

1

1

2

MYSTIC BREATHWORK

When you would normally lose a Stamina point from exhaustion, you can choose to put an Exhaustion token on this card instead

RECHARGES

0

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.

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 It's a Trap!

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

✓

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.

RECHARGES

0

IMMEDIATE

GOREOGRAPHY

STR

Add 1d4 attack power against the same foe

✓

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

RECHARGES

00/1

IMMEDIATE

IT'S A TRAP!

INT

Place 1 token on this card

✓

Place 2 tokens on this card

✓✓

Place 3 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?

PICK POCKETS

DEX

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

✓✓

Success

✓✓✓

Success

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

UNENCUMBERED