

Twin Strike

Attack ⚔️ 2
SLOW: -1 Attack ⚔️
.....
Attack ⚔️ 2
SLOW: -1 Attack ⚔️
.....
FAST: Move ♣️ 2, ⚔️

24/54

Move ♣️ 3

FAST: Retaliate ⚔️ 2

SLOW: -2 Move ♣️
Heal ♡ 2 Self

Blurry Jab

Attack ⚔️ 3

FAST: +1 Attack ⚔️
WOUND ⚔️

20/50

Move ♣️ 3

FAST: +2 Move ♣️

SLOW: -1 Move ♣️

There are a few **special rules** to take note of when playing the Blinkblade, who must declare at the start of each round, before card selection or deciding to long rest, whether he is **FAST** or **SLOW**.

If **FAST** is declared: The Blinkblade removes one **counter** from this card. **FAST** cannot be declared if there are no **counters** present. The Blinkblade must apply all bonuses and penalties to his actions specified by the **FAST** sections of his ability cards. He also uses initiative values on the left for the round.

If **SLOW** is declared: The Blinkblade adds one **counter** to this card if there are less than two **counters** present already. **SLOW** can still be declared even if it doesn't add a **counter** to this card. The Blinkblade must apply all bonuses and penalties to his actions specified by the **SLOW** sections of his ability cards. He also uses initiative values on the right for the round.

The Blinkblade starts each scenario with one **counter** on this card. While only two **counters** can be accumulated on this card from declaring **SLOW**, up to five **counters** can be accumulated through abilities.

Overdrive

Gain Shield ♣️ 1 for the entire round when you declare SLOW.

Gain Retaliate ⚔️ 2 for the entire round when you declare FAST.

2

60/90

MUDDLE ?

Target all enemies within Range ⚔️ 2
SLOW: Within Range ⚔️ 3 instead

Kinetic Transfer

Move ♣️ 2
SLOW: -2 Move ♣️

Attack ⚔️ 2
FAST: PUSH ⚔️ 2, ⚔️

36/66

Move ♣️ 4

FAST: All adjacent allies and enemies suffer 1 damage

SLOW: -1 Move ♣️

You may remove one **counter** to perform:

PUSH ⚔️ 3

Target all adjacent enemies

Sap Speed

Attack ⚔️ 2

FAST: +1 Attack ⚔️
Advantage ⚔️

SLOW: MUDDLE ?

45/75

2

2

STUN ⚔️

Target all adjacent enemies

Gain one **counter** for each enemy targeted.

1



Blink Blade



Blink Blade



Blink Blade



Blink Blade



Blink Blade



Urine Recharge

Gain one counter.

69/99

Heal 2
Self

SLOW: +2 Heal

FAST: Target 2
POISON Self

MUDDLE ?
Self

Attack 4

Move 2

17/47

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Hit and Run

Attack 2
FAST: +1 Attack

Move 2
SLOW: -1 Move

41/71

On your next five attack actions while fast, perform "Move 3" as the final part of the action.

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Power Leak

Attack 4

FAST: Target 2
POISON Self

MUDDLE ?
Self

17/47

Move 2

FAST: +5 Move

SLOW: Heal 3
Affect self and all adjacent allies

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Experimental Adjustment

Suffer 2 damage.

FAST: All enemies within Range 2 suffer 1 damage.

SLOW: IMMOBILIZE
MUDDLE ?
Target all enemies within Range 2

INVISIBLE
Self

12/42

Move 3

FAST: Loot 1

SLOW: +1 Move
IMMOBILIZE Self

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Temporal Displacement

FAST: Move 2

Loot 1

44/74

FAST: Move 2

Attack 2
SLOW: -1 Attack

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Cascading Reaction

Attack 3
FAST: WOUND

Move 3
SLOW: -2 Move

Attack 3
FAST: WOUND

19/49

Move 3
SLOW: -1 Move

FAST: When an adjacent ally moves away from you this round, they add +1 Move to their movement.

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Systems Reboot

2

Heal 3
Self

Recover one of your lost cards.

FAST: Move 2

SLOW: Recover two of your discarded cards instead.

57/87

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Borrowed Time

2

The next four times you suffer a slow penalty, ignore it and IMMOBILIZE an enemy within Range 2.

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FAST: All allies subtract -1 Move from all of their movements this round. Move X

SLOW: All allies add +1 Move to all of their movements this round. Where X is twice the number of your allies

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Sand in the Hourglass

2

All enemies with WOUND suffer 2 damage.

52/82

Heal 2

Affect self and all adjacent allies

FAST: At the end of your turn, you may remove a counter to play a card from your hand and immediately perform its top or bottom action.

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Double Time

3

Attack 3
SLOW: -1 Attack

Attack 2
FAST: Move 2, 2

22/52

On your next four turns while fast, activate all fast bonuses twice.

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Make It Count

3

Attack 2
SLOW: -1 Attack

Gain one counter.

51/81

Move 2
SLOW: -1 Move

Gain one counter.

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Reckless Augmentation

2

Attack 3
FAST: +3 Attack, Suffer 1 damage.

10/40

Move 3
FAST: BLESS Self, Suffer 1 damage.

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Potential Energy

4

Attack 2+X
where X is the number of counters you have

1

32/62

2

2

Move 2+X
where X is the number of counters you have

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Precision Timing

4

Add +1 Attack to all your attacks when you are SLOW, and add +1 Move to all your moves when you are FAST.

2

8

15/45

2

2

Move 2
FAST:
Attack 1

1

Move 2
SLOW: -1 Move

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