







RECKLESS ONSLAUGHT

Play when you make an attack.

Resell the attack roll. You must use the second roll, even if it's lower. You then fall prone and take damage equal to your level.



RECKLESS SWING

Play when you make an attack on your turn.

You gain a +2 bonus to the attack rolls and damage rolls of that attack against targets adjacent to you. Making that attack provides opportunity attacks.



RECKLESS VIOLENCE

Play when you make an attack on your turn.

You take a -2 penalty to the attack rolls and gain a +2 bonus to the damage rolls of that attack.

You gain combat advantage until the start of your next turn.



STRONGER TOGETHER

Play when you make an attack on your turn.

You gain a bonus to the damage roll of that attack, equal to the number of allies adjacent to you.



SKULKING STRIKE

Play when you attack a target while hidden.

If the attack hits, you also slide that target 1 square. After the attack, you can make a second attack to remain hidden.



SUCKER PUNCH

Play when you deal damage to an enemy granting you combat advantage.

The enemy takes full basic damage. On a roll of 5, you also take 5 damage.



SURPRISE!

Play at the start of your turn.

You gain combat advantage with your next attack this turn against an enemy that is adjacent to your ally.



TO THE GROUND

Play on your turn when you hit a target adjacent to you.

You knock the target prone. You then fall prone.





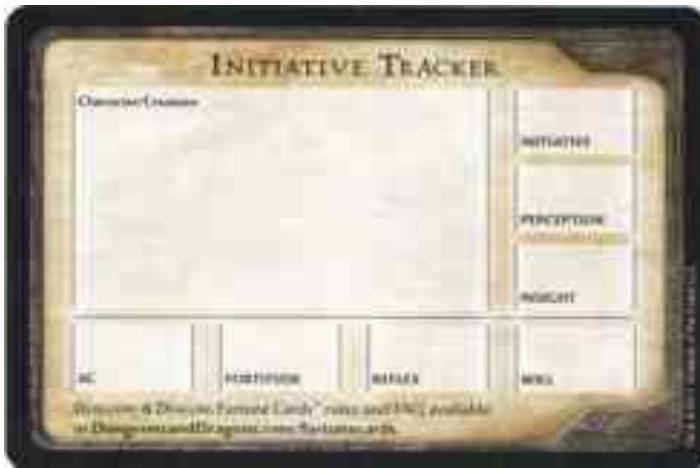
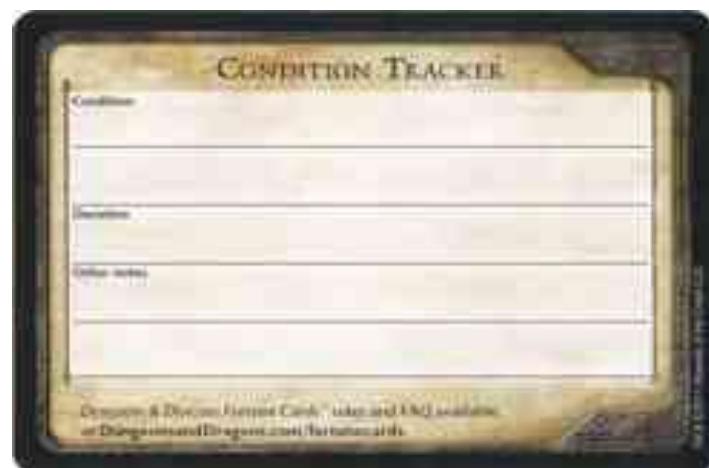












INITIATIVE TRACKER

Character Tracker

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STOLE TO FLICK



Use a Strike of Luck to end one attack and swing blind, or skill check your move.

You can have only one Strike of Luck at a time, and you cannot use it to affect the result that granted it to you.

For example, if a Famine Conjurant uses a Strike of Luck to end one attack and swing blind, the Strike of Luck is freed that swing move.

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