

Gone Feral

12



Expertise: Universal
One Action, Warm Up, 5 Rounds.
+4 to Melee once per round.

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GO TIME BETA CARD

Gt

Armor Turtle

6



Expertise: Universal
Three Actions, Warm Up, Round
Add 11 to 15 points of Active Armor, and
+5, to all Defense Rolls this round.

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Straight Shooting

12



Expertise: Universal
One Action, Warm Up, 5 Rounds.
+4 to Ranged once per round.

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Quality Parry

4



Expertise: Universal
One Action, Reaction, Flash
Add Item Parry Value and +8 to a single
Defense Roll.

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Show Some Grit

4



Expertise: Universal
One Action, Cool Down, Flash
+16 healing to Toughness.

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Some Fortitude

4



Expertise: Universal
One Action, Reaction, Round
Fortitude +2

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Talk Pretty

1



Expertise: Universal
One Action, Go Time, Flash
Oration +1

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Swift Armor Up

5



Expertise: Universal
Two Actions, Reaction, Round
Add 6 to 10 points of Active Armor, and
+3, to all Defense Rolls this round.

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Feeling Lucky

2



Expertise: Universal
One Action, Reaction, Flash
Luck +2

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