














## Lurker Crashing Tide

**Name:**

**Level** : 1 2 3 4 5 6 7 8 9


**XP** :      0    45    95    150    210    275    345    420    500

**XP** :

**Gold ④:**

### Notes:














### **Masteries:**

- ✖❑ Never suffer damage from attacks, and be targeted by at least five attacks
- ✖❑ At the start of each of your rests, have more active  than cards in your discard pile

## Perks

**X:□□□ X:□□□ X:□□□**

X:□□□ X:□□□ X:□□□

- ☐ ☐ Replace one (1) card with two  3  cards
- ☐ ☐ Replace one (1) card with one (1) “+1  ” card
- ☐ ☐ Replace one (1) card with one (1) “ 1”  card
- ☐ ☐ Add two (1) “If you performed a  action this round, (2) instead” cards
- ☐ ☐ Add one (2)  card
- ☐ ☐ Add one (1)  card
- ☐ ☐ Add two “ 1, self”  cards
- ☐ Ignore item  effects, and, whenever you would gain , prevent the condition
- ☐ Whenever you declare a long rest during card selection, gain  1 for the round
- ☐ Gain advantage on all your attacks performed while occupying or targeting enemies occupying water hexes