



DAMAGE

20

LIMIT

PRESSURE

20

LIMIT

PROFILE

Name: AZURE COG

Pronouns: He/They

Origin: Exo York

BONDS

(Scenario Only)

Name:	Value:	Use:	Notes:
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	

Bond value can range from +3 (positive) to -3 (negative).

Use a bond to **increase Damage dealt (if positive)** or to **reduce Pressure suffered (if negative)**. Each Bond can be used once per Scenario, but the **Hope** regains all during **Showdown**.

ATTACK COMMANDS



PAULDRON BASH

Cost: **Input**

Combo: **■**

Effect: Deal 3 Damage to your opponent.



RISING DRILLER

Cost: **Input +1**

Combo: **■ ■**

Effect: Deal 4 Damage to your opponent; **then**, that opponent suffers 2 Pressure.



GROUND SHAKER

Cost: **Input +1**

Combo: **none**

Effect: Deal 6 Damage to your opponent.

Special: If you reveal this **Attack Command** and the opponent reveals a **Block Command**, only this command is resolved.



FULL STEAM AHEAD

Cost: **Input**

Combo: **none**

Effect: Deal 10 Damage to your opponent. Until **the end of the next round**, whenever you or that opponent recover **Pressure**, the recovered amount is **halved** (rounded up).

BLOCK COMMANDS



MAN OF STEEL

Cost: **3**

Combo: **none**

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo: ■**" until the end of this round.

DASH COMMANDS



LEAP

Cost: **0**

Combo: **none**

Effect: Reduce your **Pressure** by 10. If your **Speed die** is **higher** than your opponent's, this Command gains "**Combo: ■**" until the end of this round.

DRIVE I

(Style)

GROUND CHARGER

Reveal Trigger: You resolve your **Block Command**.

Effect: Whenever you resolve your **Block Command**, you gain the following benefit: until the end of the next round, your **■** and **■** **Attack Commands** deal 2 extra Damage.

DRIVE II

(Style or Universal)

PERFORATION

Reveal Trigger: You resolve the **third** Command in a **Combo** that included 2 or more different **Attack Commands**.

Effect: Whenever you resolve the **third** Command in a **Combo** that included 2 or more different **Attack Commands**, you may deal 4 Damage to your opponent after the Combo is fully resolved.

DRIVE III

(Style or Universal)

Reveal Trigger:

Effect: