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| <div> <div></div> <div>Aggressive</div> <div></div> </div> <div>Combat Skill</div> <p>When a monster moves into a space adjacent to you, you may spend 2 fatigue and exhaust this card to make an interrupt attack against it.</p> | <div> <div></div> <div>Ambidextrous</div> <div></div> </div> <div>Combat Skill</div> <p>When wielding two melee weapons, you may receive off-hand bonuses from both, rather than just the one you don’t attack with. When wielding a shield, exhaust this card to cancel two received wounds. You may not cancel wounds that ignore armor.</p> | <div> <div></div> <div>Battle Cry</div> <div></div> </div> <div>Combat Skill</div> <p>Recover 2 fatigue whenever you declare a <b>Battle</b> action.</p>   | <div> <div></div> <div>Bloodletter</div> <div></div> </div> <div>Combat Skill</div> <p>You have <b>Bleed 1</b>.<br/><br/>You are immune to <b>Bleed</b>.</p>  | <div> <div></div> <div>Bloodlust</div> <div></div> </div> <div>Combat Skill</div> <p>When you kill a monster, you may spend 1 fatigue and exhaust this card to immediately make another attack.</p>   |
| <div> <div></div> <div>Brawler</div> <div></div> </div> <div>Combat Skill</div> <p>You have <b>Entrap 3</b> and <b>Resilience</b>.<br/><br/>You are immune to <b>Entrap</b> and <b>Grapple</b>.</p>                                | <div> <div></div> <div>Buoyant Stride</div> <div></div> </div> <div>Combat Skill</div> <p>When you declare an <b>Advance</b> action, you may immediately spend 2 fatigue to gain the <b>Leap</b> ability until the end of your turn.</p>   | <div> <div></div> <div>Charge</div> <div></div> </div> <div>Combat Skill</div> <p>When you declare a <b>Run</b> action, you may immediately spend 1 fatigue to make one attack during your turn (in addition to whatever else you can do).</p> | <div> <div></div> <div>Dance of Blood</div> <div></div> </div> <div>Combat Skill</div> <p>After a monster makes an attack targeting you, you may move one space before it resumes its turn. You may not make a move that would cost more than one movement point during your turn.</p>  | <div> <div></div> <div>Dance of Steel</div> <div></div> </div> <div>Combat Skill</div> <p>Whenever you make an attack during your turn, you gain one movement point.</p>  |
| <div> <div></div> <div>Double Dose</div> <div></div> </div> <div>Combat Skill</div> <p>When you drink a health potion, you fully recover your fatigue.</p>   | <div> <div></div> <div>Duelist</div> <div></div> </div> <div>Combat Skill</div> <p>You receive +1 damage and one free surge on all melee attacks.</p>  | <div> <div></div> <div>Endurance</div> <div></div> </div> <div>Combat Skill</div> <p>You have <b>Swift 1</b>.<br/><br/>You may ignore speed maximums imposed by armor.</p>   | <div> <div></div> <div>Exuberance</div> <div></div> </div> <div>Combat Skill</div> <p>When a monster targets you with an attack, and you do not suffer wounds from that attack, you recover 2 wounds and 1 fatigue.</p>   | <div> <div></div> <div>Furr the Spirit Wolf</div> <div></div> </div> <div>Combat Skill</div> <p><b>Furr the Spirit Wolf</b> is your faithful companion. This familiar has a speed of 4 and may make one melee attack per turn, unless you are in town. Furr attacks with one white die, and his attacks ignore armor.</p> |
| <div> <div></div> <div>Hold the Line</div> <div></div> </div> <div>Combat Skill</div> <p>When you declare a <b>Battle</b> action, you gain +1 armor until the start of your next turn.</p>   | <div> <div></div> <div>Imperturbable</div> <div></div> </div> <div>Combat Skill</div> <p>You never lose an order token due to suffering wounds.<br/><br/>You are immune to <b>Daze</b>, <b>Disruption</b>, <b>Knockback</b>, and <b>Stun</b>.</p>  | <div> <div></div> <div>Leadership</div> <div></div> </div> <div>Combat Skill</div> <p>When you declare a <b>Ready</b> action, you may immediately spend 2 fatigue to place an order token on another hero (in addition to your action).</p>    | <div> <div></div> <div>Martyr</div> <div></div> </div> <div>Combat Skill</div> <p>You may transfer wound or fatigue tokens from yourself to any adjacent hero at any time, even while an attack is being resolved. The recipient cannot exceed his normal maximum wounds or fatigue.</p>                                      | <div> <div></div> <div>Pillar</div> <div></div> </div> <div>Combat Skill</div> <p>Spend 1 fatigue and exhaust during your turn to gain +1 armor until your next turn. If you do, other heroes also receive +1 armor while they’re adjacent to you.</p>  |
| <div> <div></div> <div>Relentless</div> <div></div> </div> <div>Combat Skill</div> <p>Recover 2 fatigue whenever you declare an <b>Advance</b> action.</p>   | <div> <div></div> <div>Shield Master</div> <div></div> </div> <div>Combat Skill</div> <p>You may equip one shield without using a hand slot.</p>   | <div> <div></div> <div>Spin Kick</div> <div></div> </div> <div>Combat Skill</div> <p>Exhaust during your turn to place one Daze token on each adjacent opponent that is not immune to <b>Daze</b>.</p>   | <div> <div></div> <div>Taunt</div> <div></div> </div> <div>Combat Skill</div> <p>When a monster within 5 spaces of you makes an attack, if it is able to target you with the attack, you may force it to do so.<br/><br/>Area attacks (such as <b>Breath</b>) count as targeting you if you are within the affected area.</p> | <div> <div></div> <div>Tough</div> <div></div> </div> <div>Combat Skill</div> <p>Your max wounds are increased by 4.</p>  |





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| <div>  <b>Acrobat</b>  </div> <div>Subterfuge Skill</div> <p>You gain all the benefits of the <b>Fly</b> ability, except that you cannot attack or perform movement actions while in a space you could not otherwise occupy.</p>  | <div>  <b>Agility</b>  </div> <div>Subterfuge Skill</div> <p>You may spend 2 fatigue to place a <b>Dodge</b> order on yourself at any time. (You may interrupt another player’s turn to do this, similar to using a Guard order.)</p>   | <div>  <b>Assassin</b>  </div> <div>Subterfuge Skill</div> <p>You receive +1 damage and one free surge on all ranged attacks.</p>  | <div>  <b>Barrage</b>  </div> <div>Subterfuge Skill</div> <p>When you declare a <b>Battle</b> action, you may immediately spend 2 fatigue to make one extra attack during your turn (in addition to your action).</p>   | <div>  <b>Burglar</b>  </div> <div>Subterfuge Skill</div> <p>You do not pay movement points when opening a door or chest.</p> <p>The Overlord must pay 2 extra threat to play a trap card in response to one of your actions.</p>   |
| <div>  <b>Cautious</b>  </div> <div>Subterfuge Skill</div> <p>The Overlord receives one less threat per turn.</p>   | <div>  <b>Crack Shot</b>  </div> <div>Subterfuge Skill</div> <p>+1 range on all attacks</p> <p>When making an attack, you may trace line-of-sight from an empty adjacent space, rather than from your own space.</p>  | <div>  <b>Critical Shot</b>  </div> <div>Subterfuge Skill</div> <p>Discard an Aim token before making an attack to make it an aimed attack where each attack die that rolls at least one surge gives the attack +1 damage, +1 range, and 1 extra surge (all in addition to the die’s actual result).</p> | <div>  <b>Eagle Eye</b>  </div> <div>Subterfuge Skill</div> <p>After rolling an attack, exhaust to reroll one die showing an X (miss).</p> <p>You may not use this skill if the attack was aimed or dodged.</p>   | <div>  <b>Evasion</b>  </div> <div>Subterfuge Skill</div> <p>After an attack is rolled, exhaust to give yourself <b>Deflection 3</b> against that attack.</p>   |
| <div>  <b>Flurry</b>  </div> <div>Subterfuge Skill</div> <p>Before making an attack, spend 1 fatigue and exhaust to make two attacks instead. You may not do anything between the attacks, and both attacks are considered to be dodged (the overlord chooses which dice to re-roll.)</p> | <div>  <b>Lucky</b>  </div> <div>Subterfuge Skill</div> <p>Your power enhancements add to both range and damage, rather than only one.</p> <p>After rolling an attack, you may opt to add one damage and subtract one range, or vice versa.</p>   | <div>  <b>Marksman</b>  </div> <div>Subterfuge Skill</div> <p>You receive +3 range on all attacks.</p>   | <div>  <b>Mimicry</b>  </div> <div>Subterfuge Skill</div> <p>Spend 1 fatigue and exhaust to gain a copy of another hero’s skill until the start of your next turn. If the skill you choose has a cost to use it, you must still pay that to use it, in addition to the cost of this card.</p> | <div>  <b>Power Slide</b>  </div> <div>Subterfuge Skill</div> <p>Before an attack is rolled, you may choose to gain +1 armor against that attack. If you do, the attacker gains <b>Knockback 1</b> (only against you, and even if you’re immune to <b>Knockback</b>).</p>                 |
| <div>  <b>Reckless Haste</b>  </div> <div>Subterfuge Skill</div> <p>Exhaust when you declare your action to gain additional movement points equal to your speed. If you do, then each time you are wounded before your next turn, you suffer 1 extra wound.</p>                           | <div>  <b>Shadow Soul</b>  </div> <div>Subterfuge Skill</div> <p>Familiar: speed 5, <b>Fly</b>; movement cannot end with a figure in same space. At the start of your turn, you may do one of the following:</p> <ul style="list-style-type: none"> <li>Swap places</li> <li>Move Shadow Soul adjacent to you</li> <li>Nothing</li> </ul> | <div>  <b>Sleepwalker</b>  </div> <div>Subterfuge Skill</div> <p>When you declare a <b>Run</b> action, you fully recover your fatigue, and you may place a <b>Rest</b> order on yourself.</p>  | <div>  <b>Sprinter</b>  </div> <div>Subterfuge Skill</div> <p>Your speed is increased by 2.</p> <p>Your total speed is still limited by armor, as normal.</p>   | <div>  <b>Stamina</b>  </div> <div>Subterfuge Skill</div> <p>Your max fatigue is increased by 2.</p>  |
| <div>  <b>Symbiosis</b>  </div> <div>Subterfuge Skill</div> <p>Exhaust during your turn to swap places with another hero.</p> <p>You cannot use this skill to enter or leave town.</p>  | <div>  <b>Trance</b>  </div> <div>Subterfuge Skill</div> <p>Whenever a <b>Rest</b> order is placed on you, you immediately recover 3 fatigue.</p>   | <div>  <b>Treasure Hunter</b>  </div> <div>Subterfuge Skill</div> <p>When you draw a treasure from a chest, draw 2 cards and discard 1 (you may see other heroes’ draws first). Then, you receive 100 coins if it was a copper treasure, 200 if a silver, or 300 if a gold.</p>                      | <div>  <b>Versatile</b>  </div> <div>Subterfuge Skill</div> <p>When you declare a <b>Ready</b> action, you may immediately spend 2 fatigue in order to both move your speed and make one attack during your turn (instead of choosing one or the other as usual).</p>                         | <div>  <b>Vigilance</b>  </div> <div>Subterfuge Skill</div> <p>When a monster makes an attack that targets you, you may spend 2 fatigue and exhaust this card to make an interrupt attack against that monster (provided you can target that monster). Your attack is resolved first.</p> |









