

Level Card One-Shot

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

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Lower the Shoulder
+2 to bull rush check.
May be used when resisting a bull rush.
Must be played before the roll.

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The Turtle
Gain an additional +4 to A.C. for one combat when going for total defense (cumulative +8 bonus).

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Create Confusion
You do something so utterly goofy all combatants within 60' of you must make a Will save at DC10+your current level or gawk at you for one round.
Note: This affects friends and foes alike.

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Head Shot
Allows a re-roll of a failed critical threat check. If the re-roll fails the hit result is converted to a complete miss.

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Pass me That!
You may pass one item to a person within 10 feet of you as a free action.

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Tactical Leader
Give 20 words or less of tactical instruction to an ally within 50' as a free action.

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

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Blood Rage
Draw 1d3 hp of blood to gain +1 to your BAB for 10 combat rounds.

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Let Me Taste It
+5 to Spellcraft check to identify a potion. May allow non-casters to try identifying potions.