



# YAN LO

Master, Living  
ANCESTOR

CACHE

4

DF WP WD WK CG HT

5

5

12

4

6

2



## FINAL, OFFICIAL

**Infiltration (Retainer):** Crews led by this model may hire up to 4 models with the Retainer Characteristic that are not the Crew's declared Faction.

**Harvest Chi:** When a model within ①8 is killed by a model which it considers an enemy, this model gains the following Condition for the rest of the game: "**Chi +1:** This model adds +1 to its **Ca**, to a maximum of 3 additional **Ca**."

**Focus Chi:** At the start of this model's Activation, this model may discard a card to gain the following Condition until the end of the game: "**Chi +1:** This model adds +1 to its **Ca**, to a maximum of 3 additional **Ca**."

## ATTACK ACTIONS

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- (1) Spirit Barrage (Ca 5X / Rst: Df / Rg: 1 or 12):** Target suffers 2/3/4 damage.  
 X **Revitalize:** After killing the target or dealing severe damage, this model gains the following Condition for the rest of the game: "**Chi +1:** This model adds +1 to its **Ca**, to a maximum of 3 additional **Ca**."
- (1) Lightning Dance (Ca 5X / Rst: Wp / Rg: 8):** Place this model into base contact with target enemy model. Then, this model may place the target into base contact with any friendly model within 8" and LoS of this model.

## TACTICAL ACTIONS

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- (1) Transcendence:** This model may lower its **Chi** Condition value by any amount, to a minimum of 0. For each point of **Chi** lowered, one friendly model in (X)8 gains the Spirit Characteristic and the following Condition for the rest of the Turn: "**Armor +2:** Reduce all damage suffered by this model by +2, to a minimum of 1."
- (0) Ascendance:** This model may lower its **Chi** Condition value by the cost of any Upgrade with the restriction of Ascendant to attach that Upgrade, ignoring all usual restrictions for attaching Upgrades.
- (0) Instill Youth (Ca 5X / TN: 12X / Rg: 8):** Target other model heals an amount of damage equal to the amount that this Action's final duel total exceeded the TN of this Action, to a maximum of 4 damage.