
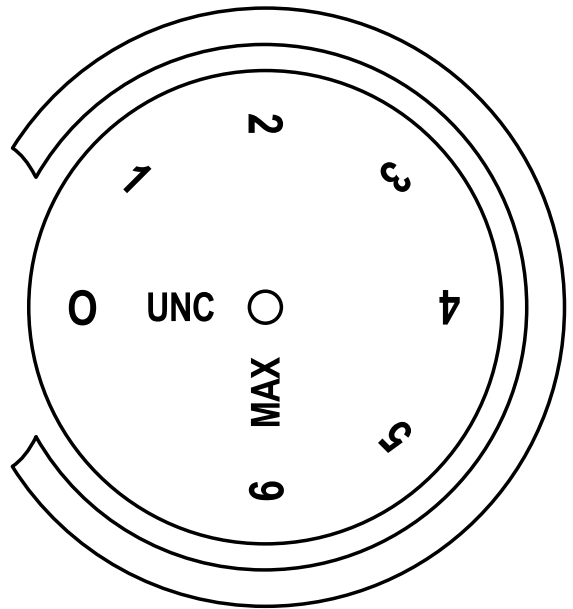


JOHANN KRAUS
ECTOPLASMIC STABILITY



6-0

-START ON SIX-
-RESET WHEN AGENTS TAKE TIME-
-IF FALLS TO ZERO, JOHANN IS KNOCKED OUT-



0 UNC ○ 4
2 3
6 MAX 9 5

BACK

○

BACK

○

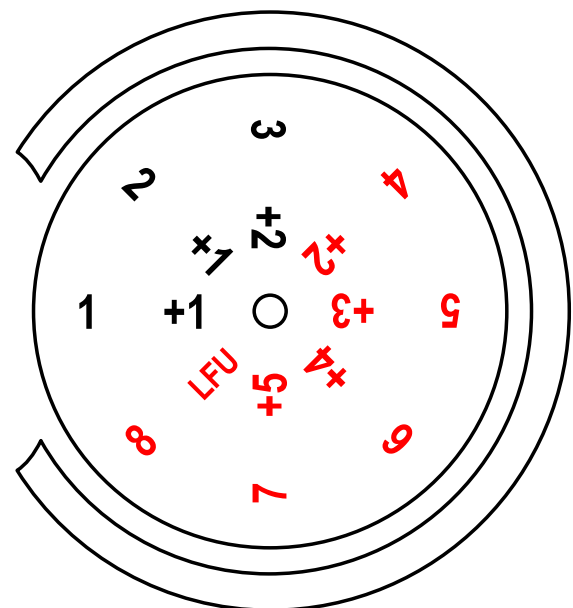
LIZ SHERMAN
LIVING FLAME

FLAME LEVEL



1-8

-START ON ONE-
-IF REACHES EIGHT, TRIGGER THE 'LIVING FLAME UNLEASHED' EFFECT-



1 +1 ○ 5
2 x7 3 +2 4 x2 5
8 LFU 6 +5+ 7 x4 x3

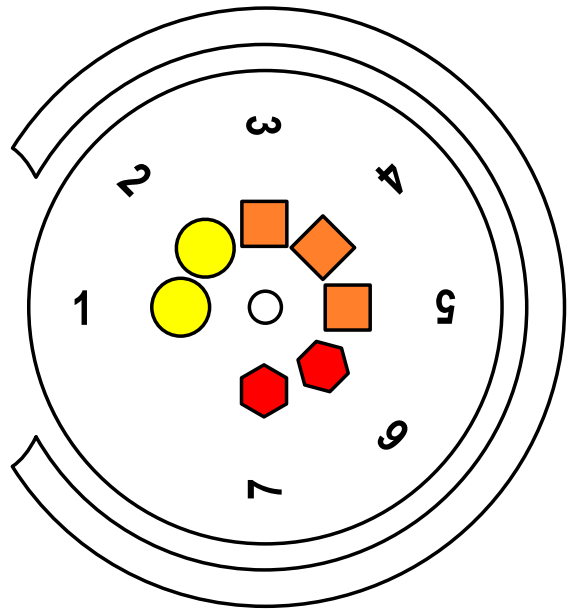
**ROGER
VITAL SPARK**

FIGHT DIE


 1-7




**-START ON SEVEN-
-RESET WHEN AGENTS
TAKE TIME-**



BACK



BACK



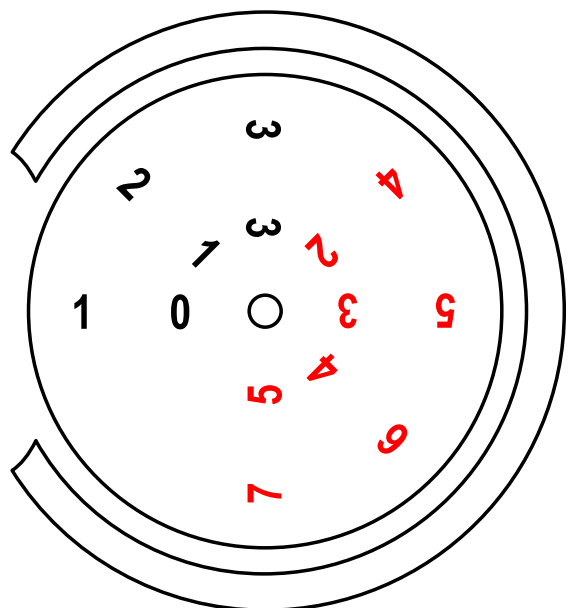
**AGENT
ELIZABETH SHERMAN
ANCIENT FIRE**

ANCIENT FIRE LEVEL

 1-7



**-START ON ONE-
-IF FALLS TO ONE, DEACTIVATE
'BODY OF FIRE' CARD-**

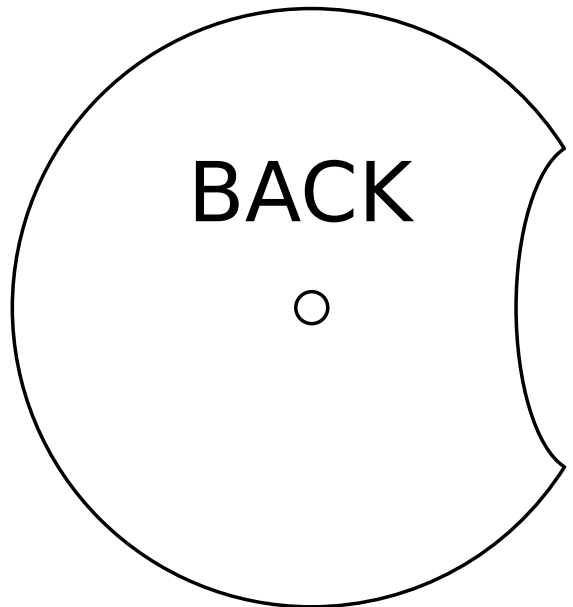
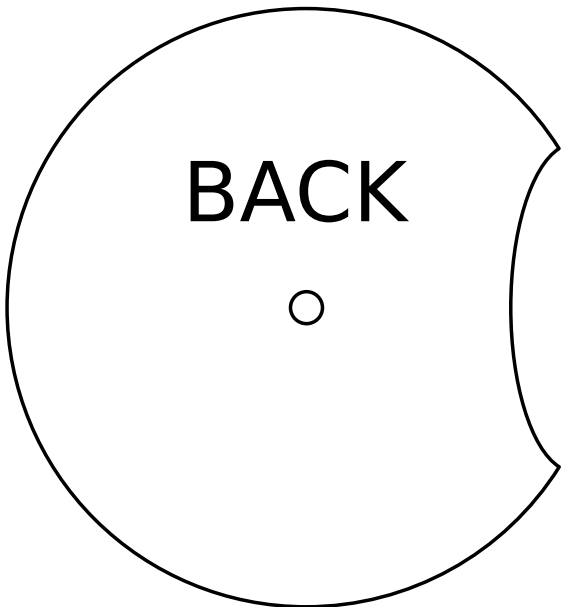
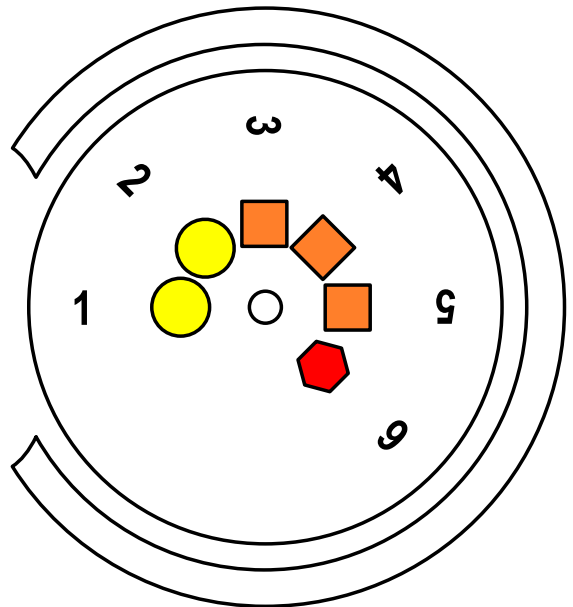


JOHANN KRAUS
MODERN PROMETHEUS
VRIL RESERVES

FIGHT AND SHOOT DIE

6-1

-START ON SIX-
 -RESET WHEN AGENTS TAKE TIME-
 -IF WOULD FALL TO ZERO,
 JOHANN IS KNOCKED OUT-



SLEDGEHAMMER
VRIL RESERVES

FIGHT AND SHOOT DIE

6-1

-START ON SIX-
 -RESET WHEN AGENTS TAKE TIME-
 -IF WOULD FALL TO ZERO,
 SLEDGEHAMMER IS
 KNOCKED OUT-

