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 В

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

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

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.

SIGNATURE WEAPON

Like A Second Skin

Wear armour for 1 fewer EQUIP points

Use a shield for 1 fewer **EQUIP** points

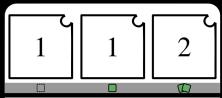


Wear armour for 1 additional fewer EQUIP



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



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