

Crushing Weight

The next six times you perform a melee attack, add +2 Attack.

Attack: 8

Move: 2

Heal: 2

Range: 3

Shield: 1

Damage: 71

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Continuous Health

Attack: 1

Range: 3

Move: 2

Heal: 2

Shield: 1

Damage: 61

000

Sustained Momentum

Attack: 2

Move: 2

Heal: 2

Range: 3

Shield: 1

Damage: 76

000

Kelendless

Move: 2

Heal: 2

Range: 3

Shield: 1

Damage: 89

000

Precision Aim

The next six times you perform a ranged attack, add +2 Attack.

Attack: 8

Move: 2

Heal: 2

Range: 3

Shield: 1

Damage: 66

000

Unbreakable

Move: 2

Heal: 2

Range: 3

Shield: 1

Damage: 90

000







Drifter



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Destructive Fury

Attack ⚔️ 2

Attack ⚔️ 2
Range ⚔️ 3

19

000

No Remorse

Heal 🩸 3
Range ⚔️ 3

20

Move 🐾 3
.....
Attack ⚔️ 1
.....
Move 🐾 3

000

Fortitude

Any time you kill an enemy,
move the character token on one of your
persistent abilities back one space.

31

Move the character token on one of your
persistent abilities back two spaces.

000

Fierce Barrage

Attack ⚔️ 2

The next six times you move a character token
back, move any character token back one space.

32

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Ever Forward

Attack ⚔️ 2
Range ⚔️ 4
.....
REGENERATE
Self

17

Move 🐾 2
.....
Shield 🛡️ 1
Self

000

Shockwave

The next six times you perform a melee attack, all
enemies adjacent to the target suffer 1 damage.

67

Move 🐾 2
.....
PUSH ➡️ 2
Target one adjacent enemy

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Drifter



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Drifter

