

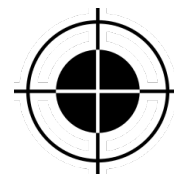
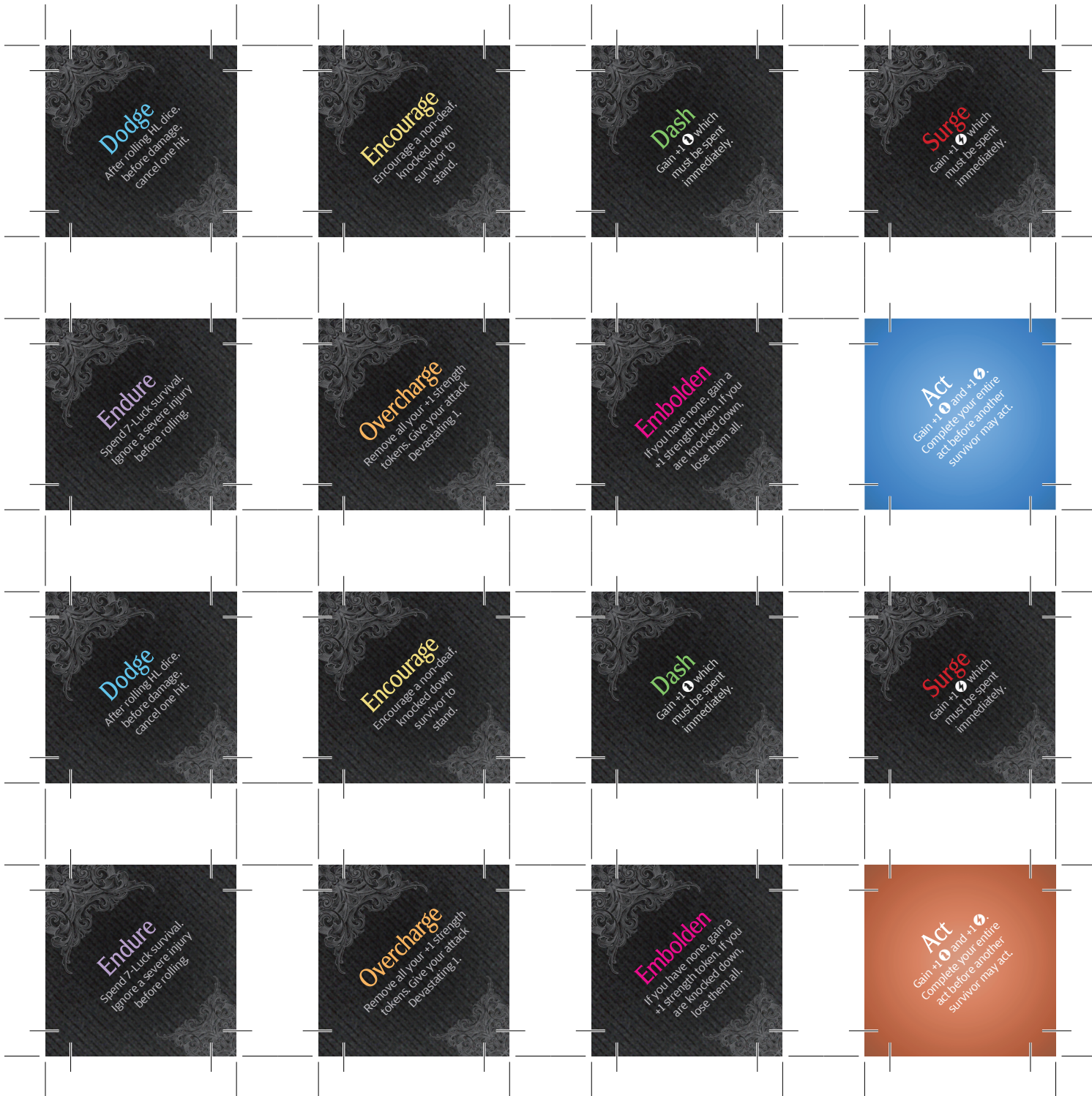
KD:M Compatible Tokens

By Klutz / Kevin Bélisle

My recommendation for using this PDF:

- Print the pages you want onto label / sticker paper
- Stick the front print onto a thick piece of card board
- Punch 2 small holes through the center of the registration marks
- Line up the back print using the registration marks
- Cut out your tokens using either:
 - The small cut marks which are 1 inch apart
 - A ~1.25" circle punch
- Enjoy your new tokens!
- *Check out <http://klutz.studio> for more gaming goodness soon!*

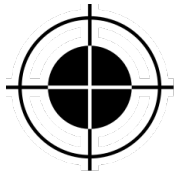




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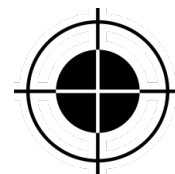
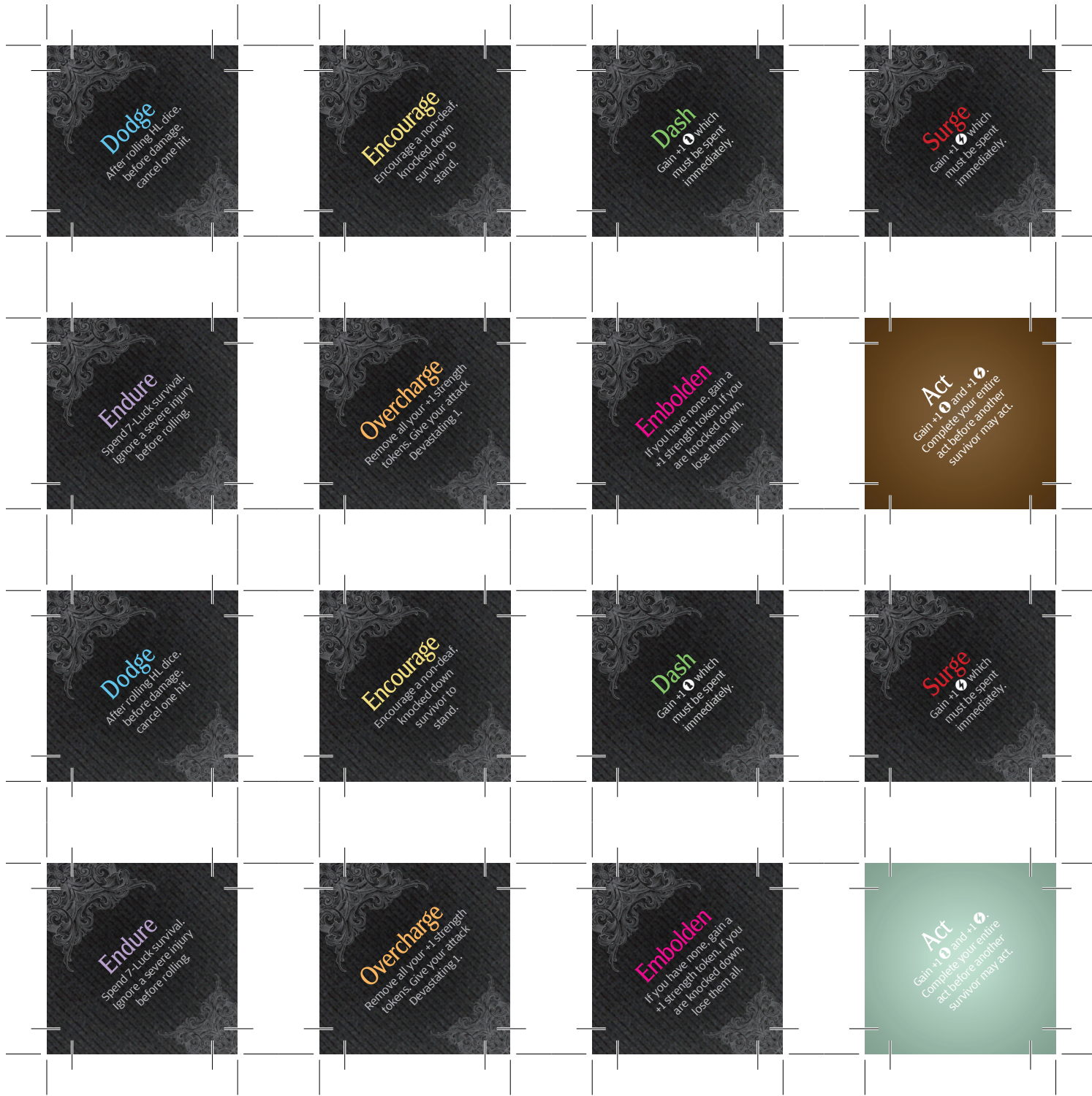
Survival Actions - Front - Blue & Red



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Survival Actions - Back - Blue & Red



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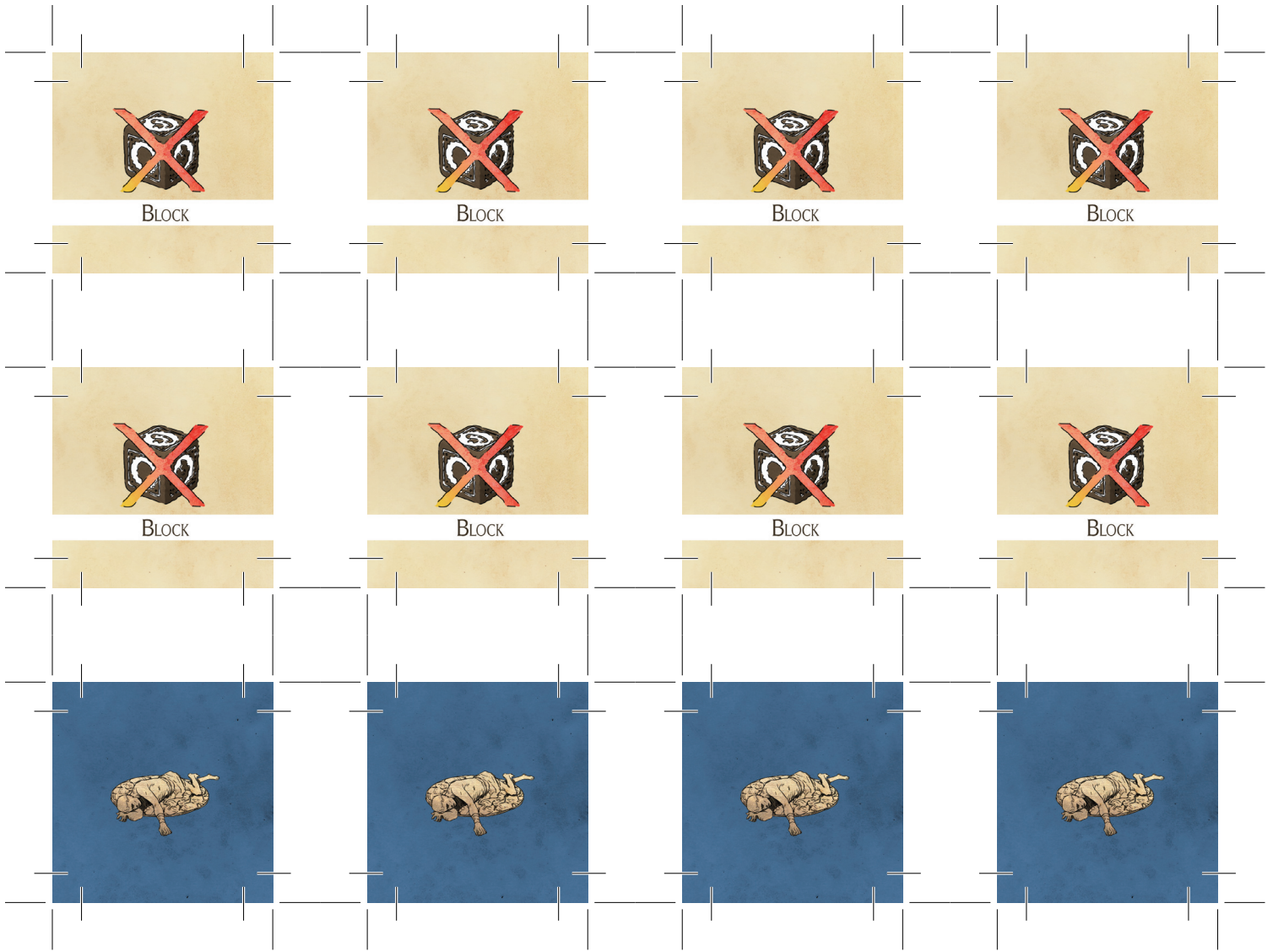
Survival Actions - Front - Brown & Teal



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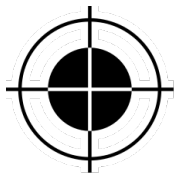
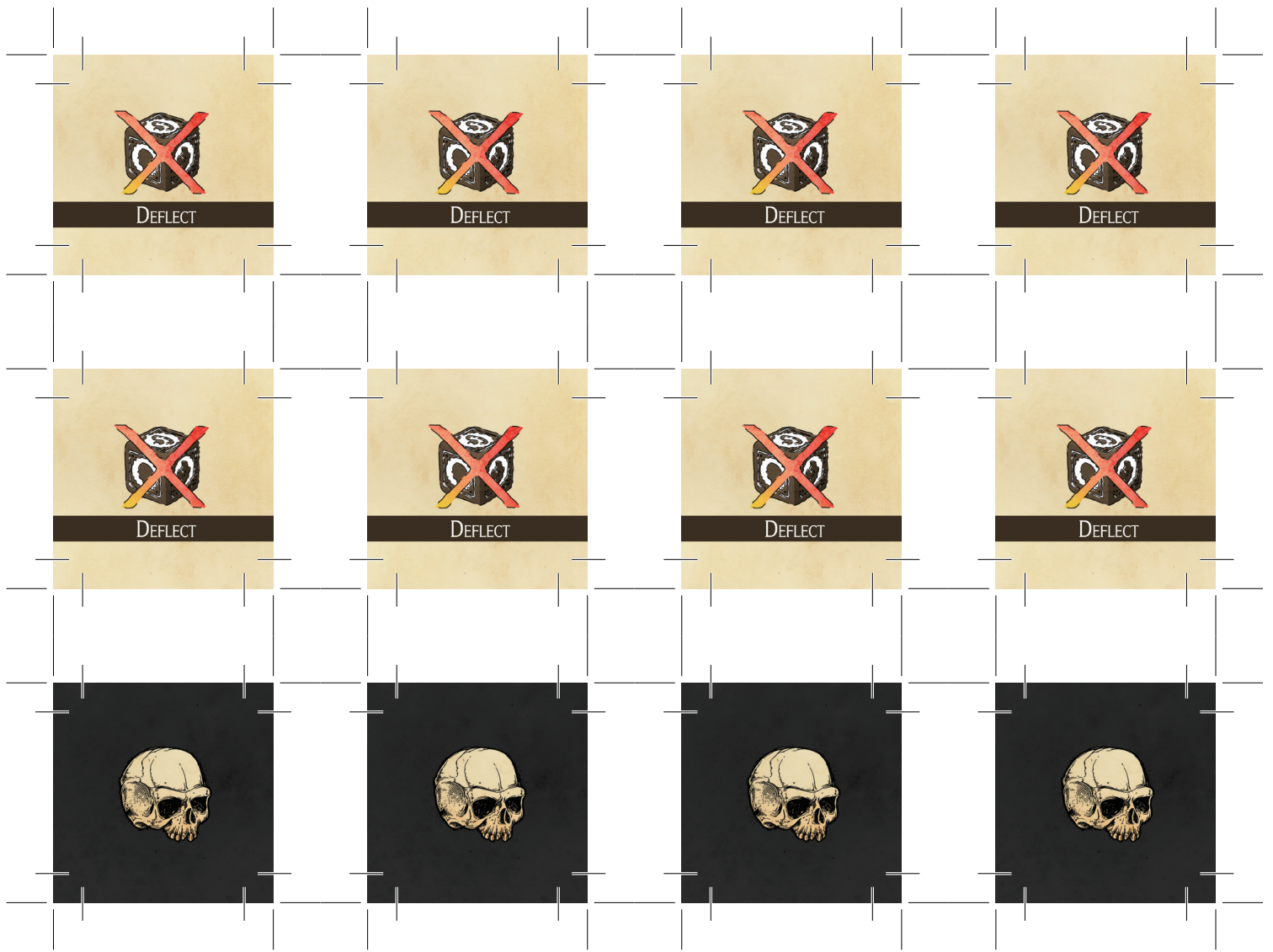
Survival Actions - Back - Brown & Teal



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Block/Deflect & Knocked Down/Dead - Front



KD:M Compatible Tokens

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Block/Deflect & Knocked Down/Dead - Back



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Severe Injuries & Monster Knocked Down - Front

Frenzy
Ignore slow on
melee weapons.
You cannot spend
survival, use FAs,
WS, or WM.

**Dislocated
Shoulder**
You cannot activate
two-handed or paired
weapons or use
block.

Disemboweled
Your movement is 1.
If you are the only
survivor, you are
lost, dead.

**Bruised
Tail-Bone**
You cannot dash.

Knocked Down
All attacks hit on 3+.
Cancel all reactions.

Monster stands when
a trap is played, it draws
an AI card, or at start
of next turn.

**Torn Achilles
Tendon**
Whenever you suffer
light, heavy or severe
injury, you are also
knocked down.

Torn Muscle
You cannot dash.

Slashed Back
You cannot surge.

Frenzy
Ignore slow on
melee weapons.
You cannot spend
survival, use FAs,
WS, or WM.

**Dislocated
Shoulder**
You cannot activate
two-handed or paired
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block.

Disemboweled
Your movement is 1.
If you are the only
survivor, you are
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**Bruised
Tail-Bone**
You cannot dash.

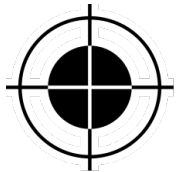
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Severe Injuries & Monster Knocked Down - Back