



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

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GOOD CARDIO

STR	Recover 1 Stamina. Your foe moves to a position of advantage.
✓	Recover 1d4 Stamina. Your foe moves to a position of advantage.
✓✓	Recover 1d4 Stamina

Take one deep breath and flip STR before jumping back in the action.
Put Exhaustion token(s) on this card instead of losing Stamina point(s) from physical exhaustion

AND THIS IS FOR...

DEX	1 attack power
✓	Roll 1d4 attack power Turn this card face-down until you Take a Breather

After successfully striking a foe in melee, add a punch, kick, or shove.

IMMEDIATE

WHERE IT HURTS

DEX/STR	1 red token
✓	2 red tokens max.

When you roll attack power, say how your attack was focused on a part of the foe's body. You may turn points of attack power into red tokens that are placed on a marker representing this foe. Afterwards, any player can discard one of those red tokens to take +1 advantage against the foe.

IMMEDIATE

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.

LIKE A SECOND SKIN

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

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

GO BERSERK!

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

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BLOODY, BUT UNBOWED

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.