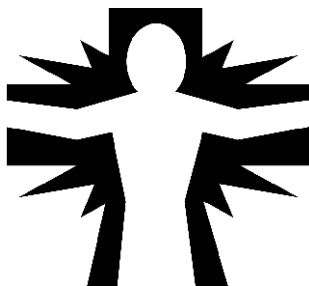


## Dark Embrace

2



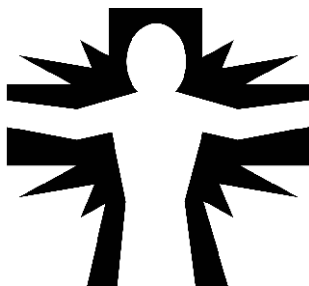
### Power

Whenever you exhaust a card, draw 1 card.

v0.0.1

## Dark Embrace

2



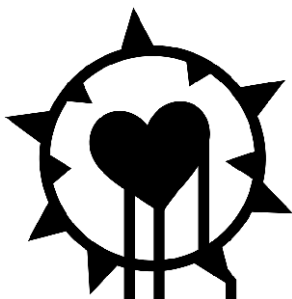
### Power

Whenever you exhaust a card, draw 1 card.

v0.0.1

**Corruption**

**1**



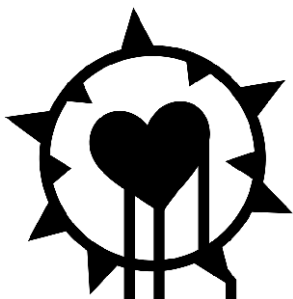
**Power**

Whenever you play a  
Skill, Exhaust it.

v0.0.1

**Corruption**

**1**



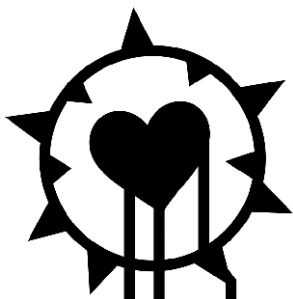
**Power**

Whenever you play a  
Skill, Exhaust it.

v0.0.1

**Corruption**

**1**



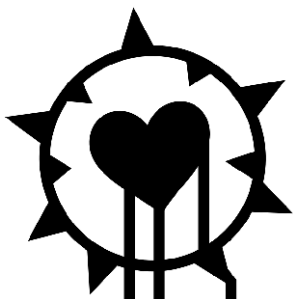
**Power**

Whenever you play a  
Skill, Exhaust it.

v0.0.1

**Corruption**

**1**



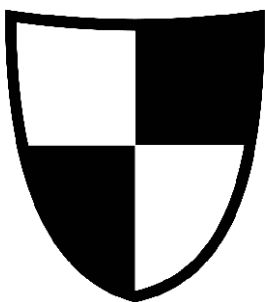
**Power**

Whenever you play a  
Skill, Exhaust it.

v0.0.1

Defend

1



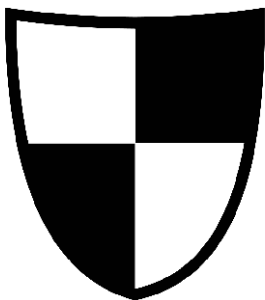
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



**Skill**

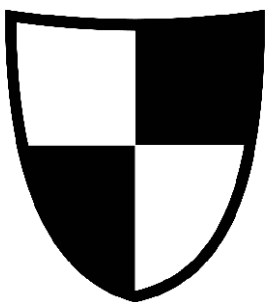
Gain 2 **block**.

v0.0.1



Defend

1



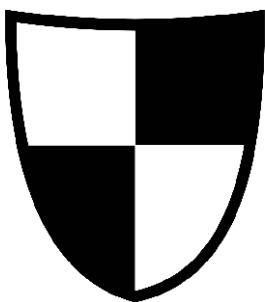
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



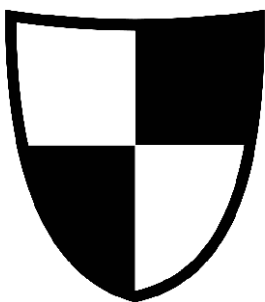
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



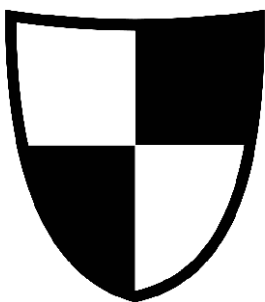
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



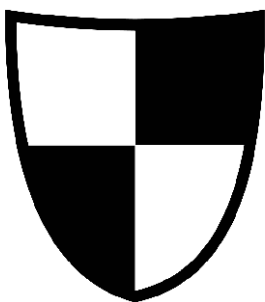
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



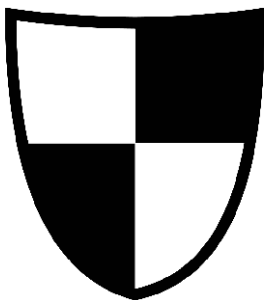
**Skill**

Gain 2 **block**.

v0.0.1

Defend

1



**Skill**

Gain 2 **block**.

v0.0.1

Clothesline

2



## Attack

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

v0.0.1

Clothesline

2



## Attack

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

v0.0.1



Clothesline

2



## Attack

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

v0.0.1

Clothesline

2



## Attack

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

v0.0.1

Clothesline

2



## Attack

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

v0.0.1

Clothesline

2



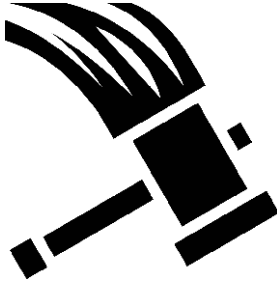
## Attack

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

v0.0.1

# Bludgeon

3



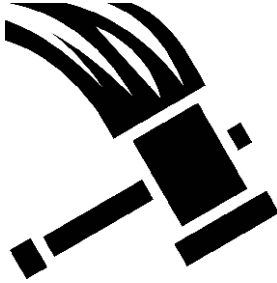
## Attack

Deal 10 damage.

v0.0.1

# Bludgeon

3



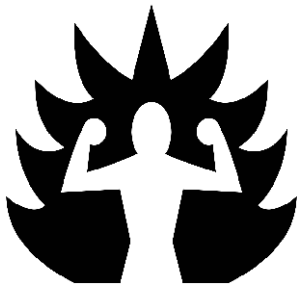
## Attack

Deal 10 damage.

v0.0.1

## Limit Break

1



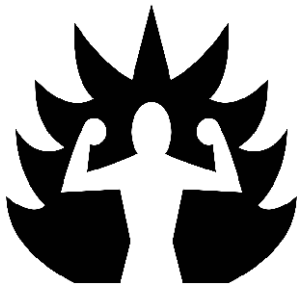
### Skill

Double your **strength**.

v0.0.1

## Limit Break

1



### Skill

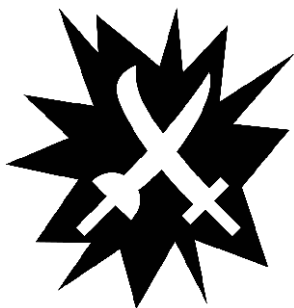
Double your **strength**.

v0.0.1



## True Grit

1



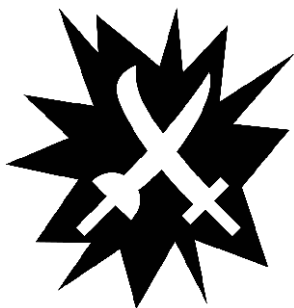
### Skill

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

v0.0.1

## True Grit

1



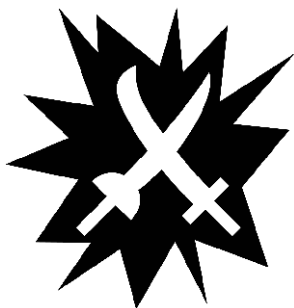
### Skill

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

v0.0.1

## True Grit

1



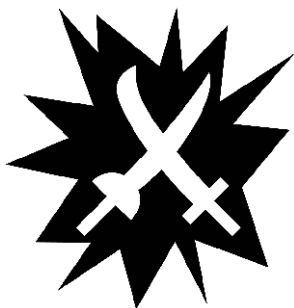
### Skill

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

v0.0.1

## True Grit

1



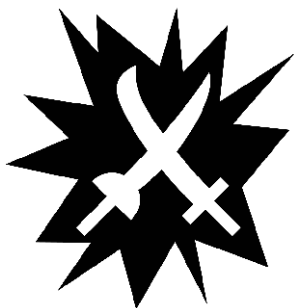
### Skill

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

v0.0.1

True Grit

1



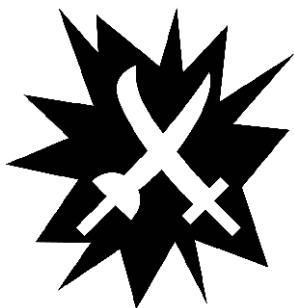
**Skill**

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

v0.0.1

True Grit

1



**Skill**

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

v0.0.1

## Juggernaut

0



### Power

Whenever you you gain  
**block**, deal 1 **damage** to  
ALL enemies.

v0.0.1

## Juggernaut

0



### Power

Whenever you you gain  
**block**, deal 1 **damage** to  
ALL enemies.

v0.0.1



Strike

1



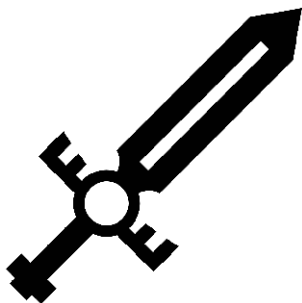
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



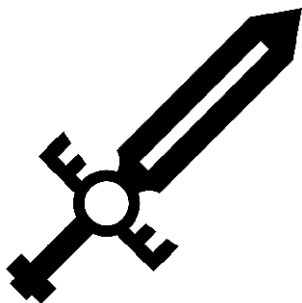
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



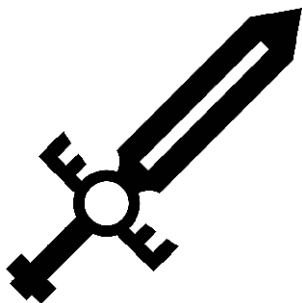
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



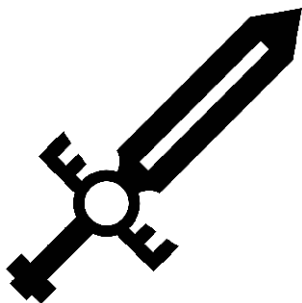
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



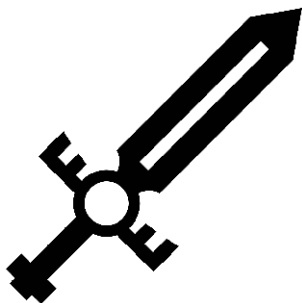
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



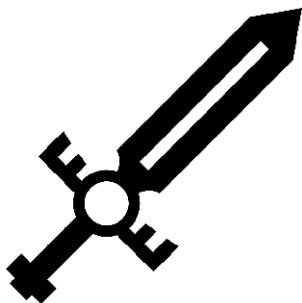
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



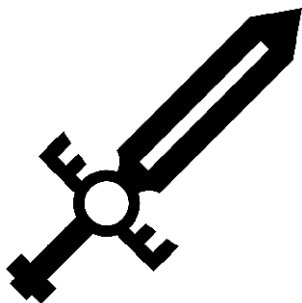
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



**Attack**

Deal 2 **damage**.

v0.0.1



Strike

1



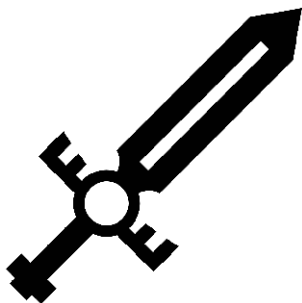
**Attack**

Deal 2 **damage**.

v0.0.1

Strike

1



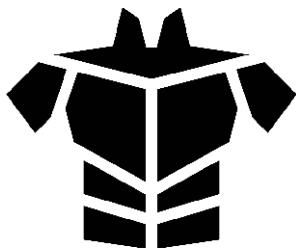
**Attack**

Deal 2 **damage**.

v0.0.1

**Metallicize**

**1**



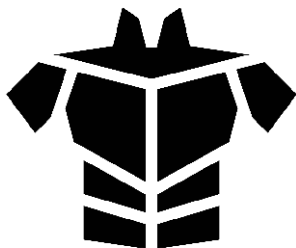
**Power**

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

v0.0.1

**Metallicize**

**1**



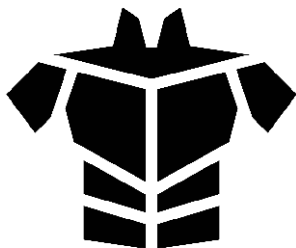
**Power**

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

v0.0.1

**Metallicize**

**1**



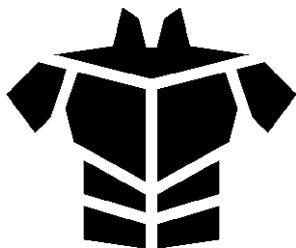
**Power**

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

v0.0.1

**Metallicize**

**1**



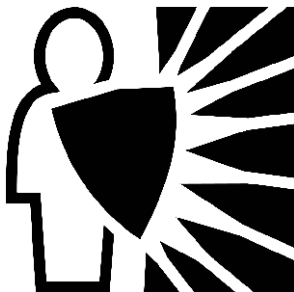
**Power**

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

v0.0.1

## Entrench

1



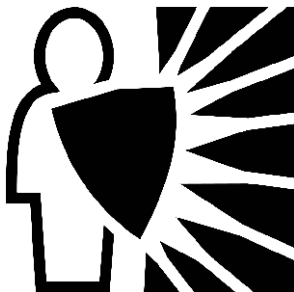
### Skill

Double your **block**.

v0.0.1

## Entrench

1



### Skill

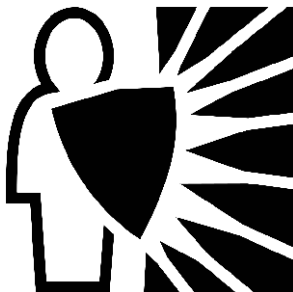
Double your **block**.

v0.0.1



## Entrench

1



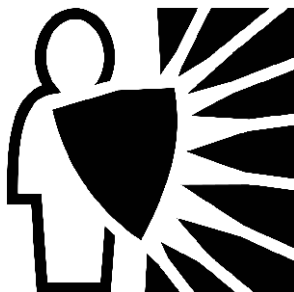
### Skill

Double your **block**.

v0.0.1

# Entrench

1



## Skill

Double your **block**.

v0.0.1

## Pommel Strike

1



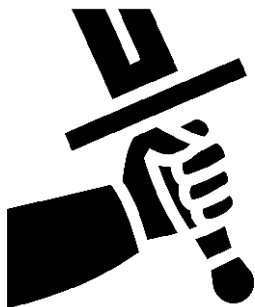
### Attack

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

v0.0.1

## Pommel Strike

1



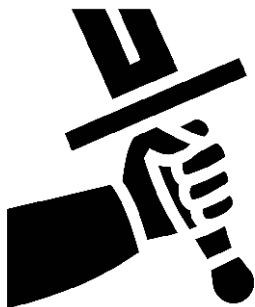
### Attack

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

v0.0.1

## Pommel Strike

1



### Attack

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

v0.0.1

## Pommel Strike

1



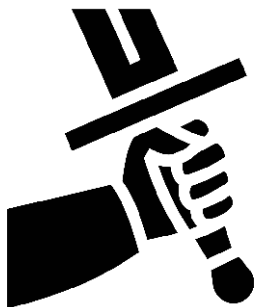
### Attack

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

v0.0.1

## Pommel Strike

1



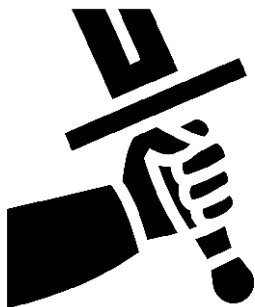
### Attack

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

v0.0.1

## Pommel Strike

1



### Attack

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

v0.0.1



Flex

0



## Skill

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

v0.0.1

Flex

0



## Skill

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

v0.0.1

Flex

0



## Skill

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

v0.0.1

Flex

0



## Skill

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

v0.0.1

Flex

0



## Skill

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

v0.0.1

Flex

0



## Skill

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

v0.0.1

# Impervious

2



## Skill

Gain 8 **block**.  
Exhaust.

v0.0.1

Impervious

2



**Skill**

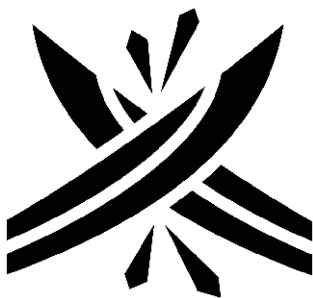
Gain 8 **block**.  
Exhaust.

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

Clash

0



## Attack

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

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

Clash

0



## Attack

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

v0.0.1

Quick Strike

0



**Attack**

Deal 1 **damage**.

v0.0.1

Quick Strike

0



**Attack**

Deal 1 **damage**.

v0.0.1

Quick Strike

0



**Attack**

Deal 1 **damage**.

v0.0.1

Quick Strike

0



**Attack**

Deal 1 **damage**.

v0.0.1



Quick Strike

0



**Attack**

Deal 1 **damage**.

v0.0.1

Quick Strike

0



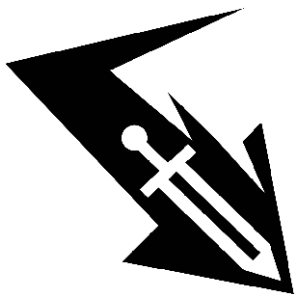
**Attack**

Deal 1 **damage**.

v0.0.1

## Reckless Charge

0



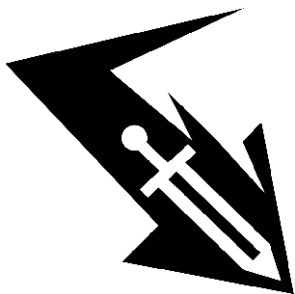
### Attack

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

v0.0.1

## Reckless Charge

0



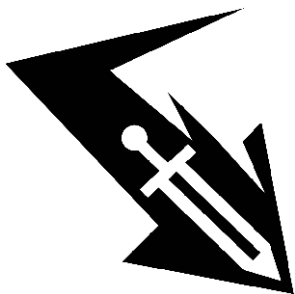
### Attack

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

v0.0.1

## Reckless Charge

0



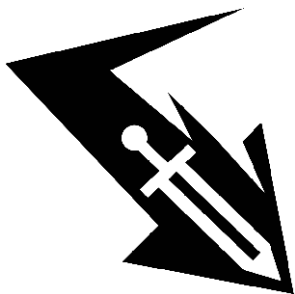
### Attack

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

v0.0.1

## Reckless Charge

0



### Attack

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

v0.0.1

## Sever Soul

2



### Attack

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

v0.0.1

## Sever Soul

2



### Attack

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

v0.0.1



## Sever Soul

2



### Attack

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

v0.0.1

## Sever Soul

2



### Attack

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

v0.0.1

## Berserk

0



### Power

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

v0.0.1

## Berserk

0



### Power

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

v0.0.1

Inflame

1



**Power**

Gain 1 strength.

v0.0.1

Inflame

1



**Power**

Gain 1 strength.

v0.0.1

Inflame

1



**Power**

Gain 1 strength.

v0.0.1

Inflame

1



**Power**

Gain 1 strength.

v0.0.1



Inflame

1



**Power**

Gain 1 strength.

v0.0.1

Inflame

1



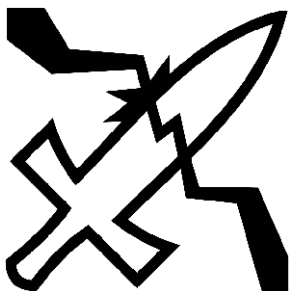
**Power**

Gain 1 strength.

v0.0.1

Thunderclap

1



## Attack

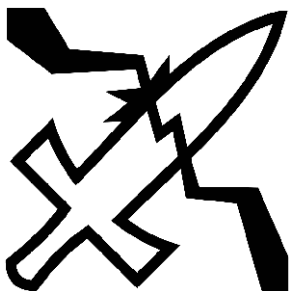
Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1

Thunderclap

1



## Attack

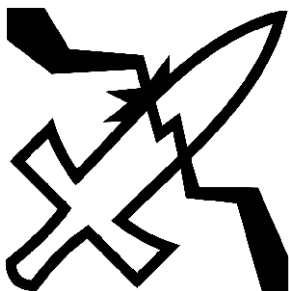
Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1

Thunderclap

1



## Attack

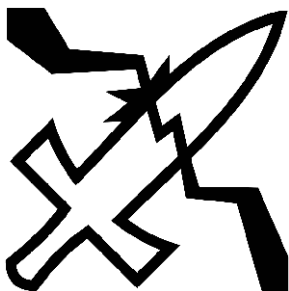
Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1

Thunderclap

1



## Attack

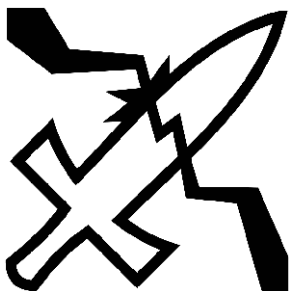
Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1

Thunderclap

1



## Attack

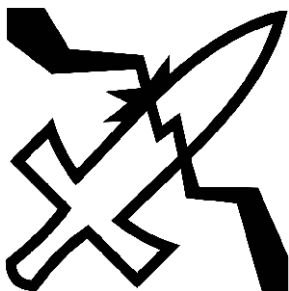
Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1

Thunderclap

1



## Attack

Deal 1 **damage** to ALL enemies.

Apply 1 **vulnerable** to ALL enemies.

v0.0.1



## Whirlwind

X



### Attack

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

v0.0.1

## Whirlwind

X



### Attack

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

v0.0.1

## Whirlwind

X



### Attack

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

v0.0.1

## Whirlwind

X



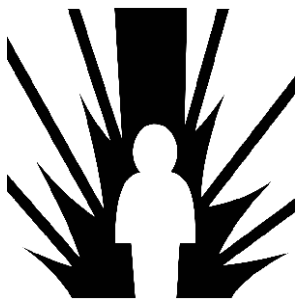
### Attack

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

v0.0.1

## Rupture

1



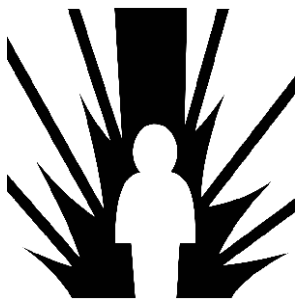
### Power

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

v0.0.1

## Rupture

1



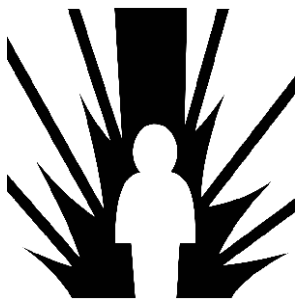
### Power

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

v0.0.1

## Rupture

1



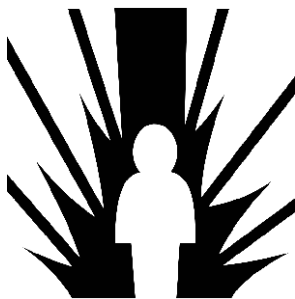
### Power

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

v0.0.1

## Rupture

1



### Power

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

v0.0.1



## Body Slam

1



### Attack

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

v0.0.1

## Body Slam

1



### Attack

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

v0.0.1

## Body Slam

1



### Attack

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

v0.0.1

## Body Slam

1



### Attack

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

v0.0.1

## Body Slam

1



### Attack

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

v0.0.1

## Body Slam

1



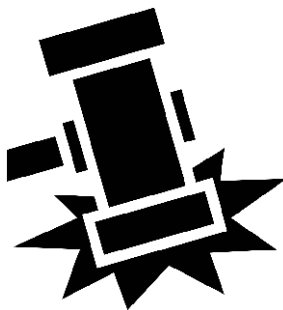
### Attack

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

v0.0.1

Bash

2



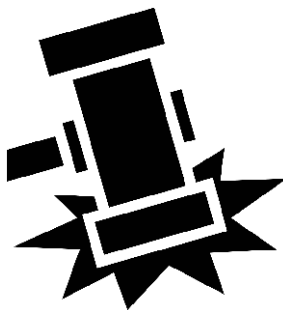
## Attack

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

v0.0.1

Bash

2



## Attack

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

v0.0.1



Feel No Pain

1



**Power**

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

v0.0.1

Feel No Pain

1



**Power**

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

v0.0.1

Feel No Pain

1



**Power**

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

v0.0.1

Feel No Pain

1



**Power**

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

v0.0.1

Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1

Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1

Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1

Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1



Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1

Cleave

1



**Attack**

Deal 2 **damage** to ALL  
enemies.

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1

Shrug It Off

1



**Skill**

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

v0.0.1



## Brutality

0



### Power

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

v0.0.1

## Brutality

0



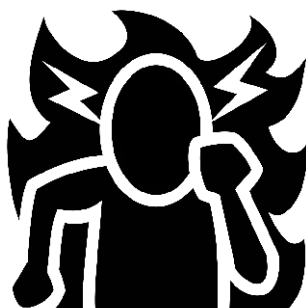
### Power

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

v0.0.1

Rage

0



## Skill

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

v0.0.1

Rage

0



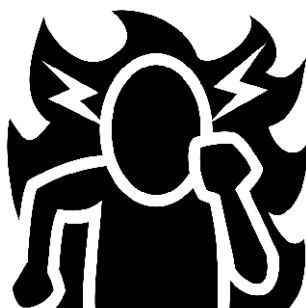
## Skill

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

v0.0.1

Rage

0



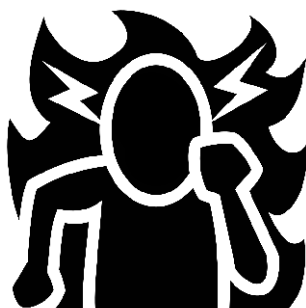
## Skill

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

v0.0.1

Rage

0



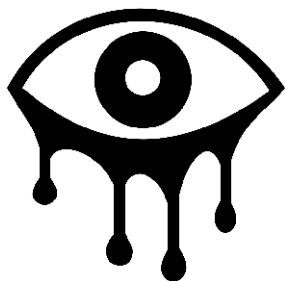
## Skill

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

v0.0.1

Seeing Red

0



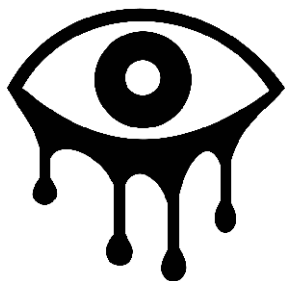
**Skill**

Gain 2 **energy**.  
Exhaust.

v0.0.1

Seeing Red

0



**Skill**

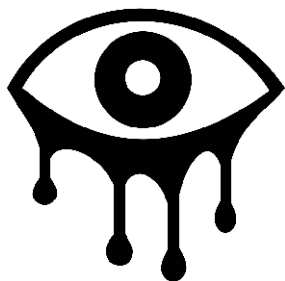
Gain 2 **energy**.  
Exhaust.

v0.0.1



Seeing Red

0



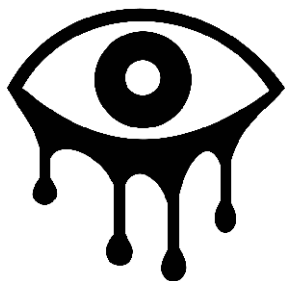
**Skill**

Gain 2 **energy**.  
Exhaust.

v0.0.1

Seeing Red

0



**Skill**

Gain 2 **energy**.  
Exhaust.

v0.0.1

## Hemokinesis

1



### Attack

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

v0.0.1

## Hemokinesis

1



### Attack

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

v0.0.1

## Hemokinesis

1



### Attack

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

v0.0.1

## Hemokinesis

1



### Attack

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

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

## Headbutt

1



### Attack

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

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

## Headbutt

1



### Attack

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

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

## Headbutt

1



### Attack

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

v0.0.1

## Shockwave

2



### Skill

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

v0.0.1

## Shockwave

2



### Skill

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

v0.0.1

## Shockwave

2



### Skill

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

v0.0.1

## Shockwave

2



### Skill

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

v0.0.1



**Double Tap**

**1**



**Skill**

This turn, your next  
Attack is played twice.

v0.0.1

**Double Tap**

**1**



**Skill**

This turn, your next  
Attack is played twice.

v0.0.1

Reaper

2



## Attack

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

v0.0.1

Reaper

2



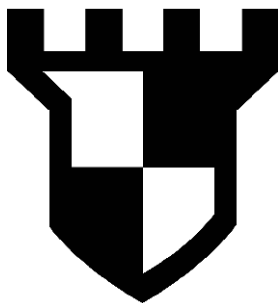
## Attack

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

v0.0.1

## Barricade

2



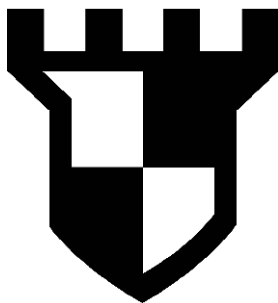
### Power

**Block** no longer  
expires at the end of  
your turn.

v0.0.1

## Barricade

2



### Power

**Block** no longer  
expires at the end of  
your turn.

v0.0.1

Havoc

1



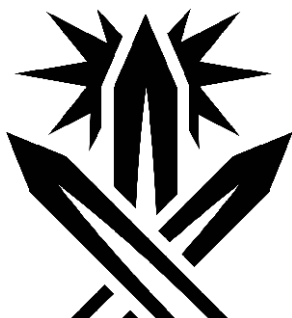
**Skill**

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

v0.0.1

Havoc

1



**Skill**

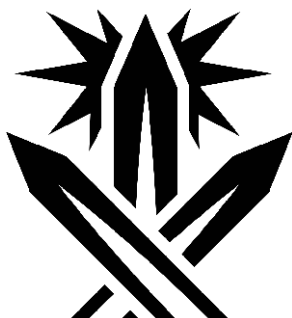
Play the top card of  
your draw pile.  
Exhaust it.

v0.0.1



Havoc

1



**Skill**

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

v0.0.1

Havoc

1



**Skill**

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

v0.0.1

Havoc

1



**Skill**

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

v0.0.1

Havoc

1



**Skill**

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

v0.0.1

## Immolate

2



### Attack

Deal 4 **damage** to ALL  
enemies.  
Add a wound to your  
discard pile.

v0.0.1

## Immolate

2



### Attack

Deal 4 **damage** to ALL  
enemies.  
Add a wound to your  
discard pile.

v0.0.1

## Second Wind

1



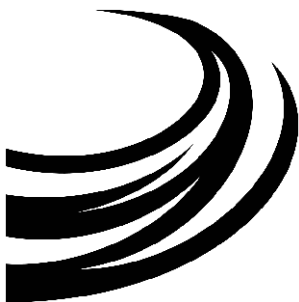
### Skill

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

v0.0.1

## Second Wind

1



### Skill

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

v0.0.1



## Second Wind

1



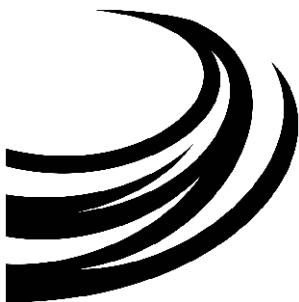
### Skill

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

v0.0.1

## Second Wind

1



### Skill

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

v0.0.1

Feed

1



## Attack

Deal 3 **damage**.  
If this kills an  
enemy, gain 1 max HP  
permanently.  
Exhaust.

v0.0.1

Feed

1



## Attack

Deal 3 **damage**.  
If this kills an  
enemy, gain 1 max HP  
permanently.  
Exhaust.

v0.0.1

## Offering

1



### Skill

Gain 2 **energy**.  
Draw 2 cards.  
Lose 1 HP.  
Exhaust.

v0.0.1

## Offering

1



### Skill

Gain 2 **energy**.  
Draw 2 cards.  
Lose 1 HP.  
Exhaust.

v0.0.1

Pummel

1



## Attack

Deal 1 **damage** three times.

v0.0.1

Pummel

1



## Attack

Deal 1 **damage** three times.

v0.0.1



Pummel

1



### Attack

Deal 1 **damage** three times.

v0.0.1

Pummel

1



## Attack

Deal 1 **damage** three times.

v0.0.1

Pummel

1



## Attack

Deal 1 **damage** three times.

v0.0.1

Pummel

1



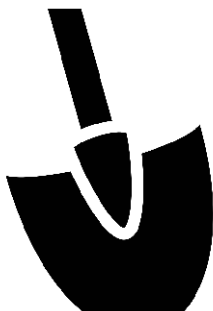
### Attack

Deal 1 **damage** three times.

v0.0.1

## Exhume

1



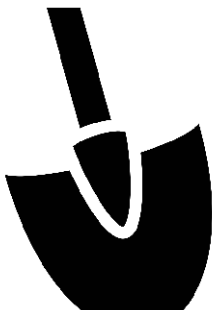
### Skill

Choose an Exhausted card and put it in your hand.

v0.0.1

## Exhume

1



### Skill

Choose an Exhausted card and put it in your hand.

v0.0.1

## Uppercut

2



### Skill

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

v0.0.1

## Uppercut

2



### Skill

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

v0.0.1



## Uppercut

2



### Skill

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

v0.0.1

## Uppercut

2



### Skill

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

v0.0.1

Evolve

1



**Power**

Whenever you draw a  
Status card, draw 1  
card.

v0.0.1

Evolve

1



**Power**

Whenever you draw a  
Status card, draw 1  
card.

v0.0.1

Evolve

1



**Power**

Whenever you draw a  
Status card, draw 1  
card.

v0.0.1

Evolve

1



**Power**

Whenever you draw a  
Status card, draw 1  
card.

v0.0.1

## Fiend Fire

2



### Attack

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

v0.0.1

## Fiend Fire

2



### Attack

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

v0.0.1



## Bloodletting

0



### Skill

Gain 2 **energy**.  
Lose 1 HP.

v0.0.1

## Bloodletting

0



### Skill

Gain 2 **energy**.  
Lose 1 HP.

v0.0.1

## Bloodletting

0



### Skill

Gain 2 **energy**.  
Lose 1 HP.

v0.0.1

## Bloodletting

0



### Skill

Gain 2 **energy**.  
Lose 1 HP.

v0.0.1

## Combust

1



### Power

At the end of your  
turn, deal 2 **damage** to  
ALL enemies and lose 1  
HP.

v0.0.1

## Combust

1



### Power

At the end of your  
turn, deal 2 **damage** to  
ALL enemies and lose 1  
HP.

v0.0.1

## Combust

1



### Power

At the end of your  
turn, deal 2 **damage** to  
ALL enemies and lose 1  
HP.

v0.0.1

## Combust

1



### Power

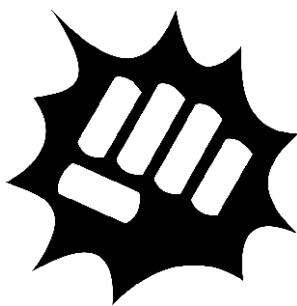
At the end of your  
turn, deal 2 **damage** to  
ALL enemies and lose 1  
HP.

v0.0.1



Power Through

1



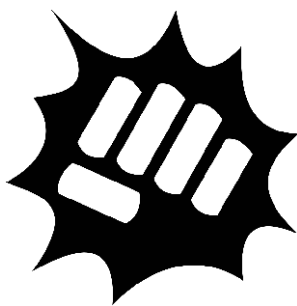
## Skill

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

v0.0.1

Power Through

1



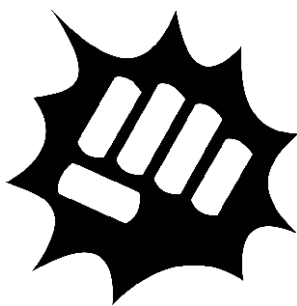
## Skill

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

v0.0.1

Power Through

1



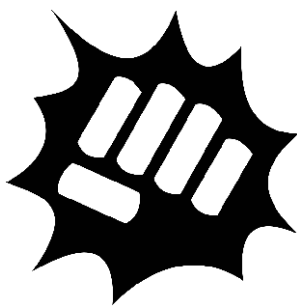
## Skill

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

v0.0.1

Power Through

1



## Skill

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

v0.0.1