

Campaign skill reminder tokens:

+1 Free Guard Action	+1 Free Guard Action	+1 Free Guard Action	+1 Free Guard Action	+1 Free Guard Action	+1 Free Guard Action
Bridge Walker	Bridge Walker	Bridge Walker	Bridge Walker	Bridge Walker	Bridge Walker
Close-quarter Master	Close-quarter Master	Close-quarter Master	Close-quarter Master	Close-quarter Master	Close-quarter Master
Corruption Walker	Corruption Walker	Corruption Walker	Corruption Walker	Corruption Walker	Corruption Walker
Guards: +2 Max Range	Guards: +2 Max Range	Guards: +2 Max Range	Guards: +2 Max Range	Guards: +2 Max Range	Guards: +2 Max Range
Guards: Damage 2 Melee	Guards: Damage 2 Melee	Guards: Damage 2 Melee	Guards: Damage 2 Melee	Guards: Damage 2 Melee	Guards: Damage 2 Melee
Guards: Damage 2 Ranged	Guards: Damage 2 Ranged	Guards: Damage 2 Ranged	Guards: Damage 2 Ranged	Guards: Damage 2 Ranged	Guards: Damage 2 Ranged
Guards: Evade	Guards: Evade	Guards: Evade	Guards: Evade	Guards: Evade	Guards: Evade
Guards: Push	Guards: Push	Guards: Push	Guards: Push	Guards: Push	Guards: Push
Guards: Warden Killers	Guards: Warden Killers	Guards: Warden Killers	Guards: Warden Killers	Guards: Warden Killers	Guards: Warden Killers
Ice Walker	Ice Walker	Ice Walker	Ice Walker	Ice Walker	Ice Walker
Ice Warrior	Ice Warrior	Ice Warrior	Ice Warrior	Ice Warrior	Ice Warrior
Inner God	Inner God	Inner God	Inner God	Inner God	Inner God

Ruin Searcher	Ruin Searcher	Ruin Searcher	Ruin Searcher	Ruin Searcher	Ruin Searcher
Ruin Sight	Ruin Sight	Ruin Sight	Ruin Sight	Ruin Sight	Ruin Sight
Vault Picker	Vault Picker	Vault Picker	Vault Picker	Vault Picker	Vault Picker
Safe Search	Safe Search	Safe Search	Safe Search	Safe Search	Safe Search
Wall Climber	Wall Climber	Wall Climber	Wall Climber	Wall Climber	Wall Climber

Campaign reminders:

CXP BAR

These are ways to earn the precious CXP points used to improve Survivors during the Campaign:

- ♦ +1 for completing a Quest.
- ♦ +1 for reaching the Orange Danger Level (or above) for the first time in the Quest. Reaching Ultrared Levels (*White Death*, P. 39) don't count.
- ♦ +1 for keeping all Guards alive during the Quest.
- ♦ +1 for keeping all Chi Statues intact during the Quest.

Some Quests may allow Survivors to earn additional CXP.

SPECIAL ABILITY: TURTLE POWER

The Turtle Power special ability is reserved for Turtle Team members. Turtle Team members may spend 1 Chi right before a Combat Action (either Magic, Melee, or Ranged), and choose 1 of the following Skills:

- ♦ +1 to Dice Roll: Combat
- ♦ +2 Dice: Combat
- ♦ Damage 2: Combat

The chosen Skill only applies for the ensuing Combat Action.

Turn tokens:

Cut and paste together left and right.

