

## Acanthus Doctor

- secret fighting art -

You may wear up to 3 **Satchel** gear cards.

When you depart, if you are not wearing any armor, for each **■** you have, gain +1 strength token and add **1** to all hit locations.

Spend **4** and a Flower or **Fresh Acanthus** resource to heal a permanent injury you or an adjacent survivor suffered this showdown.

## Ageless Apprentice

- secret fighting art -

When you gain Hunt XP, you may decide not to gain it.

When you **depart**, you may rotate up to 3 gear cards in your gear grid. This changes the location of their affinities and arrows.

Otherwise the gear functions normally.

## Altered Destiny

- secret fighting art -

If you would gain a negative attribute token, gain a positive attribute token of that type instead.

## Beast of Caratosis

- secret fighting art -

You may Concentrate. If you do, perform **Beast of Caratosis** at the start of your next act.

**Beast of Caratosis:** You reach into the dream and disappear in a shimmer of heat.

Place your survivor adjacent to the monster. Activate a weapon in your grid and attack the monster. For this attack your attack speed is equal to your red affinities, you hit automatically and you gain strength equal to double your red affinities. Then, gain +6 hunt XP.

## Beetle Strength

- secret fighting art -

Once per showdown you may spend **4** to shove an adjacent obstacle terrain. If you do, move the terrain directly away from you in a straight line until it encounters a board edge or another obstacle terrain.

Any monsters the terrain passes over suffer a wound, and any survivors it **collides** with suffer **knockback 7**.

The display of strength is so exhausting it ages you. You are knocked down and gain +1 hunt XP.

## Black Guard Style

- secret fighting art -

Swords in your gear grid gain **Block 1**.

When you block a hit with a sword, your next attack that round with a sword gains +2 accuracy, +2 strength, +2 speed. Limit, once per round.

During the settlement phase, you may spend **3** to train a survivor. They gain the **Black Guard Style** secret fighting art. You lose it and suffer the broken arm severe injury.

## Bone Whisperer

- secret fighting art -

When another survivor dies on the showdown board, place a token where they died.

If you pass over it, remove the token and eat their skull. **Heal** your survivor and roll 1d10 + your hunt xp.

1 - 3 You feel amazing! Gain +1 permanent movement, speed and evasion.

4 - 8 Gain +1 permanent strength.

9 - 18 Gain a fighting art and +5 survival

19+ You run away into exile. At the end of the showdown, you are gone forever.

## Clarity of Darkness

- secret fighting art -

At the start of the showdown, gain the **Path of Gloom** survivor status card.

There is a deadly, otherworldly presence about you. Other survivors cannot end their movement adjacent to you.

## Courtly Screenwriter

- secret fighting art -

At the start of the showdown, secretly write down on a scrap of paper which survivors will live and who will deal the killing blow. During the aftermath, if your predictions are correct, raise the settlement's Survival Limit by 1.

## Death Touch

- secret fighting art -

Gain +1 accuracy when attacking with **Fist & Tooth**.

When you wound a monster, it gains -1 toughness until the end of your attack.

You cannot use this if you are male.

## Eternal Will

- secret fighting art -

Gain +1 accuracy and +1 strength for each permanent injury you have.

You may always **depart**, even when retired.

## Fencing

- secret fighting art -

Ignore **Parry** when attempting to wound hit locations.

When a monster attacks you, roll 1d10. On a 6+, ignore 1 hit. Limit, once per round.

## Frozen Star

- secret fighting art -

Once per round, you may spend 1 survival to freeze a monster's brain. They gain -2 accuracy until the end of the round.

Once per round, you may spend 1 survival to freeze a survivor's brain, killing them instantly. They die.

**Dragon Trait**

## Grace of Dormenatus

- secret fighting art -

You may Concentrate. If you do, perform **Grace of Dormenatus** at the start of your next act.

**Grace of Dormenatus:** You reach deep into the dream and remove a twisting green crown. The crown explodes. A glittering rain of shards coats the survivors.

All survivors gain armor at all locations equal to your green affinities. They may remove up to the same number of tokens. Then, gain +6 Hunt XP.

If you still exist, gain the **priority target** token.

## Hellfire

- secret fighting art -

You cannot lose or remove this fighting art.

Gain +1 strength for each **■** you have. You cannot be nominated for **Intimacy**. You ignore **Extreme Heat**.

At the start of your act, lose 1 survival. At the end of your act, if your survival is 0 or you have any +1 strength tokens, your organs cook themselves and you die.

People of the Sun



## Immovable Object

- secret fighting art -

If you are on an unoccupied space, you may stand firm in the face of any force. You cannot be knocked down and may ignore **knockback**.

(If you occupy the same space as a monster, impassable terrain tile, or another survivor, you are knocked down and suffer **knockback**.)

## King of a Thousand Battles

- secret fighting art -

Gain +2 accuracy, +2 strength and +2 evasion.

You may **dodge** any number of times in a round.

Only 1 survivor may have this Secret Fighting Art.

## King's Step

- secret fighting art -

Whenever you attack, you may discard any number of **Battle Pressure** hit locations drawn and draw an equal number of new hit locations.

Whenever you attack, after drawing hit locations, but before rolling to wound, you may choose one hit location drawn and discard it to draw a new hit location.

Traps will cancel these effects.

## Legendary Lungs

- secret fighting art -

Once per attack, for each successful hit, make an additional attack roll.

## Lucernae's Lantern

- secret fighting art -

You may **Concentrate**. If you do, perform **Lucernae's Lantern** at the start of your next act.

**Lucernae's Lantern:** You reach into the dream and excise a screeching skull, darker than darkness. It hurtles at the monster.

Reveal hit locations equal to half your blue affinities (rounded down) one at a time. The monster suffers a critical wound at any locations with critical wound effects. (Ignore the effects of the trap.) Then reshuffle the hit location deck. Gain +6 hunt XP.

## Red Fist

- secret fighting art -

At the start of each showdown, each survivor gains +1 strength token.

Survivors may spend +1 survival tokens in place of survival.

## Scholar of Death

- secret fighting art -

On **Arrival**, gain reroll tokens equal to the number of volumes recored about your quarry.

Discard a reroll token to reroll one of your roll results during the showdown. This includes the monster roll results when you are the monster controller.

## Zero Prescence

- secret fighting art -

Gain +1 strength when attacking a monster from its blind spot.

Whenever you attack a monster, you are always considered to be in its blind spot.

## Sun Eater

- secret fighting art -

Your body mysteriously absorbs light. At the start of the showdown, gain survival up to the settlement's Survival Limit.

If you have any +1 strength tokens, you may spend them all to perform the **Surge** survival action.

People of the Sun

## Supressed Shadow

- secret fighting art -

You no longer cast a shadow and you never hesitate. Ignore First Strike.

On a **Perfect** hit, your first wound attempt of the attack automatically succeeds and inflicts a critical wound.

If you die during the showdown, place a **Shade** minion in the space you occupied.

## Swordsman's Promise

- secret fighting art -

At the start of each showdown, gain survival up to your settlement's Survival Limit if you have a sword in your gear grid.

## Synchronised Strike

- secret fighting art -



With flawless coordination, you strike as one. When **you're adjacent** to a monster, attack with a melee weapon and have an **Attack Assist**, your attack gains +1 Accuracy, +1 Strength. Limit, once per round.

**Attack Assist:** A survivor who also has **Synchronised Strike** and is in the right spot. They are standing adjacent to the monster, on its opposite side and parallel to you.

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## True Blade

- secret fighting art -

All swords in your gear grid gain **deadly**.

Gain +3 luck when attacking with a sword if you have the **Ghostly Beauty** and **Narcissistic** disorders.

## Silk Surgeon

- secret fighting art -

Rank: 0

1 You may spend 1 while adjacent to another survivor to add 1 to one of their hit locations.

2 While all armor in your gear grid is silk and all jewelry is amber, gain +2 evasion.

3 During the aftermath, roll 1d10 for each other survivor that died during the showdown. On a 7+ revive them.

