

Character card

No	Name	Ability
C1	Folklorist Toru Kodai	Free ticket You can take a free ride of train for one section. (once per turn)
C2	Journalist Chiro Sakura	Follower When the character in same or adjacent hex moves, you can move with that character. This move does not require action point or money.(permanent)
C3	Fortuneteller Amanogawa	Healing Character in same or adjacent hex to you recover 2HP. (once per turn)
C4	Police officer Lex	Attack bonus Deal one extra damage each time you attack Boss.(permanent)
C5	Writer Takuan	Range decontamination You can decontaminate the contamination within 3 hexes When you decontaminate by spending action point. (permanent)
C6	Gamer JIN	Netsurfing You can use this ability while you are at facility. Spend one action point and you can do area search at any hex of your choice. (once per turn)
C7	Scientist Richard	Defense devise Choose two facilities at the beginning of scenario. You can decontaminate six hexes surrounding one of the facilities.(once per scenario)
C8	Bookstore owner Shiro Kanda	Multi decontamination Discard one additional contamination when you spend action point to decontaminate. (permanent)

Ability card

No	Lv	Name	Card text
A1, A2	1	Healing	Character in same or adjacent hex to you recover 2HP. (once per turn)
A3, A4	1	Range decontamination	You can decontaminate the contamination within 3 hexes When you decontaminate by spending action point. (permanent)
A5, A6	1	Free ticket	You can take a free ride of train for one section. (once per turn)
A7, A8	1	Attack bonus	Deal one extra damage each time you attack Boss.(permanent)
A9	1	Informant A	Draw another event card. You can use this ability on other player's turn. (discard)
A10	1	Informant B	Cancel the result of a event card. You can use this ability on other player's turn. (discard)
A11, A12	1	Part time job	Gain 4 money (discard).
A13, A14	2	Toughness	+ 5 to your current and max HP. (permanent)
A15, A16	2	Slip through	You can walk through hex with contamination pawn. You can also stop at such hex. (permanent)
A17, A18	2	Defense bonus	Prevent one damage you suffer from Boss. (permanent)
A19, A20	2	Change position	Change positon with other character. (discard)
A21, A22	2	Multi decontamination	Discard one additional contamination when you spend action point to decontaminate. (permanent)

A23, A24	2	Dash	Move up to 5 hexes. (discard)
A26, A26	3	Penetrate	Remove line of contamination when you spend action point to decontaminate. (discard)
A27, A28	3	Are decontamination	Remove contaminations around your hex when you spend action point to decontaminate. (discard)
A29, A30	3	Energy drain	Decrease spread of contamination by one on your currently existing tile.(permanent)
A31, A32	3	Additional action	Gain one action point. (discard)
A33, A34	3	Teleportation	Move to the hex of your choice. You cannot move to the hex with contamination pawn. (discard)
A35, A36	3	Footwork	Use this ability before you move with spending action point. You can flip the exploration chip on the hex you enter (like you did area search) .(discard)