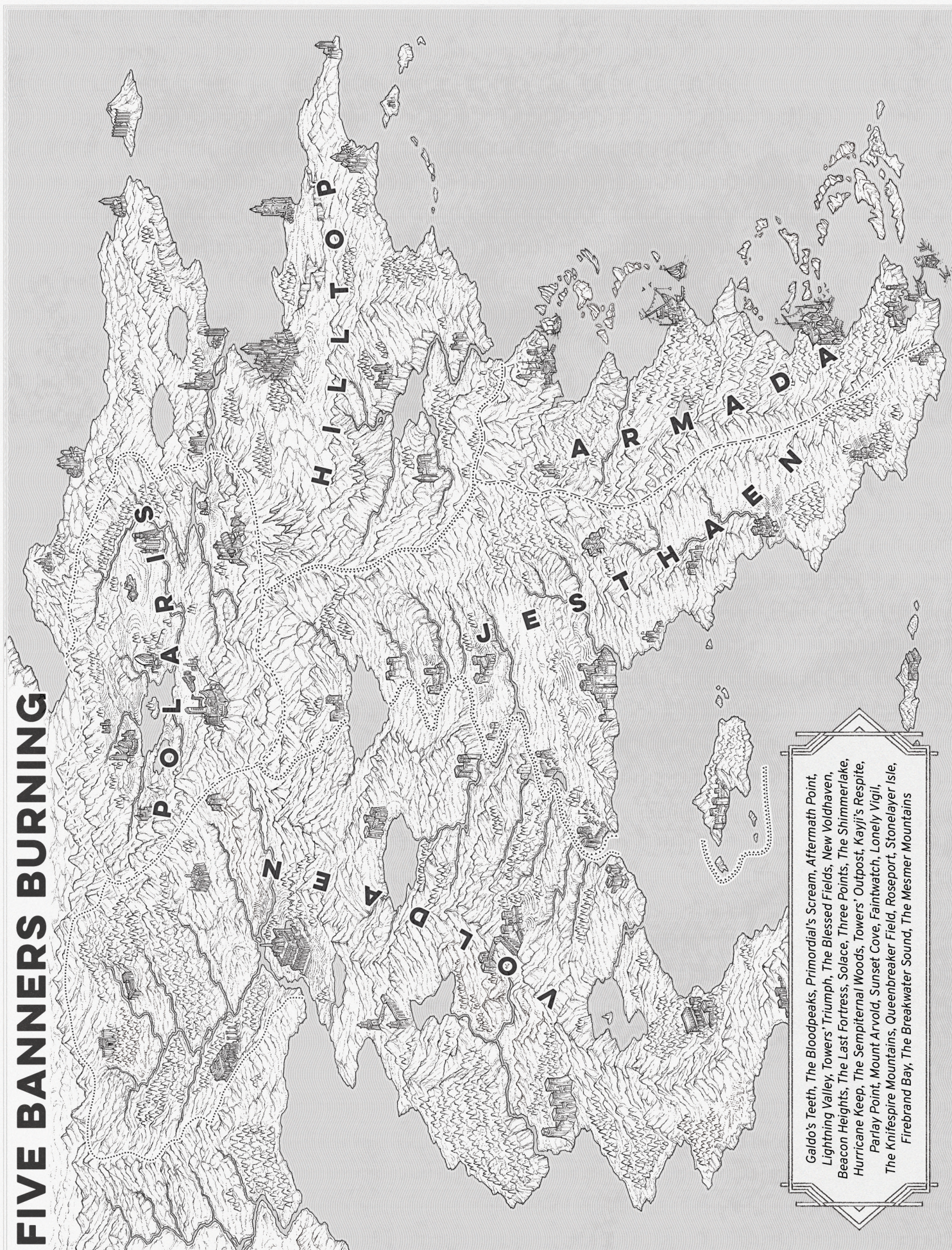


THE WITHERWILD

Qavvik's Tower, The Isle of the Twelve, Rot Hollow, The Reaching Hand,
The Crystal Bridge, Tree Spire, Fire Falls, God's Nest, The Fields of
Unceasing Song, Dreary Way, The Home of the Hollow Beast,
The Carnivorous Divide, Stolen Fen, Cackling Moor, The Unsleping Wood,
The Seed of the Night Feeders, Silver Sage, Low Passage, Seagloom,
The Riverwalkers' Hunting Grounds, The Pond of Lost Hope, Keener's Pike,
The Stones of Cassema, The Somnolent Shore, Tailspire Crags



FIVE BANNERS BURNING



Galdo's Teeth, The Bloodpeaks, Primordial's Scream, Aftermath Point, Lightning Valley, Towers' Triumph, The Blessed Fields, New Voldhaven, Beacon Heights, The Last Fortress, Solace, Three Points, The Shimmerlake, Hurricane Keep, The Sempiternal Woods, Towers' Outpost, Kayji's Respite, Parlay Point, Mount Arvold, Sunset Cove, Faintwatch, Lonely Vigil, The Knifespire Mountains, Queenbreaker Field, Roseport, Stonelayer Isle, Firebrand Bay, The Breakwater Sound, The Mesmer Mountains

BEAST FEAST

Crust Cavern, Sizzling Hollow, Old Brine Falls, Noshpit, Manchego Manor, Griddlefell, Wet Noodle Nook, Maplehold, Aldecant, Kabob Point, Mallow Marsh, The Abisque, Chicory Grove, Ravenous Ravine, Toastrench, Rosemary's Pass, Slowroast Springs, The Ruins of Teamire, The Ferment, Shichimi Shoal, Triple Layer Pass, Moldering Mire, Barbacove, Salt Tines, Balthasar Retreat, Jicama Rots, Rosemary's Lookout, Asiago Arch, Fell-Off Hole, Alte Den, Bak Crevasse, The Obelick, The Stew Sea



THE AGE OF UMBRA



The Drowned Valley, The Cradle of Lament, Ukarish Ridge, Ravomere, The Crypts of Zothu, The Unbroken Spire, The Valley of Penance, Slithermarsh, Blackjaw Harbor, Cathedral of the Ashen Seraphim, The Astrofoundry, Bonehurst, Tumblemaw Pass, Athodios Vas, Ovelis, Ruins of Baphidor, The Lost Pillars, The Violet Archives, Tomb of Cinders, Dusklight Sanctuary, Blackglass Lake, Shrine of the Black Zenith, Flaxenwood, Traskfall Caverns, Path of the Golden Judgment

MOTHERBOARD



Meander, The Corroded Pass, Patina, The Ladenwalk, Ric Rackaway, Factor 5, The Uncorrupted City, Melaika, Harbor of Rot, The Reactor, The Suncatchers, Inevitable Falls, The Bone Safe, Zopyros, Radius, Fallow Fields, Diode, The Everscreen, Rust Quarry, The Climbing Wood, Signal Stop, Remnants' Cemetery, The Circuit Path, Knotlock Wickwire, Mirror Lake, The Wrecking Yard, Voltepic, The Mountain of Light, City of Dark Glass, The Salvage Market, Tidevault Harbor

COLOSSUS OF THE DRYLANDS



The Dead Flats, Kudamat's Spine, Sandia Mesa, Flannel Mouth Junction, Parchtown, Sister Ridge, Old Jane's Pass, Outlook Peak, The Red Plains, Righteous Road, The Godshadow, The Scar, Ranger's Canyon, Dry Lake, Sierra Pistolero, The Orderly Fall, Bangtail Gorge, Owl Head, The Dustwalk, Six Shot Saloon, The Mountain Lock, The Lost Oasis, Scorch Pass, Caterwaul, South Yonder, The Valley of Thieves, God's Soul Outpost, Pick-Pan River, The Dust Sea, Santo Sangre Mines, Lake Lavalere



MOTHERBOARD

MODULE

Name _____

Description _____

IKONIS

Choose a character trait.

- ☐ Agility ☐ Strength ☐ Finesse
☐ Presence ☐ Instinct ☐ Knowledge

Choose range and damage dice.

- ☐ Melee - d12+1 ☐ Far - d8+1
☐ Very Close - d10+2 ☐ Very Far - d6+1
☐ Close - d10

Choose damage type.

- ☐ Physical ☐ Tech

Bonded: Gain a bonus to your damage rolls equal to your level.

INSTALLED AUGMENTS

Start with two slots. Unlock one at each tier.

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

AUGMENTS

- ☐☐ **Force:** +1 damage
3 gears, 2 lenses, 4 aluminum, 1 capacitor
- ☐☐ **Guard:** +1 Armor Score
3 wires, 2 silver, 2 platinum, 3 fuses
- ☐☐ **Converge:** +1 to attack rolls
4 coils, 2 crystals, 5 gold, 3 discs
- ☐ **Amplify:** On a successful attack, roll an additional damage die and drop the lowest result.
4 crystals, 4 cobalt, 4 copper, 4 capacitors
- ☐☐ **Scope:** Increase range by one step (Melee to Very Close, Close to Far, etc.).
5 lenses, 3 silver, 2 circuits, 2 relays
- ☐ **Deny:** +2 Armor Score
6 coils, 3 wire, 2 copper, 4 batteries
- ☐ **Target:** +2 to attack rolls
10 wires, 7 gold, 5 fuses, 5 circuits, 2 batteries
- ☐ **Split:** When you make an attack, mark a Stress to target another creature within range.
12 gears, 5 lenses, 15 aluminum, 9 relays
- ☐☐ **Fix:** When you deal Severe damage, clear a Hit Point.
6 coils, 4 wires, 1 crystal, 5 cobalt, 5 silver, 7 relays, 2 batteries
- ☐☐ **Scare:** When you critically succeed on an attack, the target must mark a Stress.
6 triggers, 8 copper, 9 aluminum, 10 discs
- ☐☐ **Sear:** +2 damage
11 triggers, 11 platinum, 11 circuits, 7 discs
Precompile: Tier 2
- ☐ **Absorb:** You can mark an additional Armor Slot against incoming damage.
26 gears, 13 gold, 15 relays, 8 batteries
Precompile: Tier 2
- ☐ **Kick:** On a successful attack, you can mark 2 Stress to force the target to mark an additional Hit Point.
33 triggers, 13 crystals, 23 cobalt, 16 discs
Precompile: Tier 2
- ☐ **Block:** +3 Armor Score; -1 Evasion
27 crystals, 67 aluminum, 33 relays, 4 capacitors, 5 batteries
Precompile: Tier 3
- ☐ **Zip:** Move up to Far range as part of an attack.
37 coils, 43 silver, 67 fuses, 12 capacitors
Precompile: Tier 3
- ☐☐ **Bury:** +3 damage
28 triggers, 28 circuits, 28 relays, 1 relic
Precompile: Tier 3
- ☐ **Follow:** Mark 2 Stress to reroll your attack.
75 gears, 67 lenses, 30 copper, 33 circuits
Precompile: Tier 4
- ☐ **Override:** Attack rolls have advantage.
63 wires, 71 gold, 58 discs, 5 relics
Precompile: Tier 4

SCRAP COLLECTION

Current
Quantum

SHARDS (D6)

- | | | | | | |
|---------|-------|------------|-------|------------|-------|
| 1. Gear | _____ | 3. Wire | _____ | 5. Lens | _____ |
| 2. Coil | _____ | 4. Trigger | _____ | 6. Crystal | _____ |

METALS (D8)

- | | | | | | |
|-------------|-------|-----------|-------|-------------|-------|
| 1. Aluminum | _____ | 5. Cobalt | _____ | 7. Platinum | _____ |
| 3. Copper | _____ | 6. Silver | _____ | 8. Gold | _____ |

COMPONENTS (D10)

- | | | | | | |
|------------|-------|----------|-------|--------------|-------|
| 1. Fuse | _____ | 6. Disc | _____ | 9. Capacitor | _____ |
| 3. Circuit | _____ | 8. Relay | _____ | 10. Battery | _____ |

RELICS

- | | | |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |