

SotM Card Guide – Hero Comparison

Part III: Healing

1) Self Healing – One Time Effect:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Fanatic	“Absolution”	Equipment, Relic, Limited	3	+1 hp when played. Power: 3 radiant, fire, or melee dmg to 1 target.
Fanatic	Sanctifying Strike	One-Shot	2	1 melee dmg to 1 target; draw 1 card; +1 hp.
Fanatic	Aegis of Resurrection	Equipment, Relic, Limited	2	+10 hp when reduced to 0 hp; destroy this card.
Haka	Haka of Restoration	One-Shot	3	Draw 2 cards; discard x cards to gain x hp.
Haka	Vitality Surge	One-Shot	3	+2 hp; draw 1 card.
The Naturalist	Bestial Shift	One-Shot	3	Gazelle: +3 hp; use a power.
The Naturalist	Natural-Born Vigor	Ongoing, Limited	2	Use an additional power this turn. Start of turn, may destroy card to regain 4 hp.
Ra	The Staff of Ra	Equipment, Relic, Limited	4	+3 hp when played; +1 fire dmg dealt. Power: 3 projectile dmg to 1 target; destroy this card.
The Scholar	Transmutative Recovery	One-Shot	3	+ 2 hp; draw 2 cards.
The Scholar	“Get Out of the Way!”	One-Shot	3	1 fire dmg to all non-hero targets; +x hp, x = number of damaged targets.
The Scholar	Expect the Worst	Ongoing, Limited	2	Reduce all dmg taken to 0; start of turn, + 2 hp and destroy this card.
The Sentinels	Good Hero – Bad Hero	One-Shot	2	+3 hp to lowest Sentinel; 3 melee dmg to 1 target (Mainstay).
The Sentinels	Restorative Burst	One-Shot	3	+1 hp to all heroes; + 3 hp to incapacitated Sentinel (Dr. Medico).
The Sentinels	Second Chance	One-Shot	3	+6 hp to incapacitated Sentinel.
Setback	Plucky Break	One-Shot	3	Remove 2 tokens from pool to deal 2 melee dmg to 1 target; +2 hp if 0 tokens in pool.
Setback	Karmic Retribution	One-Shot	3	+2 hp if below 7 tokens in pool, remove 1 token; 7 melee dmg to 1 target if 7 or above tokens in pool, remove 7 tokens.
Setback	Silver Lining	Ongoing	2	+x hp when Setback is reduced to 0; x = number of tokens in pool; remove all tokens and discard card.
Setback	Uncharmed Life	Ongoing	2	Remove 2 tokens from pool to redirect dmg to Setback. Power: +3 hp, destroy this card.
Unity	Inspired Repair	One-Shot	2	Draw 1 card; play 1 card; +3 hp to all golems in play.

SotM Card Guide – Hero Comparison

Wraith	Suture Self	One-Shot	2	+3 hp.
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2) Self Healing – Ongoing Effect or Power:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Absolute Zero	Null-Point Calibration Unit	Equipment, Limited, Module	4	+ x hp, x = any cold dmg dealt to Absolute Zero.
The Argent Adept	Inspiring Supertonic	Ongoing, Harmony	2	Accompany: +2 hp.
Bunker	Maintenance Unit	Equipment	3	Power: +2 hp.
Chrono-Ranger	“Dead or Alive”	Ongoing, Bounty	1	Play on target; start of turn, +1 hp
The Naturalist	Natural Form’s Power	Ongoing	2	Power (Rhino): +2 hp.
The Naturalist	Resilient Hide	Ongoing	2	If dealt 1 dmg, prevent it. Rhino: +1 hp at start of turn.
The Naturalist	The Nimble Gazelle	Ongoing, Form	1	Activate Gazelle effects. Power: +3 hp
Nightmist	Master of Magic	Ongoing, Limited	2	+x hp, x = number of spell card played this turn.
Nightmist	Starshield Necklace	Equipment, Relic, Limited	2	Discard 1 card at end of turn; +x hp, x = number of discarded card.
The Scholar	Better Living	Base Power	c	Power: +1 hp
The Scholar	Sound to Liquid	Ongoing, Elemental	3	+1 hp gained per heal; start of turn, discard card or destroy this card.
Setback	Surprising Fortune	Ongoing	2	Power: +2 hp, 1 player may draw 2 cards if Setback removes 2 tokens from pool.

3) Group Healing – One Time Effect:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
The Argent Adept	Vernal Sonata	One-Shot	4	+1 hp to all heroes, each may place a trash card on top of their decks.
Fanatic	Holy Nova	One-Shot	3	1 radiant dmg to each non-hero target; +1 hp to all heroes.
Legacy	Inspiring Presence	Ongoing, Limited	3	+1 hp to all heroes when first played; +1 dmg dealt for all heroes.
Nightmist	Mist-Fueled Recovery	One-Shot	2	Shuffle a hero’s trash into their deck; + 1 hp per 2 cards recovered.
The Scholar	Proverbs and Axioms	One-Shot	2	Each player draws a card; they may choose to gain +2 hp or take 3 dmg to use a power.
The Sentinels	Positive Energy	One-Shot	3	+1 hp to all heroes; 2 psychic dmg to all villain targets (Idealist).
The Sentinels	Restorative Burst	One-Shot	3	+1 hp to all heroes; + 3 hp to incapacitated Sentinel (Dr. Medico).

SotM Card Guide – Hero Comparison

Setback	Cash Out	One-Shot	3	Remove x tokens from pool and draw x cards; + 2 hp to all heroes if they collectively discard H – 1 cards.
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4) Group Healing – Ongoing Effect or Power

The Argent Adept	Rhapsody of Vigor	Ongoing, Melody	2	Perform: +1 hp to 5 targets.
Legacy	Motivational Charge	Ongoing, Limited	3	Power: 2 melee dmg to a target; +1 hp to all heroes.
Omnitron-X	Innervation Ray	Equipment, Component	2	Start of turn, +1 hp to 3 hero targets.
The Sentinels	M.D. (Medico)	Base Power	c	Power: +3 hp to 1 hero.
The Sentinels	Hippocratic Oath	Ongoing, Signature	1	When Dr. Medico deals x dmg, heal 1 hero x hp instead; end of turn, +1 hp to 3 targets.
Tempest	Cleansing Downpour	Ongoing	2	Power: +2 hp to each hero.

SotM Card Guide – Hero Comparison

Part IV: Damage Reduction

1) Hero Self-Defense – One Time Effect:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Expatriette	Flak Jacket	Equipment, Limited	3	Prevent ≥ 3 dmg from one source; destroy card.
Haka	Haka of Shielding	One-Shot	3	Draw 2 cards; discard x cards to resist 2x dmg from next attack.
The Naturalist	Bestial Shift	One-Shot	3	Rhino: -1 dmg taken for 1 turn.
Tachyon	Synaptic Interruption	Ongoing, Burst	3	If Tachyon is dealt 3+ dmg, redirect to another target and destroy this card.

2) Hero Self Defense – Ongoing Effect or Power:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Absolute Zero	Cryo Chamber	Equipment, Limited	2	+1 cold dmg taken; -1 fire dmg taken. Power: 5 fire dmg to Absolute Zero; destroy this card.
Bunker	Recharge Mode	Ongoing, Mode	3	-1 dmg taken; cannot play cards or use powers.
Bunker	Heavy Plating	Equipment, Limited	3	-1 dmg taken.
Fanatic	Undaunted	Ongoing, Limited	2	Prevent 1 dmg attacks; reduce 5+ dmg by 2.
Haka	Ta Moko	Ongoing	3	-1 dmg taken.
K.N.Y.F.E.	Overcharged Null-Shield	Equipment, Limited	2	-1 dmg taken from villain with highest hp. Power: Draw 2 cards, destroy this card.
Legacy	Danger Sense	Ongoing	3	Prevent all dmg from environment cards.
Legacy	Next Evolution	Ongoing	3	Power: Prevent all dmg from one dmg type for one round.
Legacy	Fortitude	Ongoing, Limited	3	-1 dmg taken.
Legacy	Superhuman Durability	Ongoing, Limited	2	Reduce 5+ dmg taken by 3.
Mr. Fixer	Pipe Wrench	Equipment, Tool	2	+1 dmg dealt; -1 dmg taken.
The Naturalist	Blend Into the Pack	Ongoing	2	-x dmg taken on first attack per turn, x = environment targets in play.
The Naturalist	Indomitable Force	Ongoing	3	-1 dmg taken for 1 turn. Rhino: When a hero takes dmg, redirect to the Naturalist.
The Naturalist	Resilient Hide	Ongoing	2	If dealt 1 dmg, prevent it. Rhino: +1 hp at start of turn.
The Naturalist	The Formidable Rhino	Ongoing, Form	1	-1 dmg taken; activate Rhino effects. Power: Draw 2 cards.
Omnitron-X	Ablative Coating	Equipment, Plating	2	-2 melee, projectile, and toxic dmg taken.

SotM Card Guide – Hero Comparison

Omnitron-X	Elemental Exochassis	Equipment, Plating	2	-2 cold, fire, lightning, and energy dmg taken.
Omnitron-X	Temporal Shielding	Equipment, Plating	2	-2 psychic, infernal, radiant, and sonic dmg taken.
The Scholar	Flesh to Iron	Ongoing, Elemental	3	-2 dmg taken; start of turn, discard card or destroy this card.
The Sentinels	Block (Mainstay)	Base Power	c	Power: -1 dmg taken to all Sentinels
The Sentinels	Durasteel Chains	Equipment, Signature	1	+1 dmg dealt by Mainstay; -1 dmg dealt to Mainstay.
Tempest	Otherworldly Resilience	Ongoing, Limited	3	-1 dmg taken.
Tempest	Elemental Subwave Inducer	Equipment, Limited	2	Choose dmg dealt type; -1 dmg taken of that type.
Stealth Bot	Stealth Bot	Mechanical Golem	1	-1 dmg taken; may redirect dmg from hero to Stealth Bot.
Visionary	Decoy Projection	Distortion, Limited	3	5 hp target; absorbs damage intended for Visionary
Wraith	Stealth	Base Power	c	Power: Reveal top card of environment deck; discard or play it.

3) Hero Group Defense – One Time Effect: None.

4) Hero Group Defense – Ongoing Effect or Power:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
The Argent Adept	Counterpoint Bulwark	Ongoing, Rhythm	2	Perform: -1 dmg taken to 2 targets. Accompany: 1 card draw for a player.
Setback	Mitigate	Base Power – promo	c	Power: Remove 1 token from pool; -2 dmg taken to 1 hero.
Tempest	Shielding Winds	Ongoing, Limited	3	-2 dmg taken for all heroes when they are dealt 5+ dmg.
Visionary	Mass Levitation	Ongoing	2	Power: -3 dmg dealt to heroes by environment cards.

5) “Cocoon” Powers:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Nightmist	Mist Form	Ongoing, Limited	2	Prevent all damage; draw an additional card; cannot play cards or use powers.
The Scholar	Expect the Worst	Ongoing, Limited	2	Reduce all dmg taken to 0; start of turn, + 2 hp and destroy this card.
Visionary	Telekinetic Cocoon	Ongoing, Limited	2	Immunity to dmg; cannot play cards or use powers

SotM Card Guide – Hero Comparison

6) Damage Redirection to Hero Target:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Fanatic	Divine Sacrifice	One-Shot	2	1 radiant dmg to 3 targets; redirect dmg from those targets to Fanatic for one turn.
Haka	Enduring Intercession	Ongoing	3	Redirect all environment dmg to Haka. Power: Destroy this card.
Legacy	Lead From the Front	Ongoing, Limited	3	May redirect all hero dmg to Legacy.
The Naturalist	Threatening Stomp	One-Shot	2	4 melee dmg to 1 target. Rhino: Redirect target's dmg to Naturalist for one turn.
The Naturalist	Indomitable Force	Ongoing	3	-1 dmg taken for 1 turn. Rhino: When a hero takes dmg, redirect to the Naturalist.
The Scholar	Alchemical Redirection	Ongoing	2	Redirect all damage to heroes to the Scholar for 1 turn.
The Sentinels	Human Shield	Ongoing	2	May redirect any dmg to Mainstay; start of turn, discard 2 cards or destroy card.
Setback	Uncharmed Life	Ongoing	2	Remove 2 tokens from pool to redirect dmg to Setback. Power: +3 hp, destroy this card.
Setback	Wrong Time and Place	Ongoing	1	Redirect dmg to Setback, or remove x tokens from pool to redirect the dmg to another target, x = amount of dmg.
Unity	Stealth Bot	Mechanical Golem	1	-1 dmg taken; may redirect dmg from hero to Stealth Bot.
Wraith	Smoke Bombs	Equipment, Limited	2	Redirect dmg to lowest hp hero to highest hp hero; -1 dmg taken.

7) Damage Redirection for Offense:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
K.N.Y.F.E.	Infiltrate and Obfuscate	Ongoing, Limited	2	Redirect first damage per turn from an environment card to villain with 2 nd highest hp.
Mr. Fixer	Driving Mantis	Ongoing, Style	2	Redirect any ≤ 2 dmg taken to another target.
Nightmist	Amulet of the Elder Gods	Equipment, Relic, Limited	2	Discard 2 cards; redirect dmg dealt to Nightmist to another target.
The Sentinels	Caliginous Form	Ongoing, Signature	1	-2 dmg taken on first hit to Writhe in a turn; redirect dmg to villain target with highest hp.
Setback	Wrong Time and Place	Ongoing	1	Redirect dmg to Setback, or remove x tokens from pool to redirect the dmg to another target, x = amount of dmg.

SotM Card Guide – Hero Comparison

Visionary	Wrest the Mind	Ongoing	3	Play on any non-character target; when target deals dmg, redirect to another target; 3 dmg to Visionary and target.
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8) Non-Hero Damage Reduction Debuff:

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Chrono-Ranger	Neuro-Toxin Dart Thrower	Equipment	1	Power: 1 projectile dmg to 1 target; -1 dmg dealt by target.
Expatriette	Liquid Nitrogen Rounds	Equipment, Ammo	2	-1 dmg dealt by targets damaged by its gun.
Mr. Fixer	Hoist Chain	Equipment, Tool	2	After dealing dmg to a target, -1 dmg dealt by target.
Visionary	Twist the Ether	Ongoing	2	Play on any target; +1 or -1 dmg dealt by target, choose dmg type.
Wraith	Mega Computer	Equipment	3	-1 dmg dealt by environment cards.
Wraith	Stun Bolt	Equipment	3	Power: 1 projectile dmg to 1 target; -1 dmg dealt by target for 1 round.

9) Heroes Take No Damage/ Non-Heroes Deal No Damage (Or, big time defensive cards):

<i>Hero</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Fanatic	Chastise	Ongoing	2	1 non-character target cannot deal or take dmg. Start of turn, take 2 psychic dmg or destroy card.
Fanatic	Zealous Offense	Ongoing, Limited	2	Start of turn; 2 non-character targets cannot deal dmg; destroy card if Fanatic does not deal 3 dmg this turn.
Haka	Ground Pound	Ongoing	2	Discard 2 cards; non-hero cards cannot deal damage. At start of turn, destroy this card.
Legacy	Heroic Interception	Ongoing	3	Take 3 melee dmg; all heroes immune to damage until start of next turn.
Mr. Fixer	Grease Gun	Equipment	2	Non-hero targets cannot deal dmg for 1 turn; skip power and draw phases.
The Naturalist	Environmental Allies	Ongoing	2	-1 dmg dealt to environment targets. Gazelle: Heroes immune to environment dmg.
Ra	Flesh of the Sun God	Ongoing	3	Ra is immune to fire dmg. Power: All heroes immune to fire dmg.
The Scholar	Offensive Transmutation	One-Shot	2	2 infernal dmg to a target; that target cannot deal dmg for 1 turn.
Tachyon	Hypersonic Assault	One-Shot	3	1 melee dmg to all non-hero targets; targets cannot deal dmg for 1 turn.
Wraith	Throat Jab	One-Shot	2	2 melee dmg to 1 target; target cannot deal dmg for 1 round.