

WHERE IT HURTS

DEX/STR

1 red token



2 red tokens max.



When you roll attack power, say how your attack was focused on a part of the foe's body. You may turn points of attack power into red tokens that are placed on a marker representing this foe. Afterwards, any player can discard one of those red tokens to take +1 advantage against the foe.

IMMEDIATE

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 and 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

RECHARGE

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 Trap Expert