

Level Card

One-Shot

Nimble

+2 to Jump, Climb, or Balance check.
Must be played before the roll.

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Deafening Roar

+2 to Intimidate check.
Must be played before the roll.

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Sneaky

+2 to Move Silently check.
Must be played before the roll.

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Hidden

+2 to Hide check.
Must be played before the roll.

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Duck!

-4 to enemy's ranged attack.
Must be played before enemy's attack.

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Merchant's Eye

+2 to Appraise check.
Must be played before the roll.

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Heroic Effort

Use 1d6 hp to perform an
extra action in a round.

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Masterful Job

+2 to Craft skill check.
Must be played before the roll.

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Eureka

+2 to Knowledge skill check.
Must be played before the roll.

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Super Synergy

If you successfully aid an ally they
gain a +4 bonus instead of +2.