

INVENTION

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SUPERWEAPON

CAPACITOR

RADIOACTIVE

HOT

METALLIC

+4

+2

+3

+3

*During the Inventing Phase, you may trade 2 Capacitors for 1 other element.*

*Before anything else in the Inventing Phase, take 1 damage for each Radioactive you own.*

*During the Showdown Phase, you may spend X Hot elements to add +X to your Power for one attack. Do this before you roll for Accuracy.*

*During the Inventing Phase, you may spend Metal elements to draw 1 extra card each.*

LESLE FARADAY  
*Medium humanoid, chaotic neutral*

Base Dodge 8  
Base Resilience 1  
Base Hit Points 33

HAND	CAP	RAD	HOT	MET
4	4	2	3	3

**SKILLS**

**Ingenuity.** Lesla draws up to a hand of **four** cards in the inventing phase.

**INVENTING PHASE**

- (1) **Take 1 damage** per unspent **Radioactive**.
- (2) **Collect** element cubes.
- (3) **Draw cards** (up to a total hand of 4).
- (4) At will, **spend elements**. Either spend them to:
  - play Invention cards from your hand,
  - play a Superweapon,
  - or use the elements' special effects.

**SHOWDOWN PHASE**

The lower-HP player chooses an attacking card first. **Before the roll**, the other player can choose a defending card, or stay with their Base Dodge.

SUPERWEAPON

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ADDISON CURIE  
*Medium humanoid, chaotic neutral*

Base Dodge 9  
Base Resilience 0  
Base Hit Points 38

HAND	CAP	RAD	HOT	MET
3	3	3	3	3

**SKILLS**  
*Prodigal Daughter.* Addison gains one extra element of her choice before drawing every round.

**INVENTING PHASE**  
(1) **Take 1 damage** per unspent **Radioactive**.  
(2) **Collect** element cubes.  
(3) **Draw cards** (up to a total hand of 3).  
(4) At will, **spend elements**. Either spend them to:  
• play Invention cards from your hand,  
• play a Superweapon,  
• or use the elements' special effects.

**COMBAT RESOLUTION**  
Attacker rolls **1d20** for **ACC**, trying to meet or beat the defender's total **DDG**. If it hits, attacker rolls **1d8** for **damage**, plus **POW**, minus **RES**.

CAPACITOR

RADIOACTIVE

HOT

METALLIC

+3

+3

+3

+3

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