



**Talent.**

Discard 1 card from your hand: You get +2 skill value for this skill test. (Limit once per test.)

Bravery is born when there is no other choice.

Illus. Joshua Caines

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(T) 160

**Innate.**

Max 1 committed per skill test.
You may commit Take Heart to any type of test.
If this test fails, the performing investigator draws 2 cards and gains 2 resources.

Illus. Andreia Ugrai

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**Innate.**

Max 1 committed per skill test.
You may commit Take Heart to any type of test.
If this test fails, the performing investigator draws 2 cards and gains 2 resources.

Illus. Andreia Ugrai

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**Winging It****Tactic. Improvised.**

You may play Winging It from your discard pile. If you do, shuffle it into your deck after resolving its effects.

Investigate. Your location gets -1 shroud for this investigation. (If you played Winging It from your discard pile, discover 1 additional clue if you succeed.)

Illus. Borja Pindado

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(T) 272

**Innate. Developed.**

Max 1 committed per skill test.
While Brute Force is committed during a basic fight action, it gains ♠ ♠ and the text: "If this test is successful by 2 or more, this attack deals +2 damage."

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Illus. Lukas Banas

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**Sharp Vision****Innate. Developed.**

Max 1 committed per skill test.
While Sharp Vision is committed during a basic investigate action, it gains ♣ ♣ and the text: "If this test is successful by 2 or more, discover 1 additional clue at this location."

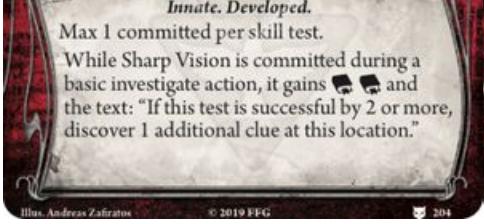
**Unrelenting****Practiced.**

Max 1 committed per test.
After you commit Unrelenting to a skill test, search the chaos bag for up to 3 non-♣ chaos tokens of your choice, and seal them on Unrelenting. If all 3 tokens sealed on Unrelenting are "+1," "0," ♦, and/or ♠ tokens, draw 2 cards. Release all tokens sealed here after this test ends.

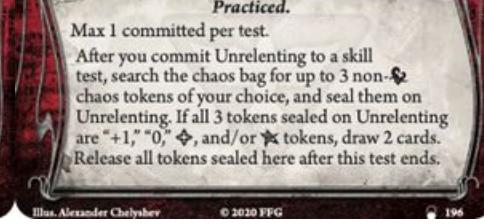
Illus. Lukas Banas

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(T) 166

**Innate. Developed.**

Max 1 committed per skill test.
While Sharp Vision is committed during a basic investigate action, it gains ♣ ♣ and the text: "If this test is successful by 2 or more, discover 1 additional clue at this location."



Illus. Andreas Zafiris

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Item. Charm.

Profane Idol can only be played from your discard pile.

Forced – When Profane Idol is defeated: Shuffle it into your deck instead of discarding it.



Illus. Marc Simonetti

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Blessed. Fortune.

Myriad. Fast. Play after the investigation phase begins. Group limit 1 in play.

Put Good Weather into play next to the agenda deck and choose a skill. While this card is in play, each investigator gets +2 to the chosen skill.

Forced – When the investigation phase begins: Discard Good Weather.

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Myriad. Fast. Play after the investigation phase begins. Group limit 1 in play.

Put Good Weather into play next to the agenda deck and choose a skill. While this card is in play, each investigator gets +2 to the chosen skill.

Forced – When the investigation phase begins: Discard Good Weather.



Tactic. Improvised.

You may play Improvised Weapon from your discard pile. If you do, shuffle it into your deck after resolving its effects and draw 1 card.

Fight. The attacked enemy gets -2 fight for this attack. (If you played Improvised Weapon from your discard pile, this attack deals +1 damage.)

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Quick Learner

Condition.

Permanent.

During or before your first action of each of your turns, each skill test you perform gets +1 difficulty.

During or after your third action of each of your turns, each skill test you perform gets -1 difficulty.



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