

Level Card                      One-Shot

### Zen Focus

Add your wisdom modifier to a ranged attack. Play before the attack roll.

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### Strike Mighty Blow

+2 to hit. Must be played before attack.

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### Biological Knowledge

Add your Intelligence modifier to any damage roll. Play before the damage roll.

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### Voodoo

Increase DC check by 1 for any enemy.

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### Second Wind

Regain your Constitution bonus in hit points immediately.

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### Big Whammy

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

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### Dazzle

Add your Charisma bonus to your Armor Class for one round.

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### See That?

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

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### Did you hear?

+2 to Gather Information.  
Must be played before the roll.

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### Eureka

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