

IRON SAMURAI

IRON SAMURAI SOLDIER

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EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Yari Class Carbine	Opp.	K	R 12	+1	
Katana	Opp.	K	M 1	+0	On critical success, attack gains Lethal.

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Pressed Advantage	Opp.	K	M 2	+1	-
Make your legend	CB	K	Self	-	Req. remove HONOURED. Gain 5 FLOW.

IRON SAMURAI

MASTER TACTICIAN

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EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Assistant Drone	React	K	-	-	Req. Last FLOW spent. Drone makes a kinetic attack (R 8, +2 Diff).
Impressive Katana	Opp.	K	M 2	+0	Lethal.

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Keeping Tally	React	H	B 8	-	Req. Enemy Killed. Place an HONOURED token on another Samurai.
Countermeasures	React	H	Self	-	Req. Fail a Hack Save. Gain DISCONNECTED, then resolve attack.
Run them down	CB	K	B 10	-	Req. 2 FLOW. Move up to 4" and take a charge action. The Assistant Drone React can happen at any point of the movement. If the target of the charge is killed, gain HONOURED.

IRON SAMURAI

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EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Armour Plating	React	K	Self	-1	Req. Hit by Kinetic Attack. Use this Defense instead.
Charged Fists	Opp.	K	M 2	-1	Non-lethal, 1x STUN. If 4 successes, attack gains Lethal.
Locator Array	Opp.	H	R 6	-1	Target gains SPOTTED.

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Ponderous	Auto	M	Self	-	Move 4". Cannot climb or vault over small terrain. Can move through characters.
A LOT of cybernetics	CB	K	Self	-	If DOWNED. Remove DOWNED. Gain 1 FLOW.

IRON SAMURAI

IRON SAMURAI FLESH-SMITH

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EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Pistol	Opp.	K	R 6	+1	
Tetsubo	Opp.	K	M 1	+0	Hit resolved as a 2" Bubble on target. This character is not affected by this bubble.

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Get up!	Chal.	H	R 2	+0	Req. Downed Target. Removed DOWNED and give 1x STUN.
Rally	CB	H	B 10	-	All Samurai can lose HONOURED to remove DOWNED and gain 1 FLOW.

IRON SAMURAI

IRON SAMURAI DUELIST

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EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Pistol	Opp.	K	R 6	+1	
Sharp Katana	Opp.	K	M 1	+0	Lethal.

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Riposte	React	K	Self	-	Req. Enemy melee attack failed to 0 down melee attack.
Perfect Strike	CB	K	M 1	-	Lethal kinetic hit resolved with 4 successes.

ACTIONS

GENERAL

NAME	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Move	Auto	M	Self	-	Move up to the character's Movement value in inches.
Jump	Chal	M	Self	Var.	This character jumps a distance of 1" per 1" of movement. Distance (1" gap = +1, 2" gap = +3).
Interact	Auto	-	PH	-	Open/Close doors can interact with world objects within this character's sphere of influence.

COMBAT

NAME	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Give me a second	Auto	K or S or H	Self	-	Req. 2 FLOW. Character takes 1x STUN. Gain 1 FLOW from any domain with a -1 Diff modifier.
Shove	Opp.	K	M 1	+0	Move opponent 1", +1" for each additional success.
Charge!	Auto	K	Self	-	Req. 2 FLOW. Character takes 1x STUN. Gain 1 FLOW from any domain with a -1 Diff modifier.

STATES

NAME	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Contrition	Auto	H	Self	-	Req. 2 FLOW. Character removes DISHONOURED and receives 1 STUN.
Shake it off	Chal	K or S or H	Self	+1	Character removes choice of DISHONOURED, DOWNED or DISCONNECTED PH.

1" (1" gap = +1, 2" gap = +3).
Distance (1" gap = +1, 2" gap = +3).
Distance (1" gap = +1, 2" gap = +3).