

Level Card                      One-Shot

**Heroic Defense**  
Take damage intended for  
another within 10 feet.

Level Card                      One-Shot

**Strike Mighty Blow**  
+2 to hit. Must be played  
before attack.

Level Card                      One-Shot

**Luck Charm**  
+1 to any die roll.  
Must be played before the roll.

Level Card                      One-Shot

**Voodoo**  
Increase DC check  
by 1 for any enemy.

Level Card                      One-Shot

**Everfull Curing Flask**  
Cure Light Wounds flask  
cures 1d8+1 hp. Refills at  
dawn every day.

Level Card                      One-Shot

**Shout of Encouragement**  
+1 to Will save for  
all within 30 feet.

Level Card                      One-Shot

**Lookout!**  
+1 to Reflex save for  
all within 30 feet.

Level Card                      One-Shot

**Let Me Try**  
Allows attempt of  
trained exclusive skill.

Level Card                      One-Shot

**Did you hear?**  
+2 to Gather Information.  
Must be played before the roll.

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**Soft Spot**  
Double Weapon's critical range.  
Must be played before attack.