

FORA LIN DEMO DECK 2026

Thank you for trying out our game!
We have left the card art frames
intentionally blank for you to draw
your own depictions from your
own imagination! If you would
like to share your work with us,
you can do so on our Discord server,
our Bluesky, or our website:
www.hex.studio

Discord



Bluesky



2

PARRY

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

REACTION: DEFENSIVE ARTS

You catch your Foe's Weapon against your own blade. Bolster yourself with this Card for 3 Rounds.

While Bolstered, you may Discard this Card to negate any Strike from an adjacent Foe. Your Foe may make an additional Attack against you at no cost, but the Damage dealt to you is halved.

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LIN 1

2

SUGAR HIGH

+1 / 1

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

ATTACK: RUSH

You enter the jittering, frenzied state of a Sugar High. Bolster yourself with this Card for 2 Turns.

While Bolstered, you must play any Rush card as soon as it enters your Hand. Playing a Rush Card Bolsters you with Sugar High for 2 additional Turns.

While Bolstered, you may add 1d6 to any Attacks you make.

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2

PIERCING BITE

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

ATTACK: JAW ARTS

Play this Card when you perform a Bite Attack.

You bite deep into your Foe's body, dealing an additional 1d6 Jaw Damage and Burdening them with this Card for 2 Rounds.

While Burdened, they take 1 additional Damage from Attacks.

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LIN 1B



2

WITH VENOM

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: STINGER ARTS

You scrape your weapon with the tip of your stinger. On the next Strike, Shot, or Throw you perform, Burden your Foe with this Card for 2 Rounds.

While Burdened, they take 1 Damage to their Vitality at the start of their Turn.

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2

DEFY GRAVITY

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

REACTION: TUNNEL FIGHTER

Play this Card while within an area no more than 3 Cells wide and are targeted by an Attack.

Make a contested Athletics Check against the Foe who targeted you. If you succeed, you take no Damage and are now Climbing on the nearest wall.

Until the end of your next Turn, Climbing only costs you 1 Mobility Token per Cell moved.

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LIN 2

2

SEAL CRACK

+1  INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: WOUND CARE

Wrapping broken Chitin in Silk bandages, Bolster yourself or an Ally with this card for 1 Round. Whoever is Bolstered may restore 2 Chitin.

While Bolstered, Attacks made against you deal 2 fewer Damage.

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2

EXCHANGED RESPONSIBILITY

MEMOKU COMMON TRAIT

COLONY Printable Demo V2

TACTIC: SOCIAL MEMOKU

You communicate your intent to an Ally using Memoku.

If you are in a Cell adjacent to an Ally who is Engaged with a Foe, you may change positions with them, Disengaging them without penalty.

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LIN 2B



1

A PRAYER TO XAO

FORA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: XAO'S BLESSING

Imploring Xao for assistance, you muster your focus and shut out all distractions.

Restore 1 Chitin and remove any one Card that you are Burdened with.

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1

CHAIN

FORA RACIAL TRAIT

COLONY Printable Demo V2

REACTION: CLUSTER

Play this Card when you make an Athletics, Grit, or Survival Check.

Clinging to your Allies, you form a living chain; each member of the Cluster contributes +2 to the Check.

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LIN 3

1

SURE STEP

FORA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: SURE STEP

The natural balance of the Fora aids you. Bolster yourself with this Card for 3 Rounds.

While Bolstered, you may add +2 to Athletics and Grit Checks and have an additional 2 Mobility Tokens per Turn.

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1

SPONTANEOUS SOLUTION

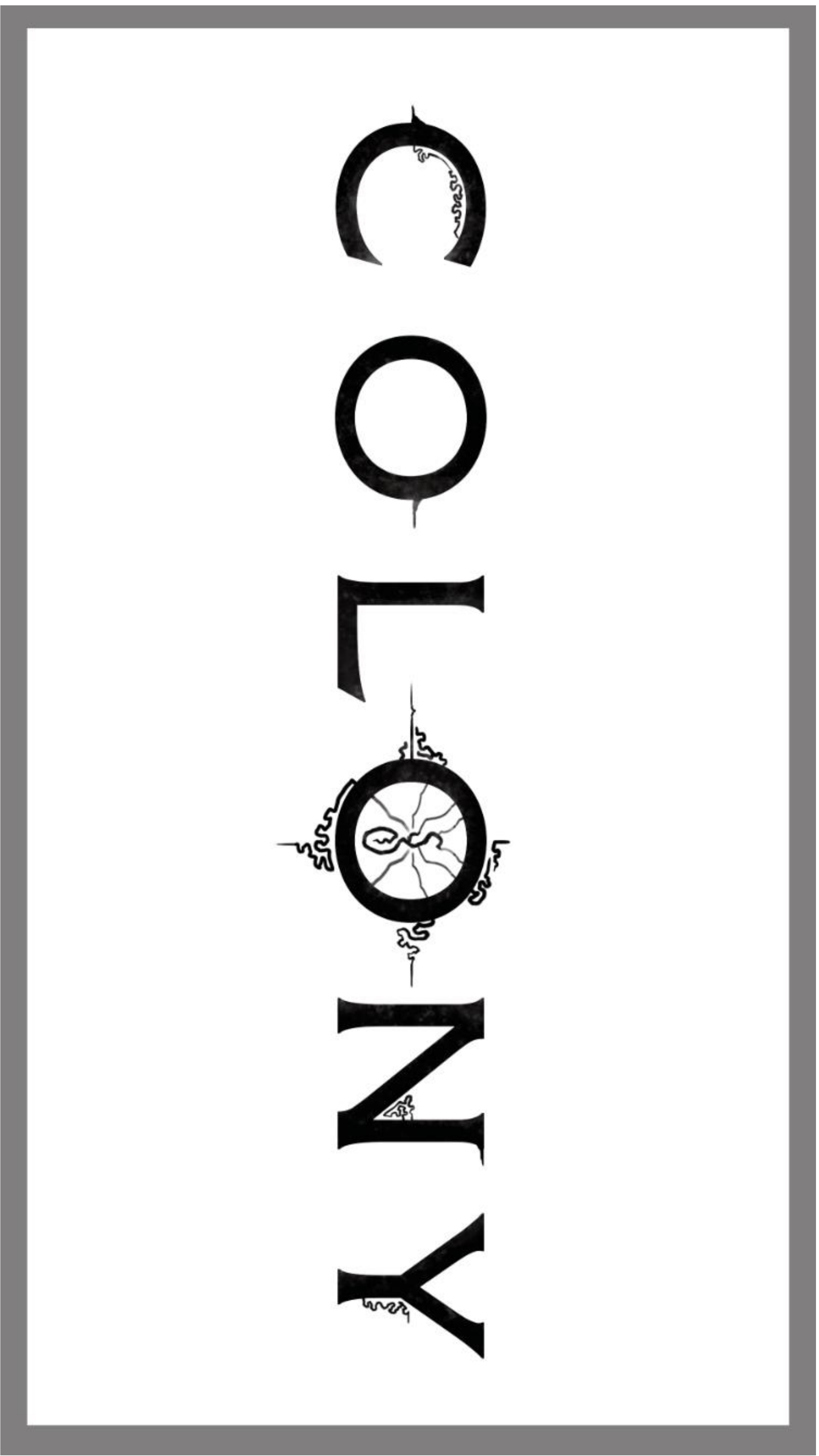
FORA RACIAL TRAIT

COLONY Printable Demo V2

REACTION: IMPROVISATION

Play this Card when you need to roll a Check. Thinking quickly, you try a spur-of-the moment idea. You may reroll that Check, but must keep the new result.

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LIN 3B



1

FOUNDATION

FORA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: CONSTRUCTION

The tallest Mountains stand upon the strongest soil. Bolster yourself with this card for 3 Turns.

While Bolstered, you add +2 to Artifice and Survival Checks.

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2

POISED POSITION

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC: STANCES

You ready yourself to strike at a moment's notice. Bolster yourself with this Card for 5 Rounds. You may not be Bolstered with more than one Stance Card at a time.

While Bolstered, you may spend 1 Brawn Token to add 1d6 Damage to any Strike you perform.

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LIN 4

4

LETHAL REFLEX

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

ATTACK / REACTION: STINGER ARTS

Prepare this Card by placing it in front of you.

When a Foe moves into an adjacent Cell, you take them by surprise, performing a Sting Attack that deals an additional 1d6 Damage and Burdening them with this card for 3 Rounds.

While Burdened, they take 1 Damage at the start of each Round.

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3

BRIDGE

FORA RACIAL TRAIT

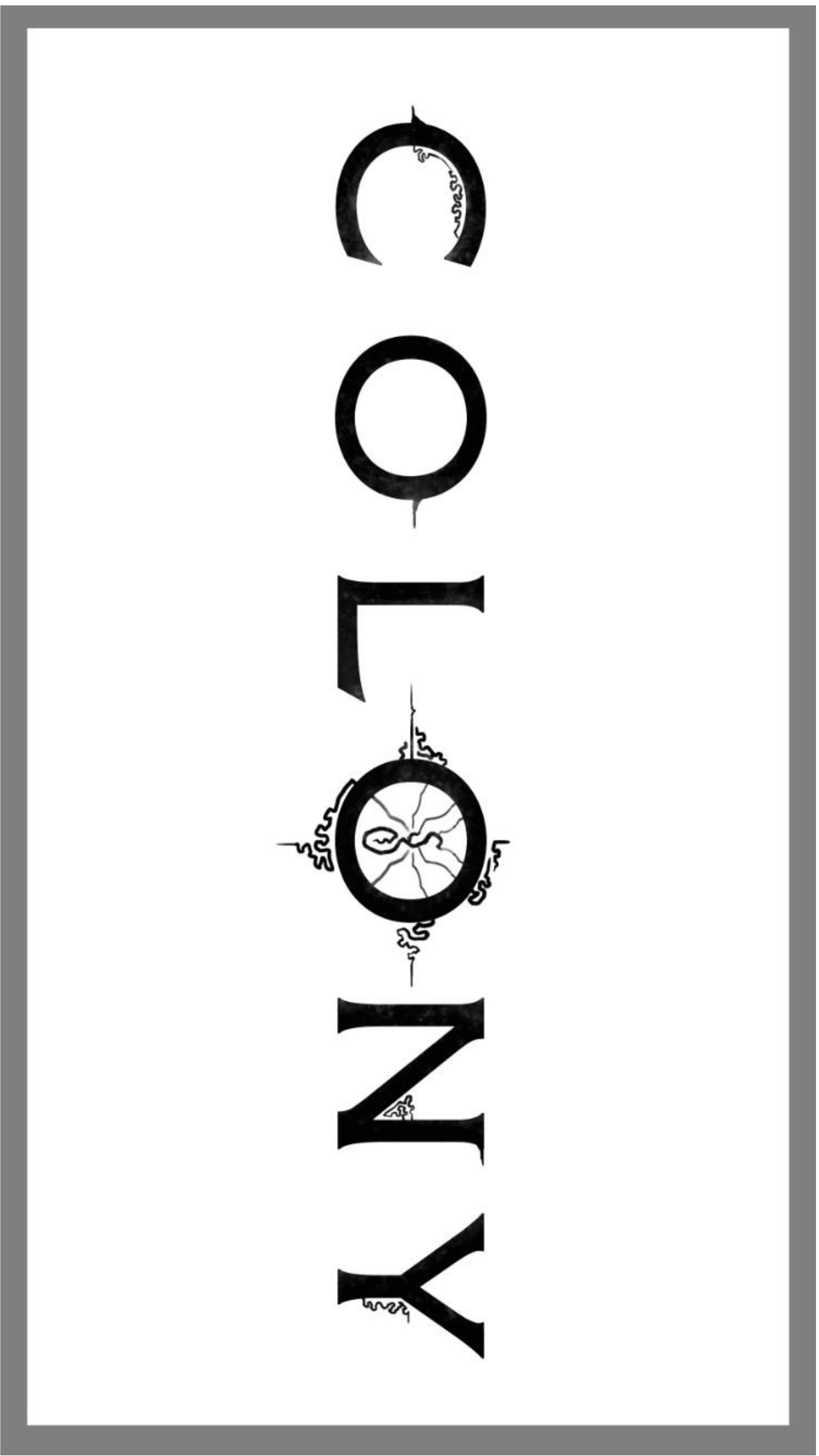
COLONY Printable Demo V2

TACTIC: CLUSTER

Play this Card when attempting to cross a gap a number of Cells wide less than or equal to the total Allies you have.

Linking up with your Allies, one by one you create a living bridge, allowing each member of the Cluster to cross.

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LIN 4B



1

PROVOKING PRESENCE

LIN FORA TRIBAL TRAIT

COLONY Printable Demo V2

REACTION: BEAST MASTER

Play this Card when you are targeted by a Wild Beast's Attack.

You make an intimidation display toward the Wild Beast; roll a Coercion Check against its Grit. If you succeed, you will turn the attention of that Wild Beast toward a Foe of your choice. That Foe will be dealt the damage of the Attack.

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3

CALL TO THE WILD

LIN FORA TRIBAL TRAIT

COLONY Printable Demo V2

TACTIC: BEAST MASTER

You clack your mandibles as loudly as you can. A random Wild Beast will answer your beckons; roll a Coercion Check against its Grit.

If you succeed, the Wild Beast will become an Ally. If you fail, the Wild Beast will become a Foe.

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LIN 5

WE WANT TO HEAR FROM YOU!

Once you’ve had a chance to sit down and try out our game, we would love to hear about your experience! The QR code below will direct you to a feedback survey if you would be so inclined to let us know what you like, dislike, or could be improved upon!

Thank you so much!





LIN 5B

THE COLONY TABLETOP GAME

A diagram showing a large circle on the left containing the number 2. To its right is the word "CHARM" written vertically. Further right is a 2x3 grid of six small circles arranged in two rows and three columns.

	LESSONS	SCORE	MASTERY
ARTIFICE	◇△	7	
ATHLETICS	□◇	6	1
AWARENESS	◇○	4	
COERCION	□○	5	1
GRIT	□◇	5	
GUILE	△○	6	
KNOWLEDGE	△◇	6	1
PERFORMANCE	◇○	5	
SUBTERFUGE	◇◇	5	
SURVIVAL	□△	7	

17

4

MINERAL	HERB	FUNGUS	POLLEN	ROOT
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
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☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
AMBER	SAP	BLOOD	HONEY	SILK
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SEASONS

MOTHER DIALECT		5 TO HIT	
Fora Lin	△	●	○

ITEM Mosek Staff			□ ◆ △ ◇ ○	COST 2	ACTION 1 Blunt Strike	DAMAGE 3+2D6
QUALITY Rustic	HIT 4	GRIP 1		COST 3	ACTION 2 Swinging Strike	DAMAGE 3+3D6
DAMAGE TYPE Puncture				COST 2	ACTION 3 Deflect	DAMAGE 3+3D6
ENCHANTMENT EFFECT				COST 3	ACTION 4 Absorb	DAMAGE 3+3D6
ITEM Flint Dagger			□ ◆ △ ◇ ○	COST 1	ACTION 1 Swinging Strike	DAMAGE 2+1D6
QUALITY Rustic	HIT 4	GRIP 1		COST 2	ACTION 2 Lunging Strike	DAMAGE 2+2D6
DAMAGE TYPE Cleave				COST 1	ACTION 3 Quick Throw	DAMAGE 2+2D6
ENCHANTMENT EFFECT				COST 2	ACTION 4 Deflect	DAMAGE 2+1D6
ITEM			□ ◇ △ ◇ ○	COST	ACTION 1	DAMAGE + D6
QUALITY	HIT	GRIP		COST	ACTION 2	DAMAGE + D6
DAMAGE TYPE				COST	ACTION 3	DAMAGE + D6
ENCHANTMENT EFFECT				COST	ACTION 4	DAMAGE + D6
ITEM			□ ◇ △ ◇ ○	COST	ACTION 1	DAMAGE + D6
QUALITY	HIT	GRIP		COST	ACTION 2	DAMAGE + D6
DAMAGE TYPE				COST	ACTION 3	DAMAGE + D6
ENCHANTMENT EFFECT				COST	ACTION 4	DAMAGE + D6