

## 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.

## 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

## TRAP EXPERT

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. Flip to supply this card with tokens. Spend the tokens 1-for-1 as you walk through the area to ask these questions:  
\*Is there a trap here and if so, what activates it?  
\*What does the trap do when activated?  
\*What else is hidden here?  
\*How can the trap be disabled?

## 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

UNENCUMBERED

## 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.

## 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

UNENCUMBERED

## 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

Choose 1 and the foe manages 1 attack power against you

X

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