

SLUMMERS

SLUMMER ICON

PH 0

M 0

K 1

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Her sitting stool

Auto

-

-

This Character recieves no FLOW.

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Feeding the Slums

React

S

B 18

-

Req. <Main Phase>. Contested Pool reaches 0 Honour. Give a Character HONOUR.

That's Nana!

React

S

-

-

Req. Targeted by Enemy Opp. Action. All Characters in this group gain HONOUR and 1 FLOW.

SLUMMERS

RED LIGHT SLUMMER

PH 3

M 5

K 2

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

AR Shield

Chal.

S

R 6

+0

Place a HIDDEN Token anywhere within Range. Token generates a 2" Bubble that Blocks Lock but can be removed with an interact action.

Side Arm

Opp.

K

R 8

+0

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Hey you

Opp.

S

R 8

+0

Move target up to its M towards this Character.

Quiet night

Chal.

S

R 12

-1

Req. Target Objective. No Enemies in an 8" Bubble. Intercept 1 HONOUR. Gain 1 STUN.

I'll keep them busy

CB

S

B 3

-

Remove all FLOW from enemies in range. Steal 2 HONOUR from each enemy.

SLUMMERS

PHISHERMAN

PH 3

M 5

K 2

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

AR Shield

Chal.

S

R 6

+0

Place a HIDDEN Token anywhere within Range. Token generates a 2" Bubble that Blocks Lock but can be removed with an interact action.

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Phishing

React

S

B 12

-

Req. Character removes a HIDDEN token. Steal 1 HONOUR from that character.

Heist

Chal.

S

R 8

+1

Req. Target Objective. Intercept 1 HONOUR.

Parkour

React

M

Self

-

Req. on Move. Climb on any surface.

Labyrinth

CB

S

B 12

-

Place 3 AR Shield Markers anywhere in this Bubble.

SLUMMERS

SLUM PROTECTOR

PH 2

M 5

K 2

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Trusty Gun

Opp.

K

R 8

+0

Jammer

Chal.

S

Self

+0

Gain HIDDEN.

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Solid Strike

Opp.

K

M 1

+0

Not yet, honey

CB

K

R 2

-

Req. DOWNED target. Remove DOWNED from target.

SLUMMERS

PICK POCKET

PH 2

M 5

K 2

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

AR Shield

Chal.

S

R 6

+0

Place a HIDDEN Token anywhere within Range. Token generates a 2" Bubble that Blocks Lock but can be removed with an interact action.

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Heist

Chal.

S

R 8

+1

Req. Target Objective. Intercept 1 HONOUR.

Bump

React

S

B 3

-

Req. When this character attacks. Steal 1 HONOUR from the attacker.

Gotta know these

CB

S

-

Reduce this character's knowing distance to Objective and other characters. Gain 1 FLOW.

SLUMMERS

STREET URCHIN

PH 2

M 5

K 2

S 3

H 1

EQUIPMENT

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Re-Router

Opp.

S

M 2

-1

Bubble 2 on target. Intercept 1 HONOUR. Any HONOUR spent is added against this character's opponent.

Jammer

Chal.

S

Self

+0

Gain HIDDEN.

ABILITY

TYPE

DOMAIN

RANGE

DIFF.

EFFECT

Dust is off

React

S

Self

-

Req. DOWNED. End Phase. Remove DOWNED.

The Slums are

CB

S

-

Deploy another Street Urchin.