

Adrenaline Surge

Play when attacking or defending for +1 STR die.

Advantageous Position

Play when attacking for 1 extra square of range for any attacks other than a charge.

Bitch Slap

After successfully defending against a DEX based attack play this to inflict counter carnage as if it had been a STR based attack

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Burst of Speed

Play during your action, you may move one square and attack or you may add 1 to the range of any charge.

Crazy Feet

After successfully defending against a STR based attack play this to dodge as if it had been a DEX based attack

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Cunning Move

You outfox your target for a quick bonus

Play before rolling one of your attacks that targets DEX for +1 die

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Evil Warden Favor

You're favored by one of the evil wardens.

When a weapon, spell or trap is being placed as an event you may reroll the location up to twice. You must accept the final roll.

Flasher

Your opponent is momentarily distracted by a flasher in the stands

Play when attacked, your opponent is -1 die to STR or DEX attacks or -2 dice to ARC attack.

Float Like a Butterfly

Play when attacking or defending for +1 DEX die.

Free beer

A fan in the audience smuggled in a beer and tosses it to you.

Play in addition to movement to get a beer. You chug it down and it leaves you with the empty bottle weapon.

Good Dodge

Play before rolling for defense for +1 DEX die

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Good one...

You are thinking of a particularly good joke distracting your attacker.

Play before rolling for defense for +2 ARC die

He's slippery

Play for +2 dice to escape a hold or impale

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How'd you do that?

You figure out how another slasher does one of their moves and can use it on someone.

As long as you meet all the criteria (Standing, 2 arms, etc.) play this card to use the (exactly as written) the last evil deed that was used on you.

Human Shield

Grab your opponent and drag them into the middle of your fight.

After totaling the dice play this to make any adjacent opponent (other than the attacker) take the damage from the attack instead of you. This does work on slashers holding you and breaks the hold.

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Iron Head

It hit your head, thankfully you're not vulnerable there.

After the dice are rolled play this to add one more defensive hit to any DEX or STR defense you do

Iron Head

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After the dice are rolled play this to add one more defensive hit to any DEX or STR defense you do

Iron Will

Play before rolling one of your attacks that targets ARC for +1 die

Just Missed Me

After the dice are rolled play this to add one more defensive hit to any defense roll you make.

Mighty Steel Leg

Your Kung Foo is very strong

Play before rolling an attack. If the attack succeeds it also adds fallen. Playing with a hold or throw attack makes the attack simply a fallen. Playing with a fallen attack has no effect.

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Mop

Play this instead of any other move to drink the blood in an adjacent unoccupied square. This may be played as your free action.

Mulligan

Play to reroll any one roll you make.

Mulligan

Play to reroll any one roll you make.

Mulligan again

Play to force an opponent to reroll any one roll they make.

Mulligan again

Play to force an opponent to reroll any one roll they make.

Reversal

Play instead of attempting to escape from an hold. You are now holding the person that was holding you.

Righteous fervor

Play before rolling for defense for +2 ARC dice.

Second verse same as the first

Ever get a song stuck in your head?

Play this on any opponent who successfully attacks your ARC. They get the song stuck in their head and are -1 ARC die for 1 full turn.

Shake it off

Play at any time to ignore the effects of 1 stun or blind, or close one gusher.

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Slick with blood

The floor of the area is slick with blood.

Play this card as your action to make any slasher fall.

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Smuggled Spell

A fan in the audience smuggled in a spell and tosses it to you.

Play in addition to movement to draw a random spell. If this is a cast immediately spell return it and draw again

Smuggled Weapon

A fan in the audience smuggled in a weapon and tosses it to you.

Play in addition to movement to receive a random weapon

Strong Like Bull

Play before rolling one of your attacks that targets STR for +1 die

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Surprise move

You may do counter damage regardless of the normal range limits

Tougher than you look

Play before rolling for defense for +1 STR die

Tougher than you look

Play before rolling for defense for +1 STR die

Using a corpse as cover

You're hiding behind a corpse, you big sissy you.

Play when attacked and you are in a square with a corpse to make your attacker lose 2 dice from their STR or DEX attack roll.

Weapon breaks

Play this card when you are successfully hit with a weapon. The weapon breaks and is removed from play. If it was a character specific weapon it instead flies out of their hands and is placed with the location dice.

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Woop Woop Woop

+1 Movement

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+1 Movement

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+1 Movement

Your Momma...

You found just the right insult to really piss off one of the other slashers. Are you sure this is a good idea?

Play on an adjacent Slasher in addition to your action. For one full turn their ARC and DEX are -1 die and their STR is +2 dice. Or play on your self in addition to your action.