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 <b>Brawler</b>  <i>Combat Skill</i>  You have <b>Entrap 3</b> and <b>Resilience</b> .  You are immune to <b>Entrap</b> and <b>Grapple</b> .	 <b>Buoyant Stride</b>  <i>Combat Skill</i>  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.	 <b>Charge</b>  <i>Combat Skill</i>  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).	 <b>Dance of Blood</b>  <i>Combat Skill</i>  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.	 <b>Dance of Steel</b>  <i>Combat Skill</i>  Whenever you make an attack during your turn, you gain one movement point.













 <b>Double Dose</b>  <i>Combat Skill</i>  When you drink a health potion, you fully recover your fatigue.	 <b>Duelist</b>  <i>Combat Skill</i>  You receive +1 damage and one free surge on all melee attacks.	 <b>Endurance</b>  <i>Combat Skill</i>  You have <b>Swift 1</b> .  You may ignore speed maximums imposed by armor.	 <b>Exuberance</b>  <i>Combat Skill</i>  When a monster targets you with an attack, and you do not suffer wounds from that attack, you recover 2 wounds and 1 fatigue.	 <b>Furr the Spirit Wolf</b>  <i>Combat Skill</i> <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.
 <b>Hold the Line</b>  <i>Combat Skill</i>  When you declare a <b>Battle</b> action, you gain +1 armor until the start of your next turn.	 <b>Imperturbable</b>  <i>Combat Skill</i>  You never lose an order token due to suffering wounds.  You are immune to <b>Daze</b> , <b>Disruption</b> , <b>Knockback</b> , and <b>Stun</b> .	 <b>Leadership</b>  <i>Combat Skill</i>  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).	 <b>Martyr</b>  <i>Combat Skill</i>  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.	 <b>Pillar</b>  <i>Combat Skill</i>  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.










 <b>Relentless</b>  <i>Combat Skill</i>  Recover 2 fatigue whenever you declare an <b>Advance</b> action.	 <b>Shield Master</b>  <i>Combat Skill</i>  You may equip one shield without using a hand slot.	 <b>Spin Kick</b>  <i>Combat Skill</i>  Exhaust during your turn to place one Daze token on each adjacent opponent that is not immune to <b>Daze</b> .	 <b>Taunt</b>  <i>Combat Skill</i>  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.  Area attacks (such as <b>Breath</b> ) count as targeting you if you are within the affected area.	 <b>Tough</b>  <i>Combat Skill</i>  Your max wounds are increased by 4.
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 <b>Acrobat</b>  <i>Subterfuge Skill</i>  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.	 <b>Agility</b>  <i>Subterfuge Skill</i>  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.)	 <b>Assassin</b>  <i>Subterfuge Skill</i>  You receive +1 damage and one free surge on all ranged attacks.	 <b>Barrage</b>  <i>Subterfuge Skill</i>  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).	 <b>Burglar</b>  <i>Subterfuge Skill</i>  You do not pay movement points when opening a door or chest.  The Overlord must pay 2 extra threat to play a trap card in response to one of your actions.
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 <b>Cautious</b>  <i>Subterfuge Skill</i>  The Overlord receives one less threat per turn.	 <b>Crack Shot</b>  <i>Subterfuge Skill</i>  +1 range on all attacks  When making an attack, you may trace line-of-sight from an empty adjacent space, rather than from your own space.	 <b>Critical Shot</b>  <i>Subterfuge Skill</i>  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).	 <b>Eagle Eye</b>  <i>Subterfuge Skill</i>  After rolling an attack, exhaust to reroll one die showing an X (miss).  You may not use this skill if the attack was aimed or dodged.	 <b>Evasion</b>  <i>Subterfuge Skill</i>  After an attack is rolled, exhaust to give yourself <b>Deflection 3</b> against that attack.
 <b>Flurry</b>  <i>Subterfuge Skill</i>  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.)	 <b>Lucky</b>  <i>Subterfuge Skill</i>  Your power enhancements add to both range and damage, rather than only one.  After rolling an attack, you may opt to add one damage and subtract one range, or vice versa.	 <b>Marksman</b>  <i>Subterfuge Skill</i>  You receive +3 range on all attacks.	 <b>Mimicry</b>  <i>Subterfuge Skill</i>  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.	 <b>Power Slide</b>  <i>Subterfuge Skill</i>  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> ).





 <b>Reckless Haste</b>  <p><i>Subterfuge Skill</i></p> <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>	 <b>Shadow Soul</b>  <p><i>Subterfuge Skill</i></p> <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>	 <b>Sleepwalker</b>  <p><i>Subterfuge Skill</i></p> <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>	 <b>Sprinter</b>  <p><i>Subterfuge Skill</i></p> <p>Your speed is increased by 2.</p> <p>Your total speed is still limited by armor, as normal.</p>	 <b>Stamina</b>  <p><i>Subterfuge Skill</i></p> <p>Your max fatigue is increased by 2.</p>
 <b>Symbiosis</b>  <p><i>Subterfuge Skill</i></p> <p>Exhaust during your turn to swap places with another hero.</p> <p>You cannot use this skill to enter or leave town.</p>	 <b>Trance</b>  <p><i>Subterfuge Skill</i></p> <p>Whenever a <b>Rest</b> order is placed on you, you immediately recover 3 fatigue.</p>	 <b>Treasure Hunter</b>  <p><i>Subterfuge Skill</i></p> <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>	 <b>Versatile</b>  <p><i>Subterfuge Skill</i></p> <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>	 <b>Vigilance</b>  <p><i>Subterfuge Skill</i></p> <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>



<p><b>** Alchemy **</b> <i>Wizardry Skill</i></p> <p>You cannot drink potions.</p> <p>Exhaust and spend 1 fatigue to gain the effects of drinking a potion of your choice.</p>	<p><b>** Boggs the Rat **</b> <i>Wizardry Skill</i></p> <p><b>Boggs the Rat</b> is your faithful companion.</p> <p>This familiar has a speed of 4, and monsters cannot spawn within his line-of-sight.</p>	<p><b>** Channeling **</b> <i>Wizardry Skill</i></p> <p>After using a <b>Guard</b> order to make an interrupt attack, exhaust and spend 2 fatigue to place another <b>Guard</b> order on yourself.</p>	<p><b>** Concentration **</b> <i>Wizardry Skill</i></p> <p>Recover 1 fatigue whenever you declare a <b>Ready</b> action.</p> <p>You are immune to <b>Stun</b>.</p>	<p><b>** Echo **</b> <i>Wizardry Skill</i></p> <p>After making an attack that does not roll a miss result (X), exhaust and spend 2 fatigue to immediately attack the same target again with the same weapon.</p>
<p><b>** Focus **</b> <i>Wizardry Skill</i></p> <p>Exhaust and spend 1 fatigue to place an <b>Aim</b> order on yourself during your turn.</p>	<p><b>** Haste **</b> <i>Wizardry Skill</i></p> <p>When you declare an <b>Advance</b> action, you may immediately spend 1 fatigue to make one extra attack during your turn (in addition to your action).</p>	<p><b>** Heraldry **</b> <i>Wizardry Skill</i></p> <p><b>Runes</b> do not count against your limits for equipped items or backpack space.</p>	<p><b>** Illusory Haste **</b> <i>Wizardry Skill</i></p> <p>Exhaust when you declare an action in the dungeon to gain additional movement points equal to your speed. If you do, then at the end of your turn, you move back to the space where you started your turn (or the closest legal space).</p>	<p><b>** Necrotic Traversal **</b> <i>Wizardry Skill</i></p> <p>Exhaust after any figure dies (including yourself) to move to any space occupied by that figure before it died.</p> <p>Trap (Space) cards may not be played in response to this movement.</p>







<p><b>** Oracle **</b> <i>Wizardry Skill</i></p> <p>During your turn, you may spend 2 fatigue to reveal the Overlord's hand. Revealed cards remain visible until played or discarded.</p>	<p><b>** Overdrive **</b> <i>Wizardry Skill</i></p> <p>Exhaust at the end of your turn to immediately declare and perform another full action of your choice (Advance, Run, Battle, or Ready) and gain two Stun tokens (even if you are immune to <b>Stun</b>). This skill cannot be refreshed if you currently have any Stun tokens on you. You cannot ever remove more than 1 Stun token per turn while this skill is exhausted.</p>	<p><b>** Planner **</b> <i>Wizardry Skill</i></p> <p>When you declare a <b>Ready</b> action, immediately spend 1 fatigue to place an extra order on yourself during your turn.</p> <p>You may have two orders at once, but they must be different types of orders.</p>	<p><b>** Prestidigitation **</b> <i>Wizardry Skill</i></p> <p>You do not pay movement points when trading items or re-equipping.</p> <p>During your turn, you may take items from adjacent heroes (with their permission, at no movement cost).</p>	<p><b>** Prodigy **</b> <i>Wizardry Skill</i></p> <p>You receive +1 damage and one free surge on all magic attacks.</p>
<p><b>** Pyrokinesis **</b> <i>Wizardry Skill</i></p> <p>Spend 1 fatigue during your turn to add or remove 1 Burn token from any figure in your line of sight (unless that figure is immune to <b>Burn</b>).</p> <p>You may do this as often as desired.</p>	<p><b>** Shadow Weaponry **</b> <i>Wizardry Skill</i></p> <p>When you attack, you may use the equipped weapons and trait dice of another hero instead of your own. (You may not use a Rune weapon if any of your equipment prevents you from using Runes.)</p>	<p><b>** Sharr Brightwing **</b> <i>Wizardry Skill</i></p> <p>Familiar: speed 5, <b>Fly</b>.</p> <p>When Sharr ends her turn in a hero's space, that hero may discard one effect token, other than Curse. When Sharr ends her turn in a monster's space, it gains one Burn token (unless immune to <b>Burn</b>).</p>	<p><b>** Spirit Walker **</b> <i>Wizardry Skill</i></p> <p>When you make an attack, you may choose for the attack to originate from any hero within 10 spaces, rather than your own space. Trace line-of-sight and range from the new origin space.</p>	<p><b>** Stormborn **</b> <i>Wizardry Skill</i></p> <p>You have <b>Arcing 1</b> and <b>Aura 1</b>.</p>



<p><b>** Telekinesis **</b> <i>Wizardry Skill</i></p> <p>During your turn, you may spend 1 fatigue to move a figure in your line-of-sight one space (following normal movement rules), or open or close any door in your line-of-sight. You may do this as often as desired.</p>	<p><b>** Transmutation **</b> <i>Wizardry Skill</i></p> <p>Exhaust and spend 1 fatigue during your turn to discard 1 treasure card in your possession and draw a new, random treasure card of the same color (copper, silver, or gold).</p>	<p><b>** Vampiric Blood **</b> <i>Wizardry Skill</i></p> <p>Recover 1 fatigue whenever a figure within your line-of-sight dies.</p>	<p><b>** Veil of Winds **</b> <i>Wizardry Skill</i></p> <p>You have <b>Deflection 1</b>.</p> <p>You are immune to <b>Burn, Freeze, and Web</b>.</p>	<p><b>** Wild Talent **</b> <i>Wizardry Skill</i></p> <p>You have <b>Sorcery 1</b>.</p> <p>When you make an attack roll, you may treat any surges you roll on power dice as power enhancements, or vice versa.</p>
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