

### **SINISTER LAUGH**

Any time you kill an Enemy, roll a D6. On the roll of 5 or 6, Recover 1 Grit.

**+1 MAX GRIT**

SCOUNDREL (1)

### **TWITCH**

Once per Adventure, gain +4 Initiative until the end of the turn.

**+1 MAX GRIT**

SCOUNDREL (2)

### **LOVABLE SCOUNDREL**

You gain double the XP listed on all Loot and Scavenge cards.

**+1 SPIRIT**

SCOUNDREL (3)

### **WON'T STAY DEAD**

At the start of each turn, Heal 1 Wound on the D6 roll of 4+. If KO'd, instead you may Recover on the D6 roll of 4+ (If a 6 was rolled, do not roll for Injury/Madness).

SCOUNDREL (4)

### **BANDIDO**



### **BANDIDO**



### **BANDIDO**



### **BANDIDO**

