

FOCUS

You no longer need to target adjacent Enemies first with Ranged Attacks.

+1 MAX GRIT

BOUNTY HUNTING (1)

HUNTER

At the start of each Adventure, choose an Enemy Keyword (Void, Undead, etc). You are +1 Damage against those Enemies and gain \$20 for each you kill.

BOUNTY HUNTING (2)

DEAD OR ALIVE

Use 2 Grit to cancel a Darkness or Growing Dread card.

+1 MAX GRIT

BOUNTY HUNTING (3)

END OF THE LINE

Once per Fight, during your Activation, use 2 Grit to do one automatic Hit to every Enemy on your Map Tile. These Hits use the D8 for Damage.

BOUNTY HUNTING (4)

US MARSHAL



US MARSHAL



US MARSHAL



US MARSHAL

