

## SCENT OF BLOOD

DEX

1 attack power

X

✓ Add another attack power roll, divided by 2  
Turn this card face-down until you Take a Breather

✓✓ Add another attack power roll  
Turn this card face-down until you Take a Breather

After successfully striking a foe in melee, use your weapon to strike again. Use this instead of "And This Is For...". Any weapon effects happen as well.

IMMEDIATE

## GOREOGRAPHY

STR

Add 1d4 attack power against the same foe

X

✓ Choose 1  
Turn this card face-down until you Take a Breather

✓✓ Choose 2  
Turn this card face-down until you Take a Breather

After successfully striking a foe in melee, flip and choose. Use this instead of "And This Is For...". Choices:  
\*hit a second target during your attack  
\*deal a wound  
\*disarm your foe

IMMEDIATE

## IT'S A TRAP!

INT

Place 1 token on this card

X

✓ Place 2 tokens on this card

✓✓ Place 3 tokens on this card

Spend a moment to survey a dangerous area for traps, ambushes and secrets. Flip to supply this card with tokens. Spend the tokens 1-for-1 as you go warily onward to ask these questions:  
\*Is there a hidden danger here and if so, what activates it?  
\*What does the hidden danger do when activated?  
\*What else is hidden here?  
\*How can the danger be disabled?

B

## PICK POCKETS

DEX

The GM will offer you two options between suspicion, danger, or cost

✓

✓✓ Success

While they're not looking at you, unburden someone of something they're carrying

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## PICK LOCKS

DEX

The GM will offer you two options between suspicion, danger, or cost

✓

✓✓ Success

A "key" is just a little brass stick with some cleverness carved into it. If you've brought your own cleverness, then you only need a stick.

B

## BACKSTAB

DEX

Choose 1

✓

✓✓ Choose 2

Attack a surprised or defenseless enemy with a melee weapon. You can choose to roll your attack power OR flip DEX. Choices:  
\*You don't get into melee with them  
\*You roll your attack power +1d6  
\*You create a +1 advantage for any player who acts on it  
\*Disable their armor until they repair it

A

## WEAK SPOT

INT

Success

✓

✓✓ Success

Scope out a foe with your perspicacious eyes and declare what weakness you observed. Thereafter, when anyone attacks this weakness, they add 1d4 attack power

When the weakness is first attacked, take +1 advantage.

IMMEDIATE

## BUM RUSH

DEX/STR

X Choose 1 and the foe manages 1 attack power against you

✓ Choose 1

✓✓ Choose 2

Spend 4 / 3 / 2 / 1 Stamina to rush an unsuspecting foe.

Choices:  
\* move past them out of their reach  
\* be at their back  
\* roll attack power against the foe  
\* the GM will remove the conditions or cost to perform an UNENCUMBERED move right now

C

## FIND SHADOWS

Nighttime or indoors, while no foe is bearing down on you, say what darkness you find shelter in. Take a Breather, but forgo the flip and simply regain 1d4 Stamina. In addition, foes cannot see you until you move

C

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