

Level Card One-Shot

Lazarus's Call

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

Level Card One-Time Only

Deific Vision

You may trade a character advantage card with one other character. Both parties must be willing to trade. Destroy this card on the completion of the trade.

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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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Conditioned Immunity

Ignore the secondary effects of a poison. This is effective against only one particular dose at one particular time.

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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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Ready to Rumble

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

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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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Super Synergy

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

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Let Me Taste It

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