

Sabrien Reed

Hero Unit - Human

7 8 9 10

2

2

5

⚔

Your actions cost 1 less 8.

RESPONSE: When attacked while you control a treasure, you may TEST 8 > 0 for +1 this Combat Phase.

Quantum Rift Adventure Card Game Sabrien

The Shy Sword

Weapon Gear - Sword

7 8 9 10

+1

+1

+1

⚔ 6

Elusive (The Shy Sword can only be targeted by its controller).

RIFT: Target engaged enemy is damaged. Place The Shy Sword on the bottom of your Deck.

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Ring of Kartoma

Gear - Treasure

7 8

Once per turn, you may use an exhausted Quanta dice to perform a TEST.

RESPONSE: If a THREAT effect would trigger, discard this gear to prevent it.

RIFT: Ready 1 Quanta dice.

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Serpentine Amulet

Gear - Treasure

7 8

You have +1 bonus for 8 rolls.

Once per turn, you may Rift with a gear you control and then place it in your Discard.

RIFT: Each enemy unit has -1 this Combat Phase.

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Orienteering Kit

Gear - Equipment

8 9

RESPONSE: If Distance would be increased, discard this gear to prevent it.

EXPLORE: You may TEST 8 > 0 and TEST 9 > 0 to decrease Distance by 1.

RIFT: While performing a TEST, draw a card.

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Decoy Trail

Action

8 9

TEST 8 = X: Up to X target unengaged enemy units are exhausted. Draw X cards. If X = 0, each unengaged enemy unit engages your hero.

RIFT: Target enemy unit disengages.

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Resourcefulness

Skill

7 8 9

Once per turn, you may Rift with a card from your Discard and then place it in your Void.

RIFT: Target card in your Discard is returned to your Hand.

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Cara, Resolute Researcher

Unit - Human

8 9

1

2

⚔

ACTION: If there is a damaged 8 unit, exhaust Cara to draw a card.

RESPONSE: If Cara would be destroyed, place her in your Discard instead.

Quantum Rift Adventure Card Game Andares

Pietr, Defiant Survivalist

Unit - Human

7 7 8

2

+1

3

⚔ 6

Lethal (units damaged by Pietr are destroyed).

Pietr has +1 and +1 while a Deadly encounter is active.

Quantum Rift Adventure Card Game Andares