



SPRINT



MARCO
MARRAS



SPRINT



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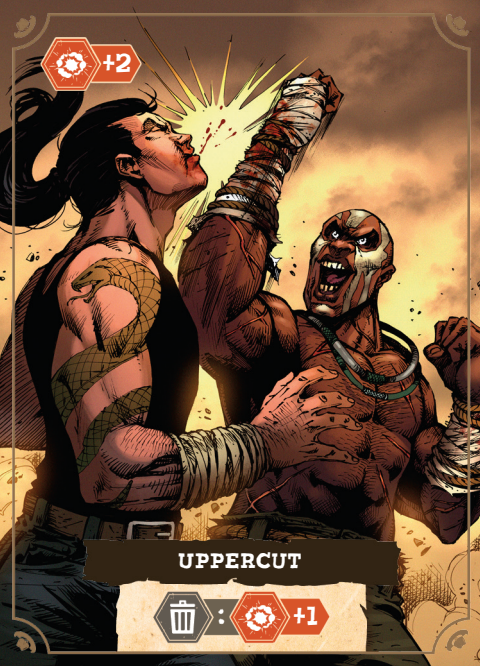
UPPERCUT



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+1



UPPERCUT



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+1



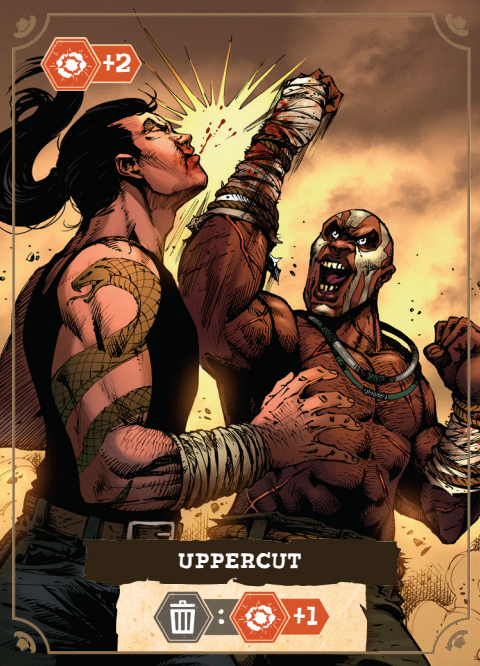
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UPPERCUT



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SUPERNATURAL SPEED



SUPERNATURAL SPEED



SUPERNATURAL SPEED



HIRED GUN



HIRED GUN



HIRED GUN



TREASURE HUNTING



TREASURE HUNTING



TREASURE HUNTING



TREASURE HUNTING



TREASURE HUNTING



TREASURE HUNTING



DODGE AND PUNCH



DODGE AND PUNCH



DODGE AND PUNCH



GALLOP



GALLOP



GALLOP



BLESSING





BLESSING





BLESSING





BLESSING





BLESSING





BLESSING





SNATCH



SNATCH



SNATCH



ARMED ROBBERY



ARMED ROBBERY



ARMED ROBBERY



TRAIN HEIST



TRAIN HEIST



TRAIN HEIST



WICKED WORLD



WICKED WORLD



WICKED WORLD



WICKED WORLD



DARK ARTS



DARK ARTS



DARK ARTS



ON TO PLAN B



ON TO PLAN B



ON TO PLAN B



PATH OF ENLIGHTENMENT



PATH OF ENLIGHTENMENT



PATH OF ENLIGHTENMENT



ROLL AND SHOOT



ROLL AND SHOOT



ROLL AND SHOOT



QUICK REFLEXES



QUICK REFLEXES



QUICK REFLEXES



MORALS

Trash a card from your hand.



MORALS

Trash a card from your hand.



MORALS

Trash a card from your hand.



MORALS

Trash a card from your hand.



BERSERK

Draw 2 cards and then Discard 2 cards.



BERSERK

Draw 2 cards and then Discard 2 cards.



BERSERK

Draw 2 cards and then Discard 2 cards.



BERSERK

Draw 2 cards and then Discard 2 cards.



BERSERK

Draw 2 cards and then Discard 2 cards.



CALL TO DARKNESS



:Trash a card from your hand to
improvise again.



UNNATURAL STRENGTH



:Trash a card from your hand to
improvise again.



+2

CALL TO DARKNESS



:Trash a card from your hand to
improvise again.



CALL TO DARKNESS



:Trash a card from your hand to
improvise again.



CALL TO DARKNESS



:Trash a card from your hand to
improvise again.



CALL TO DARKNESS



:Trash a card from your hand to
improvise again.



JACK OF ALL TRADES

Discard a card from your hand to Draw
2 cards.



JACK OF ALL TRADES

Discard a card from your hand to Draw
2 cards.



JACK OF ALL TRADES

Discard a card from your hand to Draw
2 cards.