

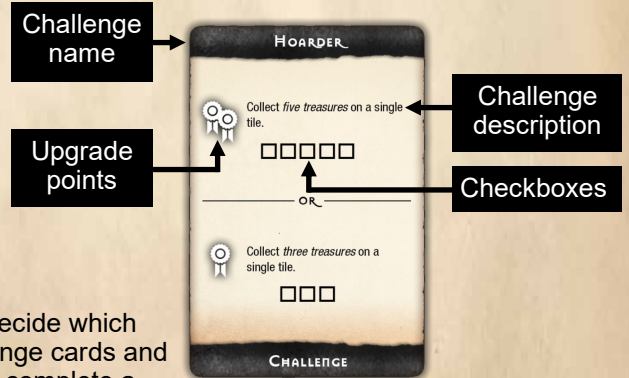


HERO CARD STICKERS



Hero card stickers allow for additional hero progression by modifying hero cards. Each sticker gives a certain bonus (e.g. +1 ) or changes a card attribute (e.g. reducing the AP cost by 1). It is recommended to print the provided sticker sheet on self-adhesive paper and use a 3/8 inch (0,95cm) motive circle puncher to get nice hero card stickers.

EARNING HERO CARD STICKERS

Hero Card Modifications cannot be found or bought from merchants, instead each hero has to overcome certain challenges to gain upgrade points  that can be used to gain the stickers. Challenges are given by drawing a random challenge card when starting a new adventure mode session or module act.







CHALLENGE CARDS

Each challenge card lists two challenges and the hero has to decide which challenge to undertake. It is recommended to sleeve the challenge cards and use a dry-erase pen to mark the *checkboxes* on the card if you complete a part of the challenge. Once a hero fully completes the chosen challenge he earns either one or two upgrade points . Upgrade points  can be accumulated but not traded between heroes.





















ADDING HERO CARD STICKERS







The following limitations must be considered before applying a sticker:

- Each hero card can only have a single sticker of each type (e.g. only a single +1  sticker).
- The +1  and +1  stickers have to be added to one of the movement sections of the hero card *unless* the card lists the bonus in the text section (than it can be added to the text section).
- +1 Dmg, +1 Faith, +1 Dash, +1 Rage, -1 Threat, -1 TN and +1 Range can only be added if the card already has the given bonus e.g. you can only add a +1 Dash sticker if the card already has the dash keyword.
- Once a sticker has been added to a hero card it *can* be removed from a hero card but the spent upgrade points  are *lost*. However, the sticker becomes available again (you can earn it again).



AVAILABLE STICKERS

Sticker	Cost	Description & Availability
		Add +1  to one section of the hero card. Can be gained 3 times.
		Add +1  to one section of the hero card. Can be gained 5 times.
		Add +1 Damage to the hero card. Can be gained 1 time.
		Add +1 Faith to the hero card. Can be gained 2 times.
		Add +1 Dash to the Hero card. Can be gained 2 times.
		Add +1 Rage to the Hero card. Can be gained 2 times.
		Add -1 Threat to the Hero card. Can be gained 3 times.
		Add -1 TN to the Hero card. Can be gained 3 times.
		Add +1 Range to the Hero card. Can be gained 1 time.

Sticker	Cost	Description & Availability
		Reduce the AP cost If the hero card by 1 (use the appropriate sticker). Can be gained 1 time.
		Change one Reaction card to a Action/Reaction card. Can be gained 1 time.
		Change one Action card to a Reaction card. Can be gained 1 time.