Hero Card

Ancestral Might

Trigger

During your turn

Until the start of your next turn, you gain a +2 Status bonus to checks based on the ability scores that are boosted by your ancestry (ignoring free boosts).
If your ancestry only grants free boosts, select one ability score to gain the bonus to instead.

Hero Card

Aura of Protection

Trigger

Play after casting a spell

You surround yourself with an aura of residual magic power.
Until the start of your next turn, you gain resistance to all damage equal to the level of the spell you just cast.

Hero Card

Battle Cry

Trigger

After a successful melee attack

You unlease a terrifying battle cry. Attempt an Intimidation check to Demoralize and compare the result against all enemies within 30ft as a Free Action.

Hero Card

Breathless

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is fatigued.

Hero Cards
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Hero Card

Called Foe

Trigger

During your turn

Designate a target.
Gain a +2 Status bonus to attack rolls against this target.
Take a -4 Status penalty against everyone else.
This effect lasts for 1 minute. On a Critical Hit dealt on the target, the timer restarts.

Hero Card

Catch your Breath

Trigger

At the end of your turn

Select a target within 30ft. The target you choose must have fewer than half their total HP.
The target gains a number of temporary HP equal to twice your level, which lasts until the end of the encounter.

Hero Card

CHAAAARGE

Trigger

Play when you take two consecutive Stride actions

You make a free melee Strike at any point during this movement.
Your multiple attack penalty doesn't apply to this free Strike, nor does it increase your multiple attack penalty.

Hero Card

Channel Life Force

Trigger

Play during your turn, when you are out of Focus Points

Gain 1 Focus Point that must be spent by the time of your next turn (or be lost).
If you use this Focus Point, you become Drained 1 or increase your Drained level.

Hero Cards
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Hero Card

Class Might

Trigger

During your turn

Until the start of your next turn, you gain a +2 Status bonus to checks based on the key ability score of your class.
If your class grants a choice for its key ability, select one of those ability scores to gain the bonus.

Hero Card

Close Call

Trigger

Play when you or an ally just rolled a Critical Failure

Turns the Critical Failure into a Failure.
This card can only be played on a Critical Failure not caused by a Natural 1.

Hero Card

Concussion

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is confused for 1 minute or until healed.

Hero Card

Critical Moment

Fortune

Trigger

After rolling a check

Reroll the check twice, taking the best result of the three.
If you still fail the check, treat the failure as a Critical Failure.

This is a Fortune effect

Hero Cards
Hero Cards

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Hero Card

Crumpling Blow

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is knocked prone and Stunned 2.

Hero Card

Cut through the Fog

Trigger

Play on a Will save

You succeed at the saving throw.
You gain the Stupefied 1 condition, which lasts until the next time you get a full night's rest.

Hero Card

Daring Attempt

Trigger

Anytime

Select one untrained skill. You are trained in that skill for 1 minute.
If during this time, you roll a Failure or Critical Failure in the selected skill, the effect ends.

Hero Card

Decapitation

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target must roll a flat d20.
If the result of the roll is a Natural 1, the target dies instantly if it has less than half it's HP or less than 100 HP, whichever is greater.
If the result of the roll is a Natural 20, the target takes no damage from the attack.

Hero Cards
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Hero Card

Delayed Wound

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target takes half the inflicted damage at the end of its next turn.

Hero Card

Desperate Swing

Trigger

During your turn

Make a Strike, ignoring the multiple attack penalty.
If the attack kfails, you release your weapon, or drop prone if you were using an unarmed attack.

Hero Card

Distract Foe

Trigger

When an enemy within 30ft makes an attack against another creature

The target is fascinated with you, and it can't end this condition until it takes a hostile action against you, or the combat ends. This cancels the initial attack.

Hero Card

Dive out of Danger

Trigger

Play on a Reflex save

You succeed at the saving throw.
You gain the Clumsy 1 condition, which lasts until the next time you get a full night's rest.

Hero Cards
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Hero Card

Divine Grace

Fortune

Trigger

Play after an ally other than you rolls

The target may reroll anydie they just rolled, and must pick the new result.

This is a Fortune effect

Hero Card

Doomed

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is Slowed 1 for 1 round, and is also Doomed 1.

Hero Card

Drain Power

Trigger

Play when you Activate a magic item tah Casts a Spell

Heighten the spell by 1 level.
This can't heighten the item's spell above half your level, rounded up.
If the item wasn't consumed on use, you can't use the item again for 24h.

Hero Card

Earth Rumble

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target and each enemy adjacent to it must succeed at a Reflex saving throw against your class DC or be knocked prone.

Hero Cards
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Hero Card

Endure the Onslaught

Trigger
Play during your turn

Give a creature you can see Resistance 5 to all damage until the start of your next turn.
If you are 7th level or higher, give Resistance 10 instead.
If you are 12th level or higher, give Resistance 15 instead.

Hero Card

Exploding Dice

Fortune

Trigger
Play when you are about to roll damage

Each time you roll maximum on a dice, roll another dice and add its value to the previous total.
If you roll maximum again, continue this effect.

This is a Fortune effect

Hero Card

Eyeblast

Natural 20

Trigger
Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is blinded until the end of its next turn.

Hero Card

Fizzling Dice

Fortune

Trigger
Play when you are about to roll damage

Each time you roll minimum on a dice, roll another dice and add its value to the previous total.
If you roll minimum again, continue this effect.

This is a Fortune effect

Hero Cards
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Hero Card

Fluid Motion

Trigger

Play during your turn

For the rest of your turn, you gain a climb Speed and swim Speed equal to half your Speed.
If you make a horizontal Leap, increase the distance jumped by 10ft.

Hero Card

Focus Power

Trigger

Play when casting a Focus Spell

You can cast a single Focus Spelll without needing to spend a Focus Point.

Hero Card

Full Flurry

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Roll to hit with the same weapon or Spell.
If the attack is successful, add the damage of the 2nd attack to the total damage.
This free attack doesn't increase your multiple attack penalty or expend a spell slot.
If the attack roll of the free attack is also a Natural 20, you may apply the effect of this card to the new attack.

Hero Card

Funny Bone

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target laughs uncontrollably until the end of its next turn.
While laughing, it is Slowed 1 and can't use reactions.

Hero Cards
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Hero Card

Grazing Blow

Trigger

Play after an enemy hits you with a ranged or melee Strike

If the ennemy rolled a Critical Success, it gets a regular Success instead.
If the ennemy rolled a success, it deals minimum damage instead of rolling for damage.

Hero Card

Hasty Block

Trigger

Play when you are hit by a physical attack and you have a shield within reach and a free hand

You Interact to draw and wield the shield, and then use it to Shield Block against the attack.
After the attack and block are resolved, the shield is torn from your grip and lands in an adjacent space.

Hero Card

Healing Prayer

Trigger

Play during your turn

Select yourself or an ally within 30ft.
The target regains 1d8+8 HP.
If you are 7th level or higher, the target regainst 2d8+16 HP.
If you are 12th level or higher, the target regains 3d8+24 HP.

Hero Card

Hold the Line

Trigger

During your turn

You can use Attacks of Opportunity at no reaction cost until the beginning of your next turn on a successful Acrobatics or Athletics check against your target's Fortitude DC.

Hero Cards
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Hero Card

I Hope this Works!

Trigger

Play during your turn

Once during your turn, you can Activate an item to Cast a Spell, even if you ccan't normally cast spells or don't have that spell on your spell list.

Hero Card

Impossible Shot

Trigger

When making a ranged attack (Either with strike or spell)

The range of a ranged weapon becomes 2x for the attack.
The range of a spell becomes 1.5x for the attack.

Hero Card

Inhuman reactions

Trigger

Play as a reaction when out of reactions

This allows you to use an extra reaction.

Hero Card

Knockback

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Push the target up to 5fft times your STR modifier.

Hero Cards
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Hero Card

Last Ounce of Strenght

Trigger

Play at the start of your turn when you are dying

You regain consciousness and can act normally on your turn, but can't regain HP or remove the dying condition during this turn.
At the end of your turn, you fall unconscious and your dying condition increases by 1.

Hero Card

Last Ounce of Strength

Trigger

Play at the start of your turn when you are dying

You regain consciousness and can act normally on your turn, but can't regain HP or remove the dying condition during this turn.
At the end of your turn, you fall unconscious and your dying condition increases by 1.

Hero Card

Last Stand

Trigger

Play when you take damage

Until the start of your next turn, any damage that would reduce you to 0 HP leaves you with 1HP remaining and gives you the Doomed 1 condition, or increases your Doomed value by 1.

Hero Card

Life Leech

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Deal an additional 1d8 damage to the target and heal yourself for the same amount.

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Hero Card

Magical Reverberations

Trigger

Play after casting a spell

The spell's power reverberates in your mind.
You can Cast this Spell one additionnal time without having it prepared or expending a spell slot.
If you don't Cast the Spell by the end of your next turn, it is lost.
After Casting the Spell again, you become Stupefied 2 for 1 minute or increase your Stupefied level by 2.
Any material components consumed by the spell are still consumed.

Hero Card

Magically Tangled

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a spell or bomb attack

The target is restrained, using your class DC as the DC to escape.

Hero Card

Make Way!

Trigger

Play at the start of a Stride

During the Stride, you must move in a straight line, but you can attempt to Shove any creature in your way with a +2 Status bonus, moving it to an adjacent space out of the way of your movement.
The multiple attack penalty doesn't apply to any of these free Shove attempts, nor do they increase your multiple attack penalty.
If you fail to Shove a creature out of your way, your movement ends immediatly.

Hero Card

Martyr Strike

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice and you have fewer than half your maximum HP

You can choose to inflict up to twice your level extra amount of damage equal to the target, that is also inflicted upon yourself.

Hero Cards
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Hero Card

Martyr's Gift

Trigger

Play during your turn

You can heal a wounded target by touching them and taking their injuries onto yourself. You can transfer a number of HP to the target up to twice your level, at a ration of 1:1.
If this effect brings you below 0 HP, you instantly die, but the target is fully healed. The damage you take from this effect bypass all Resistances and Immunities.

Hero Card

Master of Interactions

Fortune

Trigger

Play after rolling for an Deception, a Diplomacy, an Intimidation, a Performance or a Society skill check.

Your degree of success for that roll increases by 1.
A Critical Failure becomes a Failure, a Failure becomes a Success, and a Success becomes a Critical Success.

This is a Fortune effect

Hero Card

Master of Knowledge

Fortune

Trigger

Play after rolling for an Arcana, any Lore, a Medicine, a Nature, an Occultism, a Religion, a Society or a Survival skill check.

Your degree of success for that roll increases by 1.
A Critical Failure becomes a Failure, a Failure becomes a Success, and a Success becomes a Critical Success.

This is a Fortune effect

Hero Card

Master of Movement

Fortune

Trigger

Play after rolling for an Acrobatics or Athletics skill check.

Your degree of success for that roll increases by 1.
A Critical Failure becomes a Failure, a Failure becomes a Success, and a Success becomes a Critical Success.

This is a Fortune effect

Hero Cards
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Hero Card

Master of Perception

Fortune

Trigger

Play after rolling for a Perception skill check.

Your degree of success for that roll increases by 1.
A Critical Failure becomes a Failure, a Failure becomes a Success, and a Success becomes a Critical Success.

This is a Fortune effect

Hero Card

Master of Stealth

Fortune

Trigger

Play after rolling for a Stealth or Thievery skill check.

Your degree of success for that roll increases by 1.
A Critical Failure becomes a Failure, a Failure becomes a Success, and a Success becomes a Critical Success.

This is a Fortune effect

Hero Card

Misdirected attack

Trigger

Play after an enemy critically fails on a melee Strike against you

That enemmy rerolls that attack, targeting one of its allies within its reach.

Hero Card

Momentum

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

You gain a +2 Circumstance bonus to all attack rolls until the end off your next turn.

Hero Cards
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Hero Card

Mystical Thwart

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a target that cast a spell on their last turn

The target must succeed on a Fortitude saving throw against your class DC.
On a Failure, the target can't activate magic items, cast spells, or use Quick Alchemy until the end of its turn.
On a Critical Failure, the target can't activate magic items, cast spells or use Quick Alchemy until succeeding a Fortitude saving throw against your class DC as an action on its turn.

Hero Card

No, that's not how it happened

Fortune

Trigger

Play anytime the GM makes a roll

The GM must re-roll a single check.

This is a Fortune effect

Hero Card

Now you see me

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

You become invisible to the target until the end of your next turn, or until you use a hostile action against the target.

Hero Card

Opportune Distraction

Trigger

Play during your turn

Until the end of your turn, you gain the benefits of greater cover after take the Hide or Sneak action, allowing you to Hide or Sneak in the open.
This effect ends if you do anything other than Hide, Sneak or Step.

Hero Cards
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Hero Card

Otherworldly Selection

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on an Aberration, Celestial, Dragon, Fey, Fiend, Monitor or Undead

~~Triple the damage instead of doubling it.~~

Hero Card

Penetrating attack

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The attack ignores all resistances and immunities.

Hero Card

Petrified

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target must succeed a Fortitude Saving throw against your class DC.
On a Critical Failure: The target is Petrified for 2d4 turns.
On a Failure: The target is Petrified for 1d4 turns.

Hero Card

Pierce Resistance

Trigger

Play after you learn about an enemy's resistance or immunity

Until the end of fyour next turn, the enemy loses a resistance of your choice, or turns an immunity into a resistance.
You must be aware of the resistance either from seeing it shrug off damage from an attack, or due to a successful Recall Knowledge check.

Hero Cards
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Hero Card

Protect the Innocent

Trigger
Play when an incapacitated ally or non-combatant NPC within sight takes damage from an attack or effect

Prevent all the damage.
You take half the damage they would have taken, bypassing any Resistances and Immunities you might have.
You may only use this card to prevent damage to an ally if this ally is unable to act, such as when they are unconscious or paralyzed.

Hero Card

Push through the Pain

Trigger
Play on a Fortitude save

You succeed at the saving throw.
You gain the Drained 1 condition, which lasts until the next time you get a full night's rest.

Hero Card

Rage and Fury

Trigger
Play when an ally is knocked unconscious or dies

At the start of your next turn, you enter a rage*.
At the end of that turn, if you don't have the rage class feature, the rage ends and you are fatigued.
* +2 damage to melee strikes, -1 AC penalty, no concentrate actions (unless you have the Rage trait).

Hero Card

Rampage

Trigger
Play at the start of your turn

Make a melee Strike against each foe within reach.
The multiple attack penalty doesn't apply to any of these attacks.
At the end of these attacks, your turn ends and you are fatigued.

Hero Cards
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Hero Card

Rending Swipe

Trigger

After making 2 successful consecutive attacks against the same target

The target takes 1d6 persistent bleed damage for 1 minute and is Sickened 1 until the bleeding stops.
If you are 7th level or higher, increase the bleeding damage to 2d6.
If you are 12th level or higher, increase the bleeding damage to 3d6.

Hero Card

Returning Spell

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a spell attack

spell or spell slot is not expended unless the spell level was the highest available at your class level.

Hero Card

Rising Magic

Trigger

Play when you or an ally is about to Cast a Spell

Heighten that spell by 1 level.
This can't heighten a spell above the highest level of spell you or the ally can cast.

Hero Card

Run-by shooting

Trigger

Play when you take two consecutive Stride actions

You make a free ranged Strike at any point during this movemement.
Your multiple attack penalty doesn't apply to this free Strike, nor does it increase your multiple attack penalty.

Hero Cards
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Hero Card

Shake it off

Fortune

Trigger

Play when rolling to get rid of persistent damage

You get advantage on the roll as well as a +2 Status bonus.

This is a Fortune effect

Hero Card

Shoot Through

Trigger

Play before making an attack roll for a ranged Strike

If the path of the Strike goes through another creature's space before reaching the target, the target is flat-footed against the attack, and the other creature doesn't provide cover.

Hero Card

Smack

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target must succeed at a Reflex save against your class DC or drop an item of your choice it is holding.

Hero Card

Spark of Courage

Trigger

Play at the start of your turn, when you have the frightened condition

You lose the frightened condition and instead gain a +2 Status bonus to Attack Rolls and Skill checks until the end of your turn.

Hero Cards
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Hero Card

Spontaneous Combustion

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target must roll a DC15 Reflex save or catch fire, taking 1d6 fire damage instantly, and subsequently at the beginning of each of its turns until he succeeds another Reflex saving throw as an action.

Hero Card

Spun around

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is flat-footed for 1d4 turns.

Hero Card

Stinger

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target takes 1d4 permanent bleed damage and is Sickened 3 until healed.

Hero Card

Strike True

Fortune

Trigger

Play when you or an ally is about to make a Strike

The target rolls with advantage.
This strike deals an extra die of damage on a hit if the attacker has fewer than half their maximum HP, or two extra dice if they have fewer than a quater of their maxumum HP.

This is a Fortune effect

Hero Cards
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Hero Card

Surge of Magic

Trigger

During your turn

Until the end of your next turn, you can Activate one magic item that you have already activated once today.
This activation doesn't count against the item's frequency limit if the limit is once per day or a shorter increment of time.
If the item is a wand, activating it this way doesn't overcharge it.

Hero Card

Surge of Speed

Trigger

Play at the start of your turn or an ally's turn

The target is Quickened on its turn and can use the extra action only to take a single action with the Move trait.

Hero Card

Tangled

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a melee attack

You can attempt to Grapple the target as a Free action.
This ignores the multiple attack penalty and doesn't count toward your multiple attack penalty.

Hero Card

Team Play

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Anyone can attempt Attacks of Opportunity on the target until the end of the target's next turn, even if the ally doesn't have the Attack of Opportunity feat.

Hero Cards
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Hero Card

Temporary Boost

Trigger

Play during your turn

You or an ally within sight gains a number of temporary HP equal to your level.

Hero Card

Terrifying Display

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target is Frightened 3.

Hero Card

The Quickening

Trigger

Play at the start of your turn or an ally's turn

The target gains 4 actions instead of 3 3for their turn.
The 4th action can be spend as an extra reaction or be used as a normal action.

Hero Card

Throat Hit

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target must succeed a DC 5 flat check, or be unable to cast spells with the verbal component until healed.

Hero Cards
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Hero Card

Thwack

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Triple the damage instead of doubling it.

Hero Card

Transposition

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a spell or bomb attack

You and the target switch places. This is a teleportation effect.

Hero Card

Tumble Past

Trigger

Play after you end your movement adjacent to a creature at least 2 sizes larger than you

Move to any space directly around that creature.
This free movement doesn't trigger any reactions based on movement.

Hero Card

Two for One

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

Deal normal damage to one target adjacent to the original target.

Hero Cards
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Hero Card

Vulnerability

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice

The target gains Weakness 5 to any damage type dealt by the attack for 1 minute.

Hero Card

Wild Control

Fortune

Trigger

Play when you roll on the Wild Magic table

Roll another time on the Wild Magic table, and choose the resulting effect from both rolls.

This is a Fortune effect

Hero Card

Wild Spellcasting

Natural 20

Trigger

Play when you rolled a Critical Success resulting from a Natural 20 roll on the attack dice on a spell or bomb attack

Roll four times on the Wild Magic table, and choose the desired effect.

Hero Card

Wrath of the Righteous

Fortune

Trigger

Play after you or an ally miss a Critical Success by 1

You reduce the level required for a Critical Success by 1 for you or an ally within sight. Ex. A DC 15 check would critically succeed on a 24 or higher, and a Natural 19 would count as a Critical Success.

This is a Fortune effect

Hero Cards
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