

## SIGNATURE WEAPON

Put this card behind your favourite weapon card. This is your weapon, an extension of your body, the singer of your anthem.

Your weapon does not use a EQUIP point.

If separated from your weapon, the move that would reunite you with it gets +1 advantage.

## LIKE A SECOND SKIN

Wear armour for 1 fewer EQUIP points

Use a shield for 1 fewer EQUIP points

Wear armour for 1 additional fewer EQUIP points

## GO BERSERK!

Fly into an enraged state! Plans be damned and hazards damned twice! Let spill your wrath!

While enraged, take +1 advantage when using STR. But, you are unable to perform any move requiring INT.

To regain your wits, you must Take a Breather.

IMMEDIATE

## BLOODY, BUT UNBOWED

Add +1 to your attack power for every Harm or Wound token on your Exhaustion pile.

Also add +1 to your attack power for every Harm token on this card.

## MYSTIC BREATHWORK

When you would normally lose a Stamina point from exhaustion, you can choose to put an Exhaustion token on this card instead

## TOOL TWISTING

Take a magic item in one hand and a weapon in another, and describe a scene of the magical energy being transferred. The magic item is destroyed. Write the magical effect on the weapon card. The weapon is now a magic item with capacity for 1 charge

## ARMOUR MASTERY

Take 1 damage to your armour to avoid taking a Harm or a Wound

## APEX PREDATOR

During combat, take +1 advantage when you Discern or look for a Weak Spot

If you are in pursuit of a fleeing or hidden foe, take +1 advantage to Called Shot or It's a Trap!

## INTIMIDATE

For Parley against a target not significantly bigger than you, flip STR as well as INT. Take the best result

Or, when an ally is Parleying, loom imposingly nearby. Flip STR and if it's better than your ally's Parley flip, they may use your result.