



GOOD CARDIO

FLIP STR

Recover 1 Stamina.

Recover 1d4 Stamina.

Recover 1d4 Stamina

IMMEDIATE

Take one deep breath to recover Stamina as you jump into the fray.

Put Exhaustion token(s) on this card instead of losing Stamina point(s) from physical exhaustion

AND THIS

FLIP STR

1 attack power

Roll 1d4 attack power

Turn this card face-down until you Take a Breather

IMMEDIATE

After successfully striking a foe in melee, add a punch, kick, or shove.

WHERE IT HURTS

FLIP DEX/STR

1 red token

2 red tokens max.

IMMEDIATE

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.

TIED WITH

Put this card behind your favourite weapon card. This weapon has been decorated with a trinket from someone you've known since birth.

Your encumbrance penalty for this weapon is one fewer than normal.

If separated from your weapon, say how thinking of her reminds you of who you are or the people you come from and every move that aids your reunion with your weapon gets +1 advantage.

GO BERSERK!

IMMEDIATE

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.

IT BELONGED

Put this card behind an armour or shield card. It is marked with a symbol of the person who taught you the ropes or was supposed to protect you.

Your encumbrance penalty for this shield or armour is one fewer than normal

When someone stands in your way, or you face a dangerous threshold, this armour or symbol will earn you passage. Together with the GM, describe how the armour or the symbol gets you past the obstacle, but you also surrender it or see it destroyed.

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.

FURY

FLIP STR

1 attack power

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

IMMEDIATE

After successfully striking a foe in melee, describe how the attack was especially furious, or you used your weapon to strike again.