

Abyssal Sadist

- fighting art -

The first time you wound the monster each attack, gain 1 survival and 1 insanity.

Ignore the effects of **Fear of the Dark** and **Prey** disorders.

Acrobatics

- fighting art -

When you are adjacent to the monster, you may spend 1 to place your survivor on any other space adjacent to the monster.

Ambidextrous

- fighting art -

All melee weapons in your grid gain **paired**.

Ambidextrous cannot be used if there are any shields, two-handed or heavy gear in your gear grid.

Berserker

- fighting art -

Once per showdown you may spend 1 to suffer **bash** and the **frenzy** brain trauma.

Blotted Out

- fighting art -

When you suffer a brain trauma gain a bleeding token.

Burning Ambition

- fighting art -

When you are instructed to **Skip the Next Hunt**, ignore it.

The "Skip Next Hunt" box on your survivor record sheet cannot be filled in.

Burning Focus

- fighting art -

If you have 0 survival at the start of your act, gain 1 survival.

Defender

- fighting art -

When a survivor adjacent to you is knocked down, you may spend 1 survival. If you do, they stand and gain +1 survival from your words of encouragement.

You cannot use this if you have a **broken jaw**.

Champion's Rite

- fighting art -

Before making an attack, you may add your understanding to your accuracy attribute for that attack.

Limit, once per showdown.

Dragon Trait

Clutch Fighter

- fighting art -

While you have 3 or more bleeding tokens, gain +1 strength and +1 accuracy.

Combo Master

- fighting art -

On a **perfect hit**, make 1 additional attack roll.

Crazed

- fighting art -

On a **Perfect hit**, gain +1 insanity.

Crossarm Block

- fighting art -

Whenever you are hit, after hit locations are rolled, you may change 1 result to the arms location.

Carapace of Will

- fighting art -

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

When you are attacked, if you have 2+ steadfast tokens, ignore a hit and remove all your steadfast tokens.

Double Dash

- fighting art -

During your act, once per round, you may spend 1 to gain 1.

Extra Sense

- fighting art -

You may **Dodge** 1 additional time per round.

Fated Blow

- fighting art -

Once per showdown, you may give your next wound attempt +2 strength and **Devastating 1**.

Dragon Trait

Harvestman

- fighting art -

Gain +3 movement. Whenever you are knocked down, gain -1 movement token.

If you have the **Tiny Arachnaphobia** disorder, you are too scared of spiders to imitate them and you cannot use this fighting art.

Headliner

- fighting art -

When you become **doomed** or gain the **priority target** token, you may choose to gain +1 survival or +1 strength token.

Heroic

- fighting art -

Once per showdown, if you are standing adjacent to the monster and have 3+ survival, you may spend all your survival for one automatic hit that inflicts a critical wound.

Last Man Standing

- fighting art -

While you are the only survivor on the showdown board, you may not gain bleeding tokens or be knocked down.

Leader

- fighting art -

Whenever you **encourage** a survivor, they gain +1 speed token until the end of the round.

Once per hunt phase, you may inspire another survivor. They use your understanding and courage to resolve a hunt or story event.

Lure Epilepsy

- fighting art -

Once per showdown, you may spend ⚡ to give yourself a seizure. You suffer a random brain trauma and are knocked down.

Mammoth Hunting

- fighting art -

Gain +1 strength when attacking from adjacent spaces outside the monster's facing and blind spot.

Mighty Strike

- fighting art -

On a **Perfect Hit**, gain +2 strength until the end of the attack.

Monster Claw Style

- fighting art -

Your **Fist & Tooth** attacks gain +1 accuracy, +1 strength and **savage**.

Orator of Death

- fighting art -

Once per showdown, you may spend ⚡ to have all non-deaf survivors gain +2 insanity.

When you die, you **encourage** all survivors with your last words.

Otherworldly Luck

- fighting art -

During the Hunt and Settlement phase, whenever you roll on a table, you may add +1 to the roll result. This may not exceed the highest possible result of the table.

Phantom Friend

- fighting art -

The first time you gain a resource during a showdown, you may feed it to your phantom friend. If you do, archive the resource and gain +1 evasion token.

Lose this token if you are **deaf** or become **deaf** during the showdown.

Propulsion Drive

- fighting art -

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

When you attack, if you have 5+ momentum tokens, remove them all and roll 1d10. Gain that amount of luck and strength when attempting to wound the first selected location for this attack.

Purpose

- fighting art -

During the showdown, if you would gain an lethal number of bleeding tokens while there are any other standing survivors, roll 1d20.

On a 6+, you live but are knocked down. You will not bleed to death until you gain another bleeding token.

Rhythm Chaser

- fighting art -

On **Arrival**, gain +1 evasion token. When you are knocked down, if you don't have an instrument in your gear grid, remove all your +1 evasion tokens.

Rhythm Chaser cannot be used if there is any heavy gear in your grid.

Ruthless

- fighting art -

Whenever a survivor dies during the showdown, roll 1d10. On a 7+ gain a **Skull** basic resource.

Seasoned Hunter

- fighting art -

Whenever a random hunt event result is:

11, 22, 33, 44, 55, 66, 77, 88, 99, or 100,

the event revealer gains +1 understanding and +1 courage

Sneak Attack

- fighting art -

When you attack a monster from its blind spot, gain +4 strength for that attack.

Strategist

- fighting art -

During the showdown setup, after placing terrain, you may add a **Giant Stone Face** or a **Toppled Pillar** terrain card to the showdown board.

Tenacious

- fighting art -

When your wound attempt on a hit location is a failure, you may put that hit location back on top of the deck instead of the discard pile.

Limit once per round.

Thrill Seeker

- fighting art -

When you gain survival during the showdown phase, gain 1 additional survival.

Timeless Eye

- fighting art -

Your attack roll is a **perfect hit** on a result of 9 or 10.

You cannot use Timeless Eye if you have the **blind** severe head injury.

Tough

- fighting art -

When rolling on a severe injury table, unless you roll a 1, add +1 to the result.

(This does not include brain trauma. The result total cannot exceed 10.)

Trailblazer

- fighting art -

The hunting party may start the hunt phase 1 space closer to the monster.

At the start of the showdown, all survivors gain +1 survival and +1 insanity.

Transcended Masochist

- fighting art -

When you gain a bleeding token, gain +1 survival and +1 insanity.

Ignore the effects of the **Alchmophobia** and **Apathetic** disorders.

Trick Attack

- fighting art -

Once per showdown, when you wound a monster from its blind spot, a survivor adjacent to you may gain the **priority target** token.

Tumble

- fighting art -

When something would **collide** with you, roll 1d10. On a result of 6+, you successfully tumble out of harm's way. Instead place your survivor standing on the closest free space outside of the collision path.

Unbreakable

- fighting art -

Once per lantern year, you may ignore one of your severe injury roll results. If you do, gain a random disorder.

Dragon Trait

Unconscious Fighter

- fighting art -

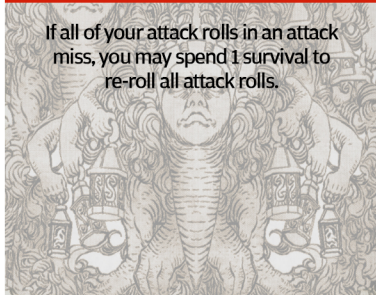
It takes 7 bleeding tokens to kill you.



Unrelenting

- fighting art -

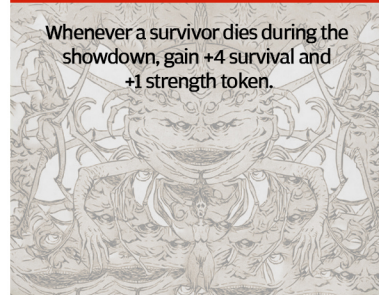
If all of your attack rolls in an attack miss, you may spend 1 survival to re-roll all attack rolls.



Vengeance

- fighting art -

Whenever a survivor dies during the showdown, gain +4 survival and +1 strength token.



Wardrobe Expert

- fighting art -

When you suffer a severe injury at a hit location, you may archive a gear worn at that location to ignore it and gain +1 survival.

