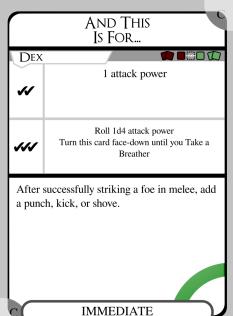


MASTERY

Spend 1 green token and write a category of weapon in the blank. The GM will write a complication on this card, based on how broad the category is, and hold on to this card. When you next use a weapon of this category to defeat a foe, you can take this card and gain More Power with that category of weapon.

More Power gained through Mastery cards do not stack with each other, but do stack with Crafted Weapons







Signature Weapon

Put this card behind your favourite weapon card. This is your weapon, an extension of your body, the singer of your anthem.

Your weapon does not use a S/W/P point.

If separated from your weapon, the move that would reunite you with it gets +1 advantage.



Reduce the S/W/P tokens needed to wear armour by 1

Reduce the S/W/P tokens needed to carry a shield by



Reduce the S/W/P tokens needed to wear armour by an additional 1



GO BERSERK!

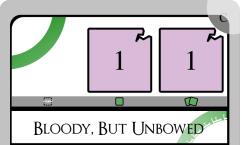
IMMEDIATE

Fly into an enraged state! Plans be damned and hazards damned twice! Let spill your wrath!

While enraged, take +1 advantage when using STR. But, you are unable to perform any move requiring INT.

To regain your wits, you must Take a Breather.

IMMEDIATE



Add +1 to your attack power for every Harm or Wound token on your Exhaustion pile.

Also add +1 to your attack power for every Harm token on this card.