponent.


#77

 -
- Status effect (self): When you are sundered, instead choose a random ally to be the target.


#78

 2+
2 Choose an opponent to make an opposed Physique Roll. If you win, the opponent is Wounded.


#79

 2+
2 Status effect (all opponents): The first token you place is placed on a random pose.



#80

 3+
1 Choose an opponent. Sunder them, adding a bonus for each of their marked sentiments. NPCs will only use this ability if a pass is assured.


#81

 3+
3 All opponents must make an opposed Smarts Roll against you. If you win, the opponent is Wounded.


#82

 2+
- Status effect (1 opponent): You cannot strike .

#83

 -
- Choose an opponent. They must mark a sentiment.


#84

 _____

2+
1

Place a die on a pose with no tokens. When the tokens equal the die, remove it and Wound whoever has initiative.


#85

 _____



-
ALL

Copy the effect of the last combat ability used.


#86

 _____

-
-

Add tokens to  equal to your tier, or twice your tier if  has no tokens.


#87

 _____

5
ALL

Status effect (self): You cannot be *sundered*, and can only strike poses for which you have combat abilities keyed to. Clear your status effect when you *sunder*.


#88

 _____

2+
2

Status effect (self or 1 ally): Your combat ability costs decrease by 1.


#89

 _____

2+
-

Choose either clockwise or anti-clockwise. Move all tokens on the battlesheet to new poses, following the direction chosen.


#90

 _____

-
-

An ally with no tokens gains a token.


#91

 _____


2+
2

Summon a tier 0 ally into combat.


#92

 _____

-
-

Add tokens to  equal to your tier. If you have no tokens left, you can *sunder*.


#93

 _____


-
-

Status effect (self): When applied, swap the positions and connections of two poses on the battlesheet. Tokens move with their poses to their new positions.


#94

 _____

3+
-

Status effect (self): When you strike , add 3 tokens to it and clear your status effect.


#95

 _____

2-3
ALL

Every ally gains a token.


#96

 _____


2
2

Lose all unspent tokens and immediately *take initiative*.


#97

 _____

-
-

Add a token to  for every combatant with no tokens.


#98

 _____


3+
3

Status effect (all): The applicant chooses a pose. You cannot strike this pose.


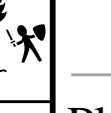
#99

 _____

-
-

Status effect (one opponent): If you can strike , you must.

#100

  _____

-
-

Place any number of your tokens on the current pose, up to a maximum of this resource's tier.
