

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)

LIGHT ON YOUR FEET

+1 Initiative
and +1
Agility and
+1 Move

ACROBATICS (2)

DOUBLE TROUBLE

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

+1 AGILITY

ACROBATICS (3)

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)

GIRL
SALOON



GIRL
SALOON



GIRL
SALOON



GIRL
SALOON

