

Assemblage

Level 1 (2 of each)
Banished Knowledge

XP:3-
BANISHED KNOWLEDGE
ASSEMBLAGE • LVL 1

EXHAUST

An ally within SOI Gains *Haste*.
Reduce the SP cost of this Discipline by 1 if the target is an ally other than yourself.

"There is safety in not knowing."

Level 2
BFF

XP:5-
BFF
ASSEMBLAGE • LVL 2

EXHAUST

At any time, when making an Attack, you or a LOYAL ESPER you've summoned Gains the following:

★ **FU**: Move 3 spaces without provoking Break Attacks, then make a ⚡ ATK against a different target.

Level 3
Exalted Summoning

XP:7-
EXALTED SUMMONING
ASSEMBLAGE • LVL 3

PER ENCOUNTER

Choose an EXALTED ESPER and use its Ability within SOI.

Level 4
Felled Afterlife

XP:9-
FELLED AFTERLIFE
ASSEMBLAGE • LVL 4

EXHAUST

When you Defeat an opponent, this card Gains 1 Energy token. (Limit 2)

FLIP

Discard all Energy token on this card. For each Energy token discarded, summon an Enslaved Spirit LOYAL ESPER.

Euthanasia

XP:3-
EUTHANASIA
ASSEMBLAGE • LVL 1

Cast a SPELL 6.

Inflct *Wilt* and deal 6 MAGIC DMG. If the target is already inflicted with *Wilt*, inflct *Condemn*. If they are already inflicted with *Condemn*, roll the BLACK ⚫. If ⚫ is rolled, the target is Defeated.

Conduit Summoning

XP:5-
CONDUIT SUMMONING
ASSEMBLAGE • LVL 2

PASSIVE

- Any time an opponent is defeated within SOI. Earn their CONDUIT card.
- 1 SP: At any time, replace your Adventurer card with a CONDUIT that you have Earned. Or, replace your current CONDUIT with your Adventurer card.

Friends with Benefits

XP:7-
FRIENDS WITH BENEFITS
ASSEMBLAGE • LVL 3

PASSIVE

- When you use the Discipline *Summoning*, Gain 1 additional *Summon* token.
- LOYAL ESPERS you summon Gain +1 ⚡.

The Tower Revealed

XP:9-
THE TOWER REVERSED
ASSEMBLAGE • LVL 4

EXHAUST

Cast a SPELL 6.

Deal 3 MAGIC DMG for each Effect the target has.

Then, Inflct *Darkness*, *Disease*, and *Paralyze*.

Familiar

XP:3-
FAMILIAR
ASSEMBLAGE • LVL 1

PASSIVE

After learning this Discipline, choose a FAMILIAR and place it face up next to your Adventurer card.

Your FAMILIAR cannot be changed.

Fortune Telling

XP:5-
FORTUNE TELLING
ASSEMBLAGE • LVL 2

PER ENCOUNTER

After a figure within your SOI has rolled for any reason, choose the result of a single die.

"Fortune, good night; smile once more, turn thy wheel."

Helping Hands

XP:7-
HELPING HANDS
ASSEMBLAGE • LVL 3

PASSIVE

You may carry an additional Consumable and Relic.

EXHAUST

Move up to 2 spaces. Gain FLIGHT during this movement.

Forebode

XP:3-
FOREBODE
ASSEMBLAGE • LVL 1

EXHAUST

At any time, re-roll any dice, except the BLACK ⚫ that you rolled or that were rolled against you.

"By the pricking of my thumbs..."

Imposed Paradigm

XP:5-
IMPOSED PARADIGM
ASSEMBLAGE • LVL 2

Cast a SPELL 6.

SWAP places with the target. Allies may choose to fail the Conviction Check associated with this Spell.

"A lie told often enough becomes the truth."

Resonance

XP:7-
RESONANCE
ASSEMBLAGE • LVL 3

EXHAUST

★ **FU**: Use an un-flipped Discipline you have learned that costs 1-3 SP. Any Conditions excluding SP cost still apply. This Discipline may target a different figure.

Last Laugh

XP:3-
LAST LAUGH
ASSEMBLAGE • LVL 1

PASSIVE

If you or a LOYAL ESPER is Defeated, the figure that dealt the Damage is dealt their 2 Conviction Dice worth of MAGIC DMG.

EXHAUST

When you or a LOYAL ESPER is dealt Damage by an opponent, you may deal the source of that Damage 2 IRREDUCIBLE DMG.

Possession

XP:5-
POSSESSION
ASSEMBLAGE • LVL 2

EXHAUST

A LOYAL ESPER within SOI makes a ⚡ ATK or you may spend 1 SP and another ally within SOI makes a ⚡ ATK instead.

"Let us end this debate! There is such thing as free will, and I shall take yours as my own."

The Pessimist

XP:7-
THE PESSIMIST
ASSEMBLAGE • LVL 3

PASSIVE

When an opponent within SOI fails a Conviction Check by 3 or more, inflct *Condemn*.

"With the choice of two evils, I'll take both."

Perfect Love

XP:3-
PERFECT LOVE
ASSEMBLAGE • LVL 1

EXHAUST

When an ally within SOI would be dealt Damage, you or a LOYAL ESPER are dealt that much IRREDUCIBLE DAMAGE instead.

"There is no fear in love."

Ruinination

XP:5-
RUINATION
ASSEMBLAGE • LVL 2

Cast a SPELL 6 against up to 2 different opponents within SOI. Reduce the SP cost of this Discipline by 1 if all targets have an Effect.

Deal MAGIC DMG equal to the result of a roll made with your Casting die.

"Ruin attends the wicked."

Sanctuary

XP:3-
SANCTUARY
ASSEMBLAGE • LVL 1

EXHAUST

At any time, an ally within SOI may DODGE.

"Here there is safety."

Summoning

XP:5-
SUMMONING
ASSEMBLAGE • LVL 2

FLIP

Summon a LOYAL ESPER within your SOI. The ESPER'S LVL may not exceed your highest LVL ASSEMBLAGE Discipline.

Then, Gain *Summon* tokens equal to your highest LVL ASSEMBLAGE Discipline.

Cruor

Level 1 (2 of each)

Corrosive Ideal

XP:3-

CORROSIVE IDEAL

CRUOR • LVL 1

EXHAUST

Cast a SPELL 6.

Your target is Inflicted with *Poison*.

"A thing is not necessarily true because a man dies for it."

Level 2

Blood Pact

XP:5-

BLOOD PACT

CRUOR • LVL 2

PASSIVE

When making an Attack, you may deal yourself **IRREDUCIBLE DMG** up to your remaining HP to add the same amount of **PHYSICAL DMG** to your Attack.

Level 3

In Secret

XP:7-

IN SECRET

CRUOR • LVL 3

PASSIVE

Any time you Gain a Vow token, another ally within your SOI may also Gain a Vow token.

Any time an ally is Defeated within SOI, Gain a Vow token.

Level 4

Abbadon's Subtlety

XP:9-

ABBADON'S SUBTLETY

CRUOR • LVL 4

EXHAUST

After resolving an Attack or Spell you made, cast a SPELL 6.

Deal your target **MAGIC DMG** equal to the amount of Damage the previous Attack or Spell dealt. After resolving this Ability, end your turn.

Crumbling Time

XP:3-

CRUMBLING TIME

CRUOR • LVL 1

EXHAUST

Cast a SPELL 6.

Your target is Inflicted with *Wit*.

"We are Time's subjects and Time bids be gone."

Blood Toll

XP:5-

BLOOD TOLL

CRUOR • LVL 2

EXHAUST

Deal yourself **2 IRREDUCIBLE DMG** and Gain **+2 SP**.

"Pleasure without conscience."

Life Grasp

XP:7-

LIFE GRASP

CRUOR • LVL 3

EXHAUST

Cast a SPELL 6 against up to 3 different opponents within SOI.

Deal **MAGIC DMG** equal to the difference rolled on their failed Conviction Checks.

After rolling to determine the Force of this Spell, you may deal yourself **6 IRREDUCIBLE DMG** to add **+6** to your roll.

He Watches

XP:9-

HE WATCHES

CRUOR • LVL 4

PASSIVE

2 SP: Make a MOVE. You have **FLIGHT** for the duration of this movement.

EXHAUST

Deal yourself **2 IRREDUCIBLE DMG** and Gain a Vow token.

Gore Shot

XP:3-

GORE SHOT

CRUOR • LVL 1

EXHAUST

Cast a SPELL 6.

Deal **2 MAGIC DMG**.

You may take **2 IRREDUCIBLE DMG** to deal additional **MAGIC DMG** equal to **2x** your highest LVL CRUOR Discipline.

Bring the Shadows

XP:5-

BRING THE SHADOWS

CRUOR • LVL 2

Make a MOVE. During this movement you do not provoke Break Attacks and you may move through opponents with no penalty. You may not increase this movement with SP. Then, cast a SPELL 6 against each figure moved through, ignoring SOI and Line of Sight. Deal your SPELLCASTING die worth of **MAGIC DMG** and inflict *Darkness*.

Sinful Privilege

XP:7-

SINFUL PRIVILEGE

CRUOR • LVL 3

EXHAUST

When choosing the target of an Attack or Spell, you may instead target an opponent that is adjacent to an Ally with no penalty regardless of Line of Sight or Range.

"Hear no evil, see no evil, and you will never be invited to a party."

Ineptitude

XP:9-

INEPTITUDE

CRUOR • LVL 4

EXHAUST

Before an opponent within SOI rolls for any reason, that roll receives **-3**.

"A tax on the foolish."

Imbued Fear

XP:3-

IMBUED FEAR

CRUOR • LVL 1

EXHAUST

When making an Attack, this Attack Gains:

- +2 PHYSICAL DMG**.
- FU**: Inflict *Darkness*, **FORCE X + DIFFERENCE HIT**. Where X equals 6 plus the LVL of your highest CRUOR Discipline.

In Dreams

XP:5-

IN DREAMS

CRUOR • LVL 2

EXHAUST

When you hit with an Attack, Gain a Vow token.

"Hope is a waking dream."

Soul Pact

XP:7-

SOUL PACT

CRUOR • LVL 3

PASSIVE

While you are Defeated, If the opponent that Defeated you is also Defeated, you may **FLIP** this card to immediately place your figure on the board anywhere within an ally's SOI then **HEAL** equal to half of your Maximum HP.

Life Tithe

XP:3-

LIFE TITHE

CRUOR • LVL 1

EXHAUST

An opponent within your SOI is dealt **MAGIC DMG** equal to your highest LVL CRUOR Discipline.

"I am part of that power which eternally wills evil and eternally works good."

Organic Liquify

XP:5-

ORGANIC LIQUIFY

CRUOR • LVL 2

EXHAUST

Cast a SPELL 6.

Deal **MAGIC DMG** equal to the number rolled using one of your target's Conviction Dice. You may take **2 IRREDUCIBLE DMG** to deal additional **MAGIC DMG** equal to **2x** your highest LVL CRUOR Discipline.

Wretched Tether

XP:7-

WRETCHED TETHER

CRUOR • LVL 3

EXHAUST

Cast a SPELL 6.

The target Gains the *Tether Special Effect* token.

"Bad company corrupts good character."

Oxygen Syphon

XP:3-

OXYGEN SYPHON

CRUOR • LVL 1

Cast a SPELL 6 against all opponents within SOI.

Inflict *Disease*.

"I am a thief of what all men need."

Root the Mind

XP:5-

ROOT THE MIND

CRUOR • LVL 2

EXHAUST

Cast a SPELL 6.

Your target is Inflicted with *Paralyze*.

"To subdue the enemy without fighting is the acme of skill."

To Faust

XP:3-

TO FAUST

CRUOR • LVL 1

PASSIVE

The first time each turn you are dealt 2 or more Damage from a single source, Gain a Vow token.

"Gain evidence of higher powers by visible acts which everywhere separate life from death."

Soul Steal

XP:5-

SOUL STEAL

CRUOR • LVL 2

PASSIVE

At the start of your turn, you and an ally within SOI may redistribute any *Damage* tokens you have between each other.

EXHAUST

Cast a SPELL 6. Deal **MAGIC DMG** equal to half your total Damage.

Martial

Level 1 (2 of each)
Anticipated Attack

XP:3-
ANTICIPATED ATTACK
MARTIAL • LVL 1
✦ PASSIVE
 During your Dodge roll, Gain:
2 +1 to Dodge.

Level 2
Blood Rage

XP:5-
BLOOD RAGE
MARTIAL • LVL 2
✦ PASSIVE
 When you have Damage equal to at least half your maximum HP, Gain an additional SP during your Stamina Point Recovery Phase.

Level 3
Bring the Wrath

XP:7-
BRING THE WRATH
MARTIAL • LVL 3
✦ PASSIVE
 When you Defeat an opponent, you may immediately end the current Action and Ability. If you do, Move up to 3 spaces and make a **⚔** ATK.

Level 4
Challenge Supreme

XP:9-
CHALLENGE SUPREME
MARTIAL • LVL 4
⬇ EXHAUST
 When making an Attack, add +1 TO THE ATK ROLL.
✦ PASSIVE
 Before making an Attack, add +1 TO THE ATK ROLL for each additional SP you spend.

Blade Works

XP:3-
BLADE WORKS
MARTIAL • LVL 1
⬇ EXHAUST
 If you have 2 1-handed **⚔** Weapons equipped, make a **⚔** ATK.
"Perfection comes through trial."

Gigas Grip

XP:5-
GIGAS GRIP
MARTIAL • LVL 2
✦ PASSIVE
 This Discipline does not work with **⚔** Weapons, but does work with **⚔** Weapons. You may equip 2-handed **⚔** Weapons as if they were 1-handed but they still count as 2-handed **⚔** Weapons. When Attacking, choose the Symbols, Upgrades, and Combat Dice on 1 of your equipped Weapons.

Dead End

XP:7-
DEAD END
MARTIAL • LVL 3
⬇ EXHAUST
 Before making a **⚔** Attack, if you have a 2-handed Weapon equipped, you Gain +X **⚔**. Where X equals your highest LVL MARTIAL Discipline.

Master of the Vessel

XP:9-
MASTER OF THE VESSEL
MARTIAL • LVL 4
⬇ EXHAUST
 At any time, Gain +1 **★** during any of your rolls.
"Mastery over self leads to mastery over others."

Chains of Command

XP:3-
CHAINS OF COMMAND
MARTIAL • LVL 1
⬇ EXHAUST
 When making a **⚔** ATK, this Attack Gains:
• REACH 2
• ★ FU: PUSH or PULL the target up to 3 spaces, **FORCE X + DIFFERENCE HIT**. Where X equals 6 plus the LVL of your highest MARTIAL Discipline.

Mage Breaker

XP:5-
MAGE BREAKER
MARTIAL • LVL 2
⬇ EXHAUST
 When determining Damage, roll the opponent's Casting die and add the number rolled as **PHYSICAL DMG**.
"Your hubris will be your undoing."

Morbid Envy

XP:7-
MORBID ENVY
MARTIAL • LVL 3
⬇ EXHAUST
 When making an Attack, this Attack Gains +X **PHYSICAL DMG**. Where X equals the roll on one of your equipped Combat Dice.
"It is not my intention to be felonious, but I must confess that I covet your skull."

Will to Live

XP:9-
WILL TO LIVE
MARTIAL • LVL 4
✦ PASSIVE
• +4
• When you receive Damage equal to your remaining HP, instead of being Defeated, remain in play and Gain **IMMUNITY: DAMAGE** until the end of your next turn. At the end of your next turn you are Defeated.

Critical Defense

XP:3-
CRITICAL DEFENSE
MARTIAL • LVL 1
✦ PASSIVE
• At the start of every Encounter, Gain 1 Dodge token.
• Your Attacks Gain:
★ FU: Gain a Dodge token.

Onslaught

XP:5-
ONSLAUGHT
MARTIAL • LVL 2
 Make a **⚔** ATK. This Attack Gains:
FU: Make a ⚔ ATK.
 The above FU Attack also Gains:
FU: Make a ⚔ ATK.

Nemesis Enforcement

XP:7-
NEMESIS ENFORCEMENT
MARTIAL • LVL 3
⬇ EXHAUST
 An opponent within **SOI** Gains the **Nemesis Special Effect** token.
"Arise, that mine enemies may be destroyed and that they may fly!"

Fortuitous Homicide

XP:3-
FORTUITOUS HOMICIDE
MARTIAL • LVL 1
⬇ EXHAUST
COUNTER
"There are four kinds of homicide: felonious, excusable, justifiable, and praiseworthy."

Physically Perfected

XP:5-
PHYSICALLY PERFECTED
MARTIAL • LVL 2
✦ PASSIVE
 Gain +X **⚔**. Where X is equal to your highest LVL MARTIAL Discipline.
⬇ EXHAUST
★ FU: Gain +1 SP

Relentless Feign

XP:7-
RELENTLESS FEIGN
MARTIAL • LVL 3
⬇ EXHAUST
 When an Attack targeting you misses, end the current Action and Ability. Then, make up to 2 **⚔** ATKs against your Attacker. When you spend SP to use this Discipline, you may spend up to 2 additional SP to make an additional **⚔** ATK against the Attacker for each additional SP you spend.

Hammer Helm

XP:3-
HAMMER HELM
MARTIAL • LVL 1
✦ PASSIVE
 Your Attacks Gain:
+1 PHYSICAL DMG
⬇ EXHAUST
 When making a **⚔** Attack, if you have a 2-handed Weapon equipped, you may re-roll any dice in your Combat Dice Pool.

Promise

XP:5-
PROMISE
MARTIAL • LVL 2
⬇ EXHAUST
 When making an Attack, Gain +X to your Attack roll. Where X equals the amount of times you've Attacked the target this turn.

Living Bulwark

XP:3-
LIVING BULWARK
MARTIAL • LVL 1
🗄 PER ENCOUNTER
 At any time, Gain **RESISTANCE: PHYSICAL DMG** until the end of your next turn. In addition, you may **COUNTER** for free until the end of your next turn.

Whirlwind

XP:5-
WHIRLWIND
MARTIAL • LVL 2
 Make a separate **⚔** ATK against each figure currently adjacent to you. If your equipped Weapon(s) has **REACH**, you may spend 1 additional SP to Attack all figures currently within the **REACH** of the Weapon(s) instead.

Sanctus

Level 1 (2 of each)

Aspect

XP:3-

ASPECT

SANCTUS • LVL 1

⬆️ PASSIVE

+1

Movement point cost is not increased by terrain or allies.

Level 2

Ascension

XP:5-

ASCENSION

SANCTUS • LVL 2

⬆️ PASSIVE

You may spend *Intervention* tokens as if they were *SP*. Increase the amount of *Intervention* tokens you can have by +1.

⬇️ EXHAUST

Make a *MOVE*. You have *FLIGHT* for the duration of this movement.

Level 3

Font of Renewal

XP:7+

FONT OF RENEWAL

SANCTUS • LVL 3

🏠 PER ENCOUNTER

Place the *Font of Renewal* Terrain token on normal spaces so that at least 1 space is within *SOI*. Figures may occupy spaces this token occupies as though they were empty normal spaces. Allies within 6 spaces of the *Font of Renewal* token may remove an *Effect* or *HEAL 2* during their Status Phase.

Level 4

Inspiration

XP:9-

INSPIRATION

SANCTUS • LVL 4

⬆️ PASSIVE

When an ally within your *SOI* ends their turn with 0 *SP*, they immediately Gain +1 *SP*.

"Any excuse, no matter how valid, only weakens the character."

Courage Stifle

XP:3-

COURAGE STIFLE

SANCTUS • LVL 1

Cast a *SPELL 6*. Deal *MAGIC DMG* equal to 2x your *TOTAL ARMOR VALUE*.

⬆️ PASSIVE

A single Combat Die of your choice that is printed on an equipped *Shield* or *Blunt weapon* is considered a *Spellcasting Upgrade*.

Fervor

XP:5-

FERVOR

SANCTUS • LVL 2

Cast a *SPELL 6*. Deal *MAGIC DMG* equal to your *TOTAL ARMOR VALUE*.

HEAL an ally within *SOI* equal to half the amount of *Damage* this *Spell* dealt. If the target of the *HEAL* is already at full *HP* they gain *Barrier* instead.

Greater Existence

XP:7+

GREATER EXISTENCE

SANCTUS • LVL 3

⬆️ PASSIVE

When *Dodging*, you roll your *Dodge* twice and use either result.

⬇️ EXHAUST

At any time, another ally within *SOI* may *DODGE*.

Dimension Shift

XP:9-

DIMENSION SHIFT

SANCTUS • LVL 4

⬇️ EXHAUST

Cast a *SPELL 6*. Deal *MAGIC DMG* equal to the result of a roll made with one of your combat dice. If this deals *Damage* equal to half or more of the target's current *HP*, they are *Defeated*. Then *WARP* to a space they occupied and Gain +1 *SP* or *Un-Exhaust* this card.

Guardian Angel

XP:3-

GUARDIAN ANGEL

SANCTUS • LVL 1

🏠 PER ENCOUNTER

At any time, you *HEAL* equal to half your *Maximum HP*.

"Serve me! Manifest a symbol of divine protection and of eternity."

From the Grave

XP:5-

FROM THE GRAVE

SANCTUS • LVL 2

🏠 PER ENCOUNTER

Place a *Defeated* ally within *SOI*, then they *HEAL* equal to half their *Maximum HP*.

"It is not more surprising to be born twice than once."

Invincibility

XP:7+

INVINCIBILITY

SANCTUS • LVL 3

⬇️ EXHAUST

When another ally within *SOI* would be *Defeated* by an opponent, they are not *Defeated*. Instead, they *HEAL: 2 PURPLE*. You are dealt *IRREDUCIBLE DMG* equal to the amount *Healed*.

The Only Truth

XP:9-

THE ONLY TRUTH

SANCTUS • LVL 4

⬆️ PASSIVE

Increase the amount of *Intervention* tokens you can have by +1.

🏠 PER ENCOUNTER

All allies within *SOI* Gain an *Intervention* token.

Intervention

XP:3-

INTERVENTION

SANCTUS • LVL 1

⬇️ EXHAUST

An ally within *SOI* Gains an *Intervention* token. Reduce the *SP* cost of this *Discipline* by 1 if the target is an ally other than yourself.

Paradigm Assault

XP:5-

PARADIGM ASSAULT

SANCTUS • LVL 2

⬇️ EXHAUST

When you hit with an *Attack*, an Ally within *SOI* Gains *Haste*, *Barrier* or *Courage*.

"If you're afraid of the dark, you haven't seen what the light can do."

Wings Manifest

XP:7+

WINGS MANIFEST

SANCTUS • LVL 3

⬇️ EXHAUST

Move an ally within *SOI* up to 4 spaces.

This ally has *FLIGHT* for the duration of this movement.

Magic Armor

XP:3-

MAGIC ARMOR

SANCTUS • LVL 1

⬇️ EXHAUST

An ally within *SOI* Gains *Barrier*.

Reduce the *SP* cost of this *Discipline* by 1 if the target is an ally other than yourself.

"You'll never know what didn't hit you."

Proof of Divinity

XP:5+

PROOF OF DIVINITY

SANCTUS • LVL 2

⬇️ EXHAUST

An ally within *SOI* Gains *Courage*.

⬆️ PASSIVE

The first time each round another ally with *Courage* deals *Damage*, Gain +1 *SP*.

Zealous Reprisal

XP:7+

ZEALOUS REPRISAL

SANCTUS • LVL 3

⬇️ EXHAUST

Cast a *SPELL 6*. Deal *MAGIC DMG* equal to your equipped *Combat Dice*. For every space away the target is, reduce the *Damage* dealt by this *Spell* by 1. Then *PUSH 3* or *PULL 3*. Reduce the *SP* cost of this *Spell* by 2 if you've dealt the target *Damage* this turn.

Mend

XP:3-

MEND

SANCTUS • LVL 1

🏠 PER ENCOUNTER

Gain 2 *Heal* tokens.

⬆️ PASSIVE

When these tokens are spent to *HEAL* an ally other than yourself, Gain +1 *SP*.

Salvation

XP:5-

SALVATION

SANCTUS • LVL 2

⬆️ PASSIVE

At the start of an *Encounter*, pick a *Negative Effect* and place its token on this card. For the duration of this *Encounter* you are immune to this *Effect*.

Nirvana's Mark

XP:3-

NIRVANA'S MARK

SANCTUS • LVL 1

⬆️ PASSIVE

+2

⬆️ STATUS

HEAL 1.

Soul Clear

XP:5+

SOUL CLEAR

SANCTUS • LVL 2

⬇️ EXHAUST

Remove an *Effect* from a figure within *SOI*.

Reduce the *SP* cost of this *Discipline* by 1 if the target is an ally other than yourself.

Subterfuge

Level 1 (2 of each)

Follow Through

XP:3-

FOLLOW THROUGH

SUBTERFUGE • LVL 1

✦ PASSIVE

When determining Damage, you may spend SP. For each SP you spend, add +2 PHYSICAL DMG to your Attack.

⬇ EXHAUST

When making an Attack, if you have 2 LIGHT Weapons equipped while Flanking, this Attack ignore Armor.

Kill the Messenger

XP:3-

KILL THE MESSENGER

SUBTERFUGE • LVL 1

⬇ EXHAUST

If you have a 2-handed ⚔ Weapon equipped, when making an Attack, if you roll the lowest result on a Combat Dice, you may change a single die to the highest result instead.

Like the Shadows

XP:3-

LIKE THE SHADOWS

SUBTERFUGE • LVL 1

⬇ EXHAUST

Move up to 2 spaces. This movement does not provoke Break Attacks.

"Improve upon the silence."

Murder Circus

XP:3-

MURDER CIRCUS

SUBTERFUGE • LVL 1

🎲 PER ENCOUNTER

THROW : X PURPLE 🎲 Where X equals your highest LVL SUBTERFUGE Discipline.

Assign these dice to up to X targets. All dice assigned to a single target count as a single source of Damage and are rolled together.

Quick Blow

XP:3-

QUICK BLOW

SUBTERFUGE • LVL 1

During the follow up step of your Attack, other than your Attack made with Quick Blow, make another ⚔ ATK. You may choose a new target for this Attack.

"Lightning shall be slow to my hasting."

Speed Injustice

XP:3-

SPEED INJUSTICE

SUBTERFUGE • LVL 1

⬇ EXHAUST

DODGE

You may re-roll this Dodge roll.

"If eye for an eye leaves us all blind, then so be it, for justice is blind already."

Trick Shot

XP:3-

TRICK SHOT

SUBTERFUGE • LVL 1

⬇ EXHAUST

If you have 2 1-handed ⚔ Weapons equipped, make a ⚔ ATK. Before rolling for this Attack, you may Gain -1 TO THE ATK ROLL and +3 PHYSICAL DMG.

"There is no truth. There is only perception."

Level 2

Blade Distortion

XP:5+

BLADE DISTORTION

SUBTERFUGE • LVL 2

⬇ EXHAUST

Before making an Attack. This Attack cannot be Dodged or Countered.

"To destroy the reasons for living, for the sake of life."

C.Q.C.

XP:5+

C.Q.C.

SUBTERFUGE • LVL 2

⬇ EXHAUST

When making an Attack with 2 1-handed ⚔ Weapons, the Attack Gains +4 PHYSICAL DMG if the Attack is made at Range 1, +3 at Range 2, +2 at Range 3, +1 at Range 4, and FU: Move up to 2 spaces. This movement does not provoke Break Attacks.

Down the Masses

XP:5-

DOWN THE MASSES

SUBTERFUGE • LVL 2

⬇ EXHAUST

Make up to 2 ⚔ ATKs against different targets.

"All murderers are punished unless they kill in large numbers and to the sound of trumpets."

False Idol

XP:5-

FALSE IDOL

SUBTERFUGE • LVL 2

⬇ EXHAUST

Make a ⚔ ATK.

"It is easier to fool people, than to convince them they have been fooled."

Friend Over Foe

XP:5+

FRIEND OVER FOE

SUBTERFUGE • LVL 2

⬇ EXHAUST

DODGE

⬇ EXHAUST

Another ally may make a ⚔ ATK against an opponent you Attacked this turn.

Overwatch

XP:5+

OVERWATCH

SUBTERFUGE • LVL 2

⬇ EXHAUST

Gain PROVOKE X until the end of turn. Where X equals one of your equipped Weapons Range.

"Hell is empty, and all the devils are here."

Shame of the Otaku

XP:5-

SHAME OF THE OTAKU

SUBTERFUGE • LVL 2

🎲 PER ENCOUNTER

When you are the target of an Attack, after determining if the Attack hit, but before determining Damage, the Attack misses. Then, WARP to any unoccupied space within SOI and COUNTER.

Level 3

Jack of all Blades

XP:7+

JACK OF ALL BLADES

SUBTERFUGE • LVL 3

✦ PASSIVE

- 1-handed ⚔ Weapons you have equipped Gain LIGHT.
- You treat Obstructing terrain and the edges of Encounters as an ally for the purposes of Flanking.

Precise Strike

XP:7+

PRECISE STRIKE

SUBTERFUGE • LVL 3

⬇ EXHAUST

If you have a 2-handed ⚔ Weapon equipped, make a ⚔ ATK. This Attack Gains +2 to your normal Range Value.

If this Attack Roll is at least 4 or higher than the target's Defense, (including any Defense added from Abilities), this Attack Gains, +5 IRREDUCIBLE DMG.

Profound Intuition

XP:7+

PROFOUND INTUITION

SUBTERFUGE • LVL 3

⬇ EXHAUST

When you Dodge and the Attack misses, end all current Actions and Abilities. Then, move up to 3 spaces and make a ⚔ ATK. This movement does not provoke Break Attacks.

Rapid Reload

XP:7-

RAPID RELOAD

SUBTERFUGE • LVL 3

⬇ EXHAUST

When making an Attack with 2 1-handed ⚔ Weapons, the Attack Gains:

FU: Add 1 Energy token to this card. (Limit 2)

Energy tokens on this card may be spent as though they were SP, but they do not count against the maximum SP you can have.

Ninjutsu

XP:7-

NINJUTSU

SUBTERFUGE • LVL 3

✦ PASSIVE

+1 ⚔

⬇ EXHAUST

DODGE

Level 4

Blot Out the Sun

XP:9-

BLOT OUT THE SUN

SUBTERFUGE • LVL 4

⬇ EXHAUST

Make a ⚔ ATK. After resolving this Attack, deal X of PHYSICAL DMG to your target and each adjacent figure to the target of the Attack, ignoring Range and Line of Sight. Where X equals the roll on one of your equipped Combat Dice.

Brutal Slaughter

XP:9+

BRUTAL SLAUGHTER

SUBTERFUGE • LVL 4

⬇ EXHAUST

When making the third or later Attack of a turn, Gain +6 PHYSICAL DMG.

"From Hell's heart I stab at thee!"

Fist of Polaris

XP:9-

FIST OF POLARIS

SUBTERFUGE • LVL 4

✦ PASSIVE

You may pay 1 SP to Un-exhaust this card.

⬇ EXHAUST

If an opponent is adjacent to you, Move to any adjacent space to that opponent. This does not provoke Break Attacks. Then, make a ⚔ ATK against an opponent you have not attacked this turn.