



将



MAGIC: roll a dice if you lose heart. If dice number is 2, then draw 2 cards.

FATE: Give up 1 card to reroll dice once.



HEAL: If boss draw two same basic card in one round, then help a character heal 2.

FIRST-AID: When your ♥ is 0, roll a dice, number 5 or 6 then +1 ♥



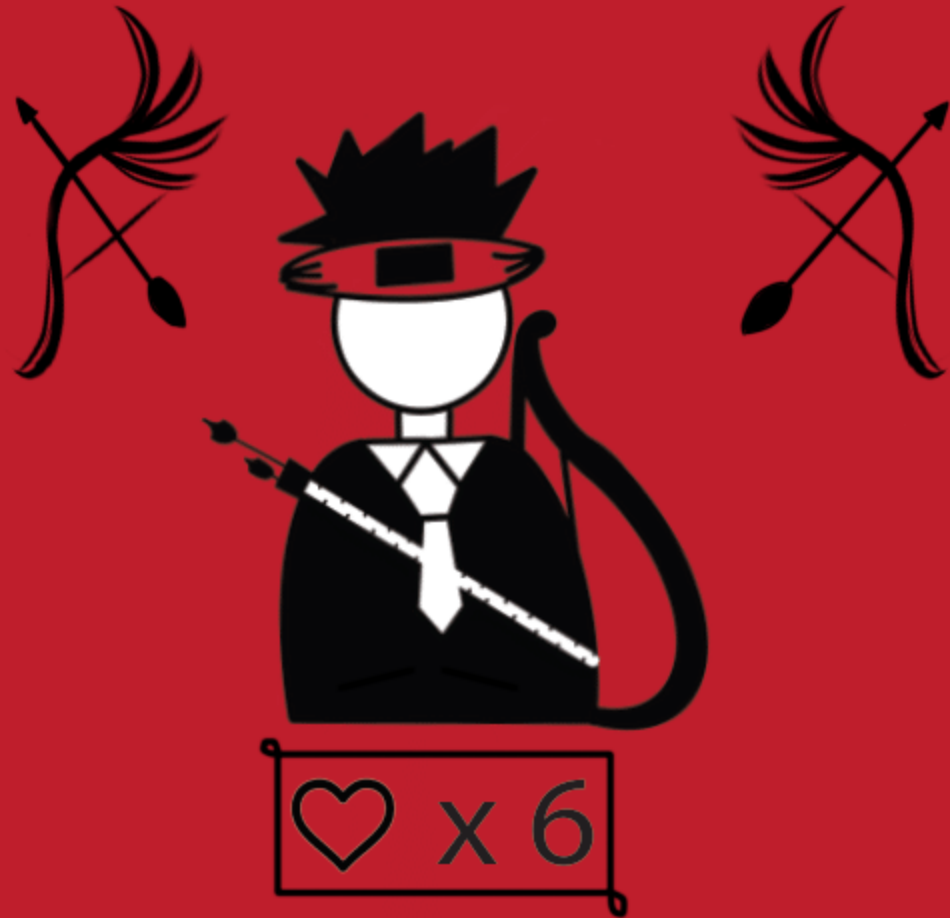
DEFENSE: Dodge all attack card from boss

BARRIER: Choose a character ignore all damage from boss for 1 round (only can use once)



DOUBLE: All your damage are double

SNIPER: Deal 4 damage to boss (only can use once)



ARCHERY: If dice number = 1
anytime, boss heart -1

EXCECUTION: In your round,
If the boss has less heart than
you, then roll a dice. Boss heart
= 0 if dice number is 1,3,5



将