



MASTERY

Spend 1 XP and write a category of weapon in the blank. The GM will write a complication on this card, based on how broad the category is, and hold on to this card. When you next use a weapon of this category to defeat a foe, you can take this card and gain More Power with that category of weapon.

More Power gained through Mastery cards do not stack with each other, but do stack with Crafted Weapons

LIKE A SECOND SKIN

The encumbrance penalty for your armour is one less than usual

The encumbrance penalty for your shield is one less than usual

Your armour does not count for the encumbrance penalty

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

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!

FIND SHADOWS

UNENCUMBERED

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

Encumbrance Penalty: lose stamina points from mental exhaustion. Count up all your Item and Pack cards.

- *If you have 3-4, lose 1 stamina point
- *If you have 5-6, lose 2 stamina points
- *If you have more than 6, lose 3 stamina points

SLIDE

UNENCUMBERED

Spend 1 XP and describe how the environment or recent events provided a distraction that let you escape the attention of any foes around you.

Answer honestly: Do they even remember seeing you there?

Encumbrance Penalty: lose stamina points from mental exhaustion. Count up all your Item and Pack cards.

- *If you have 3-4, lose 1 stamina point
- *If you have 5-6, lose 2 stamina points
- *If you have more than 6, lose 3 stamina points

COME AND GET ME

FLIP INT

✓	They see your plan and respond
✓✓	They succumb to the danger's effects
✓✓✓	They succumb to the danger and cannot respond to your next action

Put an environmental hazard between you and a foe and goad them to approach.

On X: you succumb to a danger you did not see