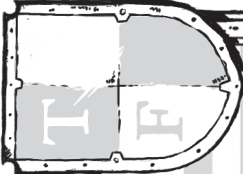


NAME _____	
TRAITS	
	AID. The recruit readies this die. They may spend it to add +1 to an ally's check.
	DASH. The recruit moves a short distance.
	RECOVER. The recruit regains +2 footing. They recover an additional +1 or +2 if they have a helpful or perfect trait.
	STRIKE. The recruit darts forward in an [attack, +0] against a foe. If the recruit has a helpful or perfect trait, add an additional +1 or +2 to this check.
	ACTION. The recruit takes an open action.
	WITHDRAW. The recruit makes a focused [retreat].

[illegible]

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▲ STRIKE. The recruit darts forward in an [attack, +0] against a foe. If the recruit has a helpful or perfect trait, add an additional +1 or +2 to this check.	
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[illegible]