

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)

PARRY

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

FIGHTING (2)

"I CAN TAKE CARE OF MYSELF!"

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

+1 LORE
FIGHTING (3)

RAPID STRIKE

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

FIGHTING (4)

GIRL
SALOON



GIRL
SALOON



GIRL
SALOON



GIRL
SALOON

