

ACROBATICS FEATS

ADROIT DODGE [Acrobatics]
(Normal) Add x2 your Dexterity bonus to Evasion.

DEADLY GRACE [Acrobatics, Combat]
Whenever you're the target of a failed weapon attack, your attacker takes equal damage.
Requires: Tumbling feat

DEFT STRIKE [Acrobatics, Combat]
(Normal) When you attack with a one-handed weapon, get a +2 bonus to attack.

DODGE ROLL [Acrobatics, Interrupt]
Instant; Whenever you're the target of a primary weapon attack, get a +4 bonus to Evasion.

DUAL WIELD [Acrobatics, Combat]
Sudden; When your primary attack with a one-handed weapon succeeds, get +1 secondary attack.

FLOURISH [Acrobatics, Combat]
When you wield a one-handed weapon damage, add x2 your Strength bonus to damage.

GRACEFUL LUNGE [Acrobatics, Combat]
Sudden; Get a +4 bonus to damage with your primary weapon attack.

IMPROVED EVASION [Acrobatics]
(Normal) Whenever you're the target of a failed weapon attack, take no damage.
Requires: Tumbling and 3 Acrobatics feats

IMPROVED DUAL WIELD [Acrobatics, Combat]
Swift; Whenever your one-handed weapon attack succeeds, get +1 secondary attack.
Requires: Dual Wield feat

SWIFT THRUST [Acrobatics]
Use Graceful Lunge as a Swift action.
Requires: Graceful Lunge and 3 Acrobatics feats

TUMBLING [Acrobatics, Chance]
Whenever you're the target of a failed Evasion attack, draw 1 card.

ATHLETICS FEATS

ADMIRER [Athletics, Minion]
(Normal) Get a +2 bonus to Willpower.

AWESOME MIGHT [Athletics]
Get a +4 bonus to damage to your primary weapon attack for the purpose of breaking threshold.

BRANDISH [Athletics, Combat]
When you wield a two-handed weapon damage, add x2 your Strength bonus to damage.

CHARGE ATTACK [Athletics, Combat]
Sudden; Get a +4 bonus to damage with your primary weapon attack.

CLEAVE ENEMY [Athletics, Combat]
When your primary weapon attack breaks your target's threshold, get +1 secondary attack.

FORCEFUL STRIKE [Athletics, Combat]
Resistance Attack; Standard; Your successful attack moves target 1 space in any direction.

GRAPPLING [Athletics, Combat]
Resistance Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

LUCKY BREAK [Athletics, Chance]
Discard 1 card, whenever your Athletics check fails, to reroll. You can't reroll a botch.

RUNNING [Athletics]
(Normal) Get a +2 bonus to movement.

STRONGMAN [Athletics, Chance]
When your primary attack succeeds, draw 1 card.

SWIFT CHARGE [Athletics]
Use Charge Attack as a Swift action.
Requires: Charge Attack and 3 Athletics feats

SYCOPHANT [Athletics, Minion]
(Normal) Get a +2 bonus to Willpower.

CRAFTS FEATS

ALCHEMICAL BOOST [Combat, Crafts]
Sudden; Discard 1 card to get a bonus to weapon damage equal to the value of the card.

Requires: Alchemy feat

ALCHEMY [Chance, Crafts]
Standard; Discard 1 card to draw 1 card.

APPRENTICE BLACKSMITH [Crafts]
When you use Smithing, draw +1 extra card.

Requires: Smithing feat

ARTIFICER [Crafts, Minion]
(Normal) Get a +2 bonus to Willpower.

EXTRACT INGREDIENTS [Chance, Crafts]
Standard; Discard 1 card to draw a number of cards equal to half the value of the card (round up).

Requires: Alchemy and 3 Crafts feats

HANDICRAFT [Chance, Crafts]
Standard; When you end movement in a Location, draw 1 card.

HEALING SALVE [Crafts, Healing]
Standard; Grant ally a +1 bonus to condition.

SMITHING [Chance, Crafts]
Standard; Discard 3 cards to draw 2 cards.

SWIFT ALCHEMY [Crafts]
Use Alchemy as a Swift action.
Requires: Alchemy and 3 Crafts feats

SWIFT HEALING [Crafts]
Use Healing Salve as a Swift action.
Requires: Healing Salve and 3 Crafts feats

CULTURES FEATS

BODYGUARD [Chance, Cultures]
Discard 1 card, whenever you take a penalty to condition, to reduce the penalty by 1.

CALL FAVOR [Chance, Cultures]
When you use Favor Trade, draw +1 extra card.
Requires: Favor Trade and Collect Favor feats

COLLECT FAVOR [Cultures]
Willpower Attack; Standard; Your successful attack allows you to take 1 card from target.
Requires: Favor Trade feat

COSMOPOLITE [Chance, Cultures]
Standard; When you end movement in a Location, draw 1 card.

COURTESAN [Cultures, Minion]
(Normal) Get a +2 bonus to Willpower.

DISCIPLE [Cultures, Minion]
(Normal) Get a +2 bonus to Willpower.

FAVOR TRADE [Cultures]
Standard; When you end movement in a Location with a non-ally character, draw 1 card.

IMPOSING RETINUE [Cultures]
Non-ally characters must pay one extra space of movement in your space.
Requires: Bodyguard feat

REPUTATION [Cultures, Interrupt]
Instant; Whenever you're the target of a weapon attack, to cause attack to fail.
Requires: Cosmopolite feat

STREETWISE [Cultures]
Standard; Instead of rolling for a Streets encounter, choose from any listed skill check.

DECEPTION FEATS

CHARM PERSON [Combat, Deception]
Willpower Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

Requires: Trickery feat

CUTPURSE [Chance, Deception]
Evasion Attack; Standard; Your successful attack allows you to take 1 card from target.

Requires: Thievery feat

DIVERSION [Deception]
Willpower Attack; Standard; Your successful attack grants allies a +4 bonus to attack against target.

FATAL ATTRACTION [Deception]
When you use Charm Person, target takes a -1 penalty to condition even on a failed attack.
Requires: Charm Person and 3 Deception feats

FEIGN WEAKNESS [Chance, Deception]
Whenever you're the target of a failed Resistance attack, draw 1 card.

LUCKY ROGUE [Chance, Deception]
Discard 1 card, whenever your Deception check fails, to reroll. You can't reroll a botch.

MISDIRECTION [Deception, Stealth]
Standard; When you're in a Location, Evasion attacks that target you automatically fail.

SHENANIGANS [Deception]
When you use Charm Person, your successful attack causes target to discard 1 card.
Requires: Charm Person and Trickery feats

SWIFT DIVERSION [Deception]
Use Diversion as a Swift action.
Requires: Diversion and 3 Deception feats

THIEVERY [Chance, Deception]
Standard; When you end movement in a Location, draw 1 card.

TRICKERY [Chance, Deception]
Standard; When you end movement in a Location, draw 1 card.

DISCIPLINE FEATS

BLOCKING [Discipline, Interrupt]
Evasion Attack; Readied; Your successful attack causes target's weapon attack to fail.

COMBAT RECOVERY [Discipline, Healing]
Swift (3); Get a +1 bonus to condition.

DEADLY RIPOSTE [Combat, Discipline]
Whenever you're the target of a failed weapon attack, your attacker takes equal damage.
Requires: Blocking feat

DEFIANCE [Chance, Discipline]
Whenever you're the target of a failed Willpower attack, draw 1 card.

DEFLECTION [Discipline]
Use Blocking as a Quick action.
Requires: Blocking feat

FORTUNE FAVORS THE BOLD [Chance, Discipline]
Discard 1 card, whenever your weapon attack fails, to reroll. You can't reroll a botch.

MAKE YOUR OWN LUCK [Chance, Discipline]
Discard 1 card, whenever your Discipline check fails, to reroll. You can't reroll a botch.

PARRY ATTACK [Discipline]
Use Blocking as an Instant action.
Requires: Blocking and Deflection feats

SHIELD FOCUS [Combat, Discipline]
When you wield a one-handed weapon, get a +2 bonus to Evasion.

SLAYER [Chance, Discipline]
When your primary weapon attack explodes, draw a card for each Combat feat you have.
Requires: Warrior and 3 Discipline feats

TWIST OF FATE [Chance, Discipline]
Discard 1 card to redirect target's primary attack damage from an ally to yourself.

WARRIOR [Chance, Discipline]
When your weapon attack breaks your target's threshold, draw 1 card.

ENDURANCE FEATS

DIEHARD [Endurance, Interrupt]
Instant; Whenever your hit points are reduced to zero, to heal 12 hit points.

EQUESTRIAN [Endurance, Riding]
(Normal) Get a +2 bonus to Resistance.

MOUNTED COMBAT [Endurance, Riding]
Get a +2 bonus to movement.
Requires: Equestrian feat

RESILIENCE [Endurance, Chance]
Whenever you're the target of a failed Resistance attack, draw 1 card.

RIDE-BY ATTACK [Endurance, Riding]
You can use any leftover movement you have after you've attacked.
Requires: Equestrian feat

RUNNING [Endurance]
(Normal) Get a +2 bonus to movement.

SECOND WIND [Endurance, Healing]
Standard; Get a +1 bonus to condition.

SPIRITED CHARGE [Endurance, Riding]
Get a +4 bonus to weapon damage.
Requires: Equestrian and Mounted Combat feats

STURDY LABORER [Endurance, Chance]
Standard; When you end movement in a Location, draw 1 card.

THOROUGHbred [Minion, Endurance]
(Normal) Get a +2 bonus to Willpower.

TRAMPLE [Endurance, Riding]
Resistance Attack; Sudden; Your successful attack causes target to take a -1 penalty to condition.
Requires: Equestrian and Mounted Combat feats

ENTERTAIN FEATS

BEGUILE [Entertain, Stealth]
Standard; Whenever you're in a Location, Evasion attacks that target you automatically fail.

DEMORALIZE [Combat, Entertain]
Willpower Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

ENTHRALL [Entertain]
Use Beguile as a Sudden action.
Requires: Beguile feat

HYPNOTIZE [Entertain]
Use Beguile as a Swift action.
Requires: Beguile and Enthral feats

IMPROVISATION [Chance, Entertain]
When your encounter skill check fails, draw 1 card.

PERFORM [Chance, Entertain]
Standard; When you end movement in a Location with a non-ally character, draw 1 card.

STUNT FALL [Chance, Entertain]
Discard 1 card, whenever you take a penalty to condition, to reduce the penalty by 1.

SUBHARMONICS [Entertain]
When you use Demoralize, target takes a -1 penalty even on a failed attack.
Requires: Demoralize feat

WAFTURE [Entertain]
Add x2 your Strength bonus to weapon damage.

INITIATIVE FEATS

AMBUSH [Initiative, Interrupt]

Readied; Whenever target moves into or through your space, get +1 secondary attack.

COUNTERATTACK [Initiative, Interrupt]

Readied; Whenever you're the target of a failed weapon attack, get +1 secondary attack.

COUP DE GRACE [Combat, Initiative]

Resistance Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

HUSTLE [Initiative]

(Normal) Get a +2 bonus to movement.

MAGE KILLER [Initiative, Interrupt]

Readied; Whenever you're the target of a failed spell attack, get +1 secondary attack.

QUICK DRAW [Initiative]

Use Counterattack as a Quick action.

Requires: Counterattack feat

QUICK LEARNER [Initiative, Interrupt]

Use Inspiration as a Quick action.

Requires: Inspiration and 3 Learning feats

QUICK RECOVERY [Initiative, Interrupt]

Use Second Wind as a Quick action.

Requires: Second Wind and 3 Endurance feats

REACTIVE SPELL [Initiative, Interrupt]

Use Counterspell as an Instant action.

Requires: Counterspell and 3 Spellcraft feats

REFLEXIVE STRIKE [Initiative]

Use Combat Reflexes as an Instant action.

Requires: Combat Reflexes and 3 Initiative feats

SUDDEN STRIKE [Combat, Initiative]

Sudden; When your primary weapon attack succeeds, get +1 secondary attack.

INTUITION FEATS

BATTLEMIND [Intuition, Sense]

(Normal) Get a +2 bonus to attack and damage.

DANGER SENSE [Intuition, Sense]

(Normal) Get a +2 bonus to Evasion.

DISTRACTION [Intuition]

Willpower Attack; Standard; Your successful attack grants allies a +4 bonus to attack against target.

EMPATHIC TRANSFER [Healing, Intuition]

Discard 1 card to grant ally a +1 bonus to condition.

GUIDANCE [Command, Intuition]

Standard; Allies instead use your Willpower.

MIND BLANK [Intuition, Sense]

(Normal) Get a +2 bonus to Willpower.

MYSTICISM [Chance, Intuition]

Standard; When you end movement in a Location, draw 1 card.

OMNISCIENCE [Chance, Intuition]

Whenever a non-ally character succeeds at an encounter skill check, draw 1 card.

Requires: Observation and 3 Perception feats

PRECOGNITION [Chance, Intuition]

Whenever you're the target of a failed Evasion attack, draw 1 card.

SLIPPERY MIND [Intuition, Sense]

(Normal) Whenever you're the target of a failed Willpower attack, take no damage.

Requires: Precognition and 3 Intuition feats

SPEED OF THOUGHT [Chance, Intuition]

(Normal) Get a +2 bonus to movement.

UBIQUITOUS LEARNING [Chance, Intuition]

Whenever a non-ally character succeeds at an encounter skill check, draw 1 card.

Requires: Inspiration and 3 Learning feats

KNOWLEDGE FEATS

ACADEMIC LORE [Knowledge, Lore]

When you use Pedagogue, draw two cards, keep one and discard the other.

Requires: Pedagogue feat

ALCHEMIC LORE [Knowledge, Lore]

When you use Alchemy, draw two cards, keep one and discard the other.

Requires: Alchemy feat

APPRAISAL [Knowledge, Lore]

Standard; Discard 1 card to draw a number of cards equal to half the value of the card (round up).

Requires: Artificer and 3 Crafts feats

LORE OF THE FORGE [Knowledge, Lore]

When you use Smithing, draw +1 extra card.

Requires: Smithing feat

OUTPLAY [Knowledge, Stealth]

Standard; Whenever you're in a Location, Evasion attacks that target you automatically fail.

OUTTHINK [Knowledge]

Use Outplay as a Sudden action.

Requires: Outplay feat

OUTWIT [Knowledge]

Use Outplay as a Swift action.

Requires: Outplay and Outthink feats

PEDAGOGUE [Chance, Knowledge]

Standard; When you end movement in a Location with a non-ally character, draw 1 card.

SCHOLAR [Knowledge]

(Normal) Get a +2 bonus to Willpower.

STUDENT [Knowledge, Minion]

(Normal) Get a +2 bonus to Willpower.

WORDPLAY [Knowledge, Lore]

When you use Speechcraft, draw two cards, keep one and discard the other.

Requires: Speechcraft feat

LEARNING FEATS

ADAPTATION [Chance, Learning]

When your encounter skill check fails, draw 1 card.

BETTER LUCKY THAN GOOD [Chance, Learning]

Discard 1 card, whenever your skill check botches, to automatically succeed.

EIDETIC MEMORY [Chance, Learning]

Standard; If you drew a card last round, draw 1 card.

Requires: Recollection and 3 Learning feats

HABITUATION [Learning]

When your skill check succeeds, get a +4 bonus to your next skill check.

Requires: Adaptation feat

INSPIRATION [Chance, Learning]

Whenever an ally succeeds at an encounter skill check, draw 1 card.

RAPID RECALL [Learning]

Use Recollection as an Instant action.

Requires: Recollection and 3 Learning feats

RECOLLECTION [Interrupt, Learning]

Quick; Whenever you discard a card, draw 1 card.

RESEARCH [Chance, Learning]

Standard; When you end movement in a Location, draw 1 card.

SKILLED HEALER [Chance, Learning]

When you use a Healing feat, draw a card for each point of condition bonus you grant to an ally.

SKILLED LEADER [Chance, Learning]

When you use a Command feat, draw a card for each affected ally.

Requires: Leadership feat

STUDY OPPONENT [Learning]

Whenever you're the target of a successful Evasion attack, draw 1 card.

THE STUDENT IS READY [Chance, Learning]

When you draw a card, draw +1 extra card.

Requires: Research and 3 Learning feats

PERCEPTION FEATS

AWARENESS [Perception, Sense]
(Normal) Get a +2 bonus to Evasion.

LOOKOUT [Minion, Perception]
(Normal) Get a +2 bonus to Willpower.

OBSERVATION [Chance, Perception]
Whenever an ally succeeds at an encounter skill check, draw 1 card.

OPPORTUNIST [Combat, Perception]
Readied; Whenever you're the target of a failed attack, get +1 secondary attack.

SCOUT [Minion, Perception]
(Normal) Get a +2 bonus to Willpower.

SECOND GLANCE [Chance, Perception]
Discard 1 card, whenever your Perception check fails, to reroll. You can't reroll a botch.

VIGILANCE [Chance, Perception]
Whenever you're the target of a failed Evasion attack, draw 1 card.

VIGILANT DEFENSE [Perception, Sense]
(Normal) Add x2 your Dexterity bonus to Evasion.

WATCHFUL EYE [Perception, Sense]
(Normal) Get a +2 bonus to weapon attack.
Requires: Vigilance feat

PERSUASION FEATS

CHASTISE [Combat, Persuasion]
When you use Intimidate, your successful attack causes target to discard 1 card.
Requires: Intimidate feat

COHORT [Minion, Persuasion]
(Normal) Get a +2 bonus to Willpower.

COORDINATION [Combat, Persuasion]
Sudden; Grant allies a +2 bonus to attack and damage against the target of your attack.
Requires: Leadership feat

FAST TALKER [Persuasion]
Use Speechcraft as a Sudden action.
Requires: Speechcraft and 3 Persuasion feats

FOLLOWER [Minion, Persuasion]
(Normal) Get a +2 bonus to Willpower.

INSPIRED RESOLVE [Persuasion]
(Normal) Add x2 your Wisdom bonus to Willpower.

INTIMIDATE [Combat, Persuasion]
Willpower Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

LEADER'S COMFORT [Healing, Persuasion]
Sudden; When you use Leadership, get a +1 bonus to condition.
Requires: Leadership feat

LEADERSHIP [Command, Persuasion]
Standard; Allies instead use your Willpower.

MOBILISATION [Interrupt, Persuasion]
Instant; Whenever you or an ally is the target of a failed attack, sidestep.
Requires: Leadership and Coordination feats

MORALE BOOST [Healing, Persuasion]
Standard; Grant ally a +1 bonus to condition.
Requires: Leadership feat

SPEECHCRAFT [Persuasion]
Standard; When you end movement in a Location with a non-ally character, draw 1 card.

SWIFT COMMAND [Command, Persuasion]
Use Leadership as a Swift action.
Requires: Morale Boost and 3 Persuasion feats

RAGEMORALE FEATS

CHANNEL PAIN [Combat, Ragemorale]
Whenever you're the target of a weapon attack, take a -1 penalty to condition instead of taking damage.

COURAGEOUS SPIRIT [Chance, Ragemorale]
Whenever you're the target of a failed Willpower attack, draw 1 card.

FORTITUDE [Interrupt, Ragemorale]
Resistance Attack; Readied; Your successful attack causes target's Resistance attack to fail.

GUMPTION [Ragemorale]
Use Fortitude as a Quick action.
Requires: Fortitude feat

HARDINESS [Chance, Ragemorale]
Whenever you're the target of a failed Resistance attack, draw 1 card.

HENCHMAN [Minion, Ragemorale]
(Normal) Get a +2 bonus to Willpower.

IRON HEART [Ragemorale]
Use Fortitude as an Instant action.
Requires: Fortitude and Gumption feats

METTLE [Interrupt, Ragemorale]
(Normal) Whenever you're the target of a failed weapon attack, you take no damage.
Requires: Hardiness and 3 Ragemorale feats

SIDEKICK [Minion, Ragemorale]
(Normal) Get a +2 bonus to Willpower.

STAREDOWN [Combat, Ragemorale]
Resistance Attack; Standard; Your successful attack causes target to take a -1 penalty to condition.

RESOURCES FEATS

ACQUISITION [Resources]
Sudden; Get a +4 bonus to an encounter skill check.

EFFICIENT ALCHEMY [Resources]
When you use Alchemy, look at the top five cards and rearrange them before drawing.
Requires: Alchemy feat

ENTREPRENEUR [Chance, Resources]
Standard; When you end movement in a Location, draw 1 card.

FINANCIER [Chance, Resources]
When you use Mercantile, draw +1 extra card.
Requires: Mercantile feat

GIFTED PERFORMER [Chance, Resources]
When you use Perform, draw +1 extra card.
Requires: Perform feat

GIFTED SMITH [Chance, Resources]
When you use Smithing, draw +1 extra card.
Requires: Smithing feat

GIFTED SPEAKER [Chance, Resources]
When you use Speechcraft, draw +1 extra card.
Requires: Speechcraft feat

GIFTED LEARNER [Chance, Resources]
When you use Research, draw +1 extra card.
Requires: Research feat

GIFTED TEACHER [Chance, Resources]
When you use Pedagogue, draw +1 extra card.
Requires: Pedagogue feat

HIRELING [Minion, Resources]
(Normal) Get a +2 bonus to Willpower.

MERCANTILE [Chance, Resources]
Standard; When you end movement in a Location with a non-ally character, draw 1 card.

SLAVE [Minion, Resources]
(Normal) Get a +2 bonus to Willpower.

TRIUMPHANT [Chance, Resources]
When you achieve a triumph, draw a card for each Chance feat you have.

SPELLCRAFT FEATS

ABSORPTION [Chance, Spellcraft]

Whenever you're the target of a failed spell attack, draw 1 card.

AUGMENTATION [Combat, Spellcraft]

Sudden; Discard 1 card to get a bonus to spell damage equal to the value of the card.

Requires: Spell Power feat

COUNTERSPELL [Interrupt, Spellcraft]

Willpower Attack; Readied; Your successful attack causes target's spell attack to fail.

DOUBLECAST [Combat, Spellcraft]

Sudden; When your primary spell attack succeeds, get +1 secondary attack.

FAMILIAR [Minion, Spellcraft]

(Normal) Get a +2 bonus to Willpower.

NULLIFICATION [Spellcraft]

(Normal) Whenever you're the target of a failed spell attack, you take no damage.

Requires: Absorption and 3 Spellcraft feats

PRESTIDIGITATION [Chance, Spellcraft]

Standard; When you end movement in a Location, draw 1 card.

REFLECT SPELL [Combat, Spellcraft]

Whenever you're the target of a failed spell attack, your attacker takes equal damage.

Requires: Absorption feat

SPELL POWER [Spellcraft]

Add x2 your Strength bonus to spell damage.

SWIFT AUGMENT [Spellcraft]

Use Augmentation as a Swift action.

Requires: Augmentation and 3 Spellcraft feats

WARMAGE [Chance, Spellcraft]

When your spell attack breaks your target's threshold, draw 1 card.

SURVIVAL FEATS

CAMOUFLAGE [Stealth, Survival]

Standard; Whenever you're in a Location, Evasion attacks that target you automatically fail.

COMPANION [Minion, Survival]

(Normal) Get a +2 bonus to Willpower.

DISGUISE [Survival]

Use Camouflage as a Sudden action.

Requires: Camouflage feat

HERBAL REMEDY [Healing, Survival]

Standard; Grant ally a +1 bonus to condition.

HIDE IN PLAIN SIGHT [Survival]

Use Camouflage as a Swift action.

Requires: Camouflage and Disguise feats

SPRINT [Survival]

(Normal) Get a +2 bonus to movement.

STREET JUSTICE [Combat, Survival]

Whenever you're in the Streets, get a +4 bonus bonus to weapon damage.

SUBSISTENCE [Survival]

Standard; Instead of rolling for an Streets encounter, choose from any listed skill check.

SURVIVALIST [Chance, Survival]

Discard 1 card, whenever you take a penalty to condition, to reduce the penalty by 1.

THE FITTEST [Combat, Survival]

Whenever you're in the Field, get a +4 bonus bonus to weapon damage.

TRAPMASTER [Survival]

Non-ally characters must pay one extra space of movement in your space.

Requires: Survivalist feat