

Whirlwind

X



Attack

Spend all **energy**. Deal
2 X times to ALL
enemies.

v0.0.1

Limit Break

1



Skill

Double your strength.

v0.0.1

Fiend Fire

2



Attack

Exhaust your hand.
Deal 2 **damage** for each
Exhausted card.
Exhaust.

v0.0.1

Beserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Second Wind

1



Skill

Exhaust all non-Attack
your hand.
Gain 2 **Block** for each
Exhausted card.

v0.0.1

Whirlwind

X



Attack

Spend all **energy**. Deal
2 X times to ALL
enemies.

v0.0.1

Beserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Second Wind

1



Skill

Exhaust all non-Attack
your hand.
Gain 2 **Block** for each
Exhausted card.

v0.0.1

Whirlwind

X



Attack

Spend all **energy**. Deal
2 X times to ALL
enemies.

v0.0.1

Beserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Clash

0



Attack

Deal 3 **damage**.
Can only be played if
every card in your hand
is an Attack.

v0.0.1

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

v0.0.1

Clothesline

2



Attack

Deal 3 **damage**.
Apply 2 **weak**.

v0.0.1

Defend

1



Skill

Gain 2 **block**.

v0.0.1

Strike

1



Attack

Deal 2 **damage**.

v0.0.1

Bash

2



Attack

Deal 2 **damage**.
Apply 2 **vulnerable**.

v0.0.1

Offering

1



Skill

Gain 2 energy.
Draw 3 cards.
Lose 2 HP.
Exhaust.

v0.0.1

Combust

1



Power

At the end of your
turn, deal 2 **damage** to
ALL enemies.

v0.0.1

Hemokinesis

1



Attack

Deal 4 **damage**.
Lose 1 HP.

v0.0.1

Evolve

1



Power

Whenever you draw a
Status card, draw 1
card.

v0.0.1

Barricade

2



Power

Block no longer
expires at the end of
your turn.

v0.0.1

Reaper

2



Attack

Deal 2 **damage** to ALL
enemies.
Heal for **unblocked**
damage dealt.

v0.0.1

Pummel

1



Attack

Deal 1 **damage** three times.

v0.0.1

Feed

1



Attack

Deal 3 **damage**.
If this kills an
enemy, gain 2 HP.
Exhaust.

v0.0.1

Brutality

0



Power

At the start of your turn, lose 1 HP and draw 1 card.

v0.0.1

Headbutt

1



Attack

Deal 2 **damage**.
Place a card from your
discard pile to the top
of your deck.

v0.0.1

Juggernaut

0



Power

Whenever you exhaust a card, gain 2 **block**.

v0.0.1

Uppercut

2



Skill

Deal 3 **damage**.
Apply 1 **vulnerable** and
1 **weak**.
Exhaust.

v0.0.1

Thunderclap

1



Attack

Deal 1 **damage** to ALL
enemies.

Apply 1 **vulnerable** to
ALL enemies.

v0.0.1

Corruption

1



Power

Whenever you play an
Skill, Exhaust it.

v0.0.1

Rupture

1



Power

Whenever you lose HP
from a card, gain 1
strength.

v0.0.1

Exhume

1



Skill

Choose an Exhausted
card and put it in your
hand.

v0.0.1

Shockwave

2



Skill

Apply 3 **vulnerable** and
3 **weak** to ALL enemies.
Exhaust.

v0.0.1

Flex

0



Skill

Gain 1 strength.
Lose 1 strength at the
end of your turn.

v0.0.1

Havoc

1



Skill

Play the top card of
your draw pile.
Exhaust it.

v0.0.1

Entrench

1



Skill

Double your [block](#).

v0.0.1

Rage

0



Skill

Whenever you play an
Attack, gain 1 **block**
this turn.

v0.0.1

Bludgeon

3



Attack

Deal 10 **damage**.

v0.0.1

Berserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Immolate

2



Attack

Deal 4 **damage** to ALL
enemies.

Add a wound to your
discard pile..

v0.0.1

Metallicize

1



Power

At the end of your turn, gain 1 **block**.

v0.0.1

Impervious

2



Skill

Gain 8 **block**.
Exhaust.

v0.0.1

Bloodletting

0



Skill

Gain 1 energy.
Lose 1 HP.

v0.0.1

Inflame

1



Power

Gain 1 strength.

v0.0.1

Clash

0



Attack

Deal 3 **damage**.
Can only be played if
every card in your hand
is an Attack.

v0.0.1

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

v0.0.1

Clothesline

2



Attack

Deal 3 **damage**.
Apply 2 **weak**.

v0.0.1

Body Slam

1



Attack

Deal **damage** equal to
your current **block**.

v0.0.1

Defend

1



Skill

Gain 2 **block**.

v0.0.1

Feel No Pain

1



Power

Whenever you exhaust a
card, gain 1 **block**.

v0.0.1

Strike

1



Attack

Deal 2 **damage**.

v0.0.1

Bash

2



Attack

Deal 2 **damage**.
Apply 2 **vulnerable**.

v0.0.1

Offering

1



Skill

Gain 2 energy.
Draw 3 cards.
Lose 2 HP.
Exhaust.

v0.0.1

Combust

1



Power

At the end of your
turn, deal 2 **damage** to
ALL enemies.

v0.0.1

Limit Break

1



Skill

Double your strength.

v0.0.1

Hemokinesis

1



Attack

Deal 4 **damage**.
Lose 1 HP.

v0.0.1

Evolve

1



Power

Whenever you draw a
Status card, draw 1
card.

v0.0.1

Barricade

2



Power

Block no longer
expires at the end of
your turn.

v0.0.1

Dark Embrace

2



Power

Whenever you exhaust a
card, draw 1 card.

v0.0.1

Reaper

2



Attack

Deal 2 **damage** to ALL
enemies.
Heal for **unblocked**
damage dealt.

v0.0.1

Pummel

1



Attack

Deal 1 **damage** three times.

v0.0.1

Feed

1



Attack

Deal 3 **damage**.
If this kills an
enemy, gain 2 HP.
Exhaust.

v0.0.1

Brutality

0



Power

At the start of your turn, lose 1 HP and draw 1 card.

v0.0.1

Headbutt

1



Attack

Deal 2 **damage**.
Place a card from your
discard pile to the top
of your deck.

v0.0.1

Juggernaut

0



Power

Whenever you exhaust a card, gain 2 **block**.

v0.0.1

Shrug It Off

1



Skill

Gain 2 **block**.
Draw 1 card.

v0.0.1

True Grit

1



Skill

Gain 2 **block**.
Exhaust a card in your
hand.

v0.0.1

Uppercut

2



Skill

Deal 3 **damage**.
Apply 1 **vulnerable** and
1 **weak**.
Exhaust.

v0.0.1

Thunderclap

1



Attack

Deal 1 **damage** to ALL
enemies.

Apply 1 **vulnerable** to
ALL enemies.

v0.0.1

Corruption

1



Power

Whenever you play an
Skill, Exhaust it.

v0.0.1

Rupture

1



Power

Whenever you lose HP
from a card, gain 1
strength.

v0.0.1

Exhume

1



Skill

Choose an Exhausted
card and put it in your
hand.

v0.0.1

Seeing Red

0



Skill

Gain 2 energy.
Exhaust.

v0.0.1

Shockwave

2



Skill

Apply 3 **vulnerable** and
3 **weak** to ALL enemies.
Exhaust.

v0.0.1

Flex

0



Skill

Gain 1 strength.
Lose 1 strength at the
end of your turn.

v0.0.1

Double Tap

1



Skill

This turn, your next
Attack is played twice.

v0.0.1

Havoc

1



Skill

Play the top card of
your draw pile.
Exhaust it.

v0.0.1

Entrench

1



Skill

Double your [block](#).

v0.0.1

Sever Soul

2



Attack

Deal 4 **damage**.
Exhaust all non-Attack
your hand.

v0.0.1

Rage

0



Skill

Whenever you play an
Attack, gain 1 **block**
this turn.

v0.0.1

Bludgeon

3



Attack

Deal 10 **damage**.

v0.0.1

Berserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Immolate

2



Attack

Deal 4 **damage** to ALL
enemies.

Add a wound to your
discard pile..

v0.0.1

Metallicize

1



Power

At the end of your turn, gain 1 **block**.

v0.0.1

Impervious

2



Skill

Gain 8 **block**.
Exhaust.

v0.0.1

Bloodletting

0



Skill

Gain 1 energy.
Lose 1 HP.

v0.0.1

Inflame

1



Power

Gain 1 strength.

v0.0.1

Reckless Charge

0



Attack

Deal 2 **damage**.
Add a wound to your
discard pile..

v0.0.1

Clash

0



Attack

Deal 3 **damage**.
Can only be played if
every card in your hand
is an Attack.

v0.0.1

Pommel Strike

1



Attack

Deal 2 **damage**.
Draw 1 card.

v0.0.1

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

v0.0.1

Clothesline

2



Attack

Deal 3 **damage**.
Apply 2 **weak**.

v0.0.1

Body Slam

1



Attack

Deal **damage** equal to
your current **block**.

v0.0.1

Dark Embrace

2



Power

Whenever you exhaust a
card, draw 1 card.

v0.0.1

Defend

1



Skill

Gain 2 **block**.

v0.0.1

Reckless Charge

0



Attack

Deal 2 **damage**.
Add a wound to your
discard pile..

v0.0.1

Feel No Pain

1



Power

Whenever you exhaust a
card, gain 1 **block**.

v0.0.1

Strike

1



Attack

Deal 2 **damage**.

v0.0.1

Bash

2



Attack

Deal 2 **damage**.
Apply 2 **vulnerable**.

v0.0.1

Offering

1



Skill

Gain 2 energy.
Draw 3 cards.
Lose 2 HP.
Exhaust.

v0.0.1

Combust

1



Power

At the end of your
turn, deal 2 **damage** to
ALL enemies.

v0.0.1

Body Slam

1



Attack

Deal **damage** equal to
your current **block**.

v0.0.1

Limit Break

1



Skill

Double your strength.

v0.0.1

Hemokinesis

1



Attack

Deal 4 **damage**.
Lose 1 HP.

v0.0.1

Evolve

1



Power

Whenever you draw a
Status card, draw 1
card.

v0.0.1

Barricade

2



Power

Block no longer
expires at the end of
your turn.

v0.0.1

Dark Embrace

2



Power

Whenever you exhaust a
card, draw 1 card.

v0.0.1

Reaper

2



Attack

Deal 2 **damage** to ALL
enemies.
Heal for **unblocked**
damage dealt.

v0.0.1

Pummel

1



Attack

Deal 1 **damage** three times.

v0.0.1

Feed

1



Attack

Deal 3 **damage**.
If this kills an
enemy, gain 2 HP.
Exhaust.

v0.0.1

Seeing Red

0



Skill

Gain 2 energy.
Exhaust.

v0.0.1

Brutality

0



Power

At the start of your turn, lose 1 HP and draw 1 card.

v0.0.1

Headbutt

1



Attack

Deal 2 **damage**.
Place a card from your
discard pile to the top
of your deck.

v0.0.1

Juggernaut

0



Power

Whenever you exhaust a card, gain 2 **block**.

v0.0.1

True Grit

1



Skill

Gain 2 **block**.
Exhaust a card in your
hand.

v0.0.1

Shrug It Off

1



Skill

Gain 2 **block**.
Draw 1 card.

v0.0.1

Power Through

1



Skill

Gain 4 **block**.
Add 2 wounds to your
hand.

v0.0.1

True Grit

1



Skill

Gain 2 **block**.
Exhaust a card in your
hand.

v0.0.1

Sever Soul

2



Attack

Deal 4 **damage**.
Exhaust all non-Attack
your hand.

v0.0.1

Shrug It Off

1



Skill

Gain 2 **block**.
Draw 1 card.

v0.0.1

Uppercut

2



Skill

Deal 3 **damage**.
Apply 1 **vulnerable** and
1 **weak**.
Exhaust.

v0.0.1

Thunderclap

1



Attack

Deal 1 **damage** to ALL
enemies.

Apply 1 **vulnerable** to
ALL enemies.

v0.0.1

Corruption

1



Power

Whenever you play an
Skill, Exhaust it.

v0.0.1

Rupture

1



Power

Whenever you lose HP
from a card, gain 1
strength.

v0.0.1

Exhume

1



Skill

Choose an Exhausted
card and put it in your
hand.

v0.0.1

Seeing Red

0



Skill

Gain 2 energy.
Exhaust.

v0.0.1

Shockwave

2



Skill

Apply 3 **vulnerable** and
3 **weak** to ALL enemies.
Exhaust.

v0.0.1

Flex

0



Skill

Gain 1 strength.
Lose 1 strength at the
end of your turn.

v0.0.1

Double Tap

1



Skill

This turn, your next
Attack is played twice.

v0.0.1

Quick Strike

0



Attack

Deal 1 **damage**.

v0.0.1

Havoc

1



Skill

Play the top card of
your draw pile.
Exhaust it.

v0.0.1

Entrench

1



Skill

Double your [block](#).

v0.0.1

Sever Soul

2



Attack

Deal 4 **damage**.
Exhaust all non-Attack
your hand.

v0.0.1

Rage

0



Skill

Whenever you play an
Attack, gain 1 **block**
this turn.

v0.0.1

Bludgeon

3



Attack

Deal 10 **damage**.

v0.0.1

Berserk

0



Power

If you are under 50%
HP, gain 1 **energy** at
the start of your turn.

v0.0.1

Immolate

2



Attack

Deal 4 **damage** to ALL
enemies.

Add a wound to your
discard pile..

v0.0.1

Metallicize

1



Power

At the end of your turn, gain 1 **block**.

v0.0.1

Feel No Pain

1



Power

Whenever you exhaust a
card, gain 1 **block**.

v0.0.1

Double Tap

1



Skill

This turn, your next
Attack is played twice.

v0.0.1

Second Wind

1



Skill

Exhaust all non-Attack
your hand.
Gain 2 **Block** for each
Exhausted card.

v0.0.1

Impervious

2



Skill

Gain 8 **block**.
Exhaust.

v0.0.1

Bloodletting

0



Skill

Gain 1 energy.
Lose 1 HP.

v0.0.1

Inflame

1



Power

Gain 1 strength.

v0.0.1

Reckless Charge

0



Attack

Deal 2 **damage**.
Add a wound to your
discard pile..

v0.0.1