

Level Card

One-Shot

Lazarus's Call

Fighting for life (-1 to -9 hp). You can make one heal check on yourself.

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Strike Mighty Blow

+2 to hit. Must be played before attack.

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Wrestling Move

+2 to a grapple check.
Play card before check.

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Vital Spot

Automatically succeed on a Coup de gras attack.

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Everfull Curing Flask

Cure Light Wounds flask cures 1d8+1 hp. Refills at dawn every day.

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Biology Note

You remember one immunity or resistance that a given creature has – Play as creature is encountered.

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Ready to Rumble

+2 to Initiative.
Must be played before the roll.

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Big Whammy

Move one damage die up one step:
d4 → d6 → d8 → d10 → d12

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Super Synergy

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

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Soft Spot

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