

**SPINNING KICK**

Free Attack: (Once per turn) Use 1 Grit to do 2 Wounds to an adjacent Enemy, ignoring Defense, and move them up to 2 spaces (unless Large or bigger).

**+1 STRENGTH**

FIGHTING (1)

**SPUNKY**

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

**+1 MAX GRIT**

MOXIE (1)

**SLEIGHT OF HAND**

Use 1 Grit to Ready a 'Once per Fight' Item you are carrying. You may also roll 1 extra die when Scavenging.

ACROBATICS (1)

**GENTLE MANNER**

You now gain an extra +5 XP per Wound/Sanity that you Heal from other Heroes.

**+3 SANITY**

CHARM (1)

**PARRY**

Any time an adjacent Enemy rolls a 1 To Hit you, do 1 Wound to it, ignoring Defense.

FIGHTING (2)

**ROUGH AND TUMBLE**

You may now use any 1H Gun, not just Guns with the Keyword Light.

**+3 HEALTH**

MOXIE (2)

**LIGHT ON YOUR FEET**

+1 Initiative and  
+1 Agility and  
+1 Move

ACROBATICS (2)

**WITTY RETORT**

Once per turn, when you kill an Enemy you may Heal 2 Wounds.

**+1 MAX GRIT**

CHARM (2)

**"I CAN TAKE CARE OF MYSELF!"**

Once per Adventure, prevent all damage you would take from a single source.

**+1 LORE**

FIGHTING (3)

**NEVER A DULL MOMENT**

Any time you roll a No Event result on a Town Location Chart, gain 25 XP and D6x\$10.

**+1 LORE**

MOXIE (3)

**DOUBLE TROUBLE**

You may now make 2 Free Attacks per turn, but they must be different Free Attacks used.

**+1 AGILITY**

ACROBATICS (3)

**HIDDEN POUCH**

You may now carry an extra 2 Tokens in your Side Bag, and your Side Bag Tokens are Hidden.

**+1 CUNNING**

CHARM (3)

**RAPID STRIKE**

Any time you kill an Enemy with a Combat Hit, you gain +1 Combat for that Attack (limit +3).

FIGHTING (4)

**HIT 'EM WHERE IT HURTS**

Once per turn, use 1 Grit to ignore an Enemy's Defense and Endurance for one of your Hits. No effect on Enemies with Tough.

**+1 MAX GRIT**

MOXIE (4)

**FAST AS LIGHTNING**

Free Attack: Once per Fight, use during your Move. Do 1 Hit each to up to 3 Enemies adjacent to you.

ACROBATICS (4)

**WHAT YOU LEAST EXPECT**

Melee To Hit 3+

CHARM (4)