

# PROTECT THE INNOCENT


Play when an incapacitated ally or noncombatant NPC within sight takes damage from an attack or effect.

Prevent all of the damage. You take half of the damage they would have taken (in addition to the damage you would normally take from the attack or effect, if any). You can only use this to prevent damage to an ally if that ally is unable to act, such as when they are unconscious or paralyzed.

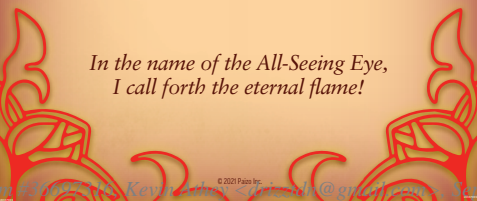
*I can't save everyone,  
but I can save you!*

# STOKE THE MAGICAL FLAME

Play when you or an ally is Casting a Spell.




Heighten that spell by 1 level. This can't heighten a spell above the highest level of spell you or the ally can cast.



*In the name of the All-Seeing Eye,  
I call forth the eternal flame!*

# SURGE OF SPEED

Play at the start of a creature's turn.




That creature is quickened on its turn and can use the extra action only to take a single action with the move trait.

*Swift winds will guide us to victory.*

# HEALING PRAYER

Play during your turn.




Select yourself or an ally within reach. The target regains 1d8+8 Hit Points. If you are 7th level or higher, the target regains 2d8+16 Hit Points. If you are 12th level or higher, the target regains 3d8+24 Hit Points.

*By the light of the Dawnflower!*

## WARDING SIGN

Play at any time.




Select a creature within sight. That creature is immune to misfortune effects for 1 round. If the creature was already affected by a misfortune effect, it ignores that effect for the duration, then the effect returns.

*Quick! Draw a butterfly!*

## STRIKE TRUE

Play when you or an ally are about to make a Strike.




The target rolls twice and takes the higher result. This strike deals an extra die of damage on a hit if the attacker has fewer than half their maximum Hit Points, or two extra dice if they have fewer than one quarter their maximum Hit Points. This is a fortune effect.


*You've got one chance,  
so make it count.*

# ENDURE THE ONSLAUGHT

Play at any time.




Give a creature you can see resistance 5 to all damage until the start of your next turn. If you are 7th level or higher, the resistance is 10, and if you are 12th level or higher, the resistance is 15.



*May fire temper you and blades harden  
your resolve! —Kellid proverb*

# PRESS ON

Play at the start of your turn.




Until the end of your turn, ignore penalties  
to checks and DCs from conditions.

*Just shake it off.*



# DRAIN POWER

Play when you Activate a magic item that  
Casts a Spell.




Heighten the spell by 1 level. This can't  
heighten the item's spell above half your  
level, rounded up. If the item wasn't  
consumed on use, you can't use the item  
again for 24 hours.

*Every last drop of magic.*

# STAY IN THE FIGHT

Play at the start of a turn when you or an ally is affected by an ongoing incapacitation effect.




The creature ignores that incapacitation effect until the end of their turn. This turn doesn't count as part of the duration for that effect.

*Get up!*

# REVERSE STRIKE

Play after you fail an attack roll.




You get a success on the attack roll rather than a failure.

*You missed!*

*Did I?*

# PIERCE RESISTANCE

Play after you learn about a foe's resistance.




Until the end of your next turn, the foe loses a resistance of your choice. You must be aware of the resistance, either from seeing it shrug off damage from an attack or due to a successful Recall Knowledge check.

*Even coal burns to ash.*

## GRAZING BLOW

Play after a foe hit you with a Strike.



If the foe rolled a critical success, it gets a success instead. If the foe rolled a success, it deals minimum damage instead of rolling for damage.

*I thought I was done for!*

# LAST SECOND SIDESTEP

Play when you are targeted by a ranged  
Strike.




The Strike automatically misses.

*Over here!*

# SHOOT THROUGH

Play when you are about to make your attack roll for a ranged Strike.




If the path of the Strike goes through another creature's space before reaching the target, the target is flat-footed against the attack, and the other creature doesn't provide cover.

*Never saw it coming.*

## RECKLESS CHARGE

Play after taking two consecutive Stride actions.




Make a melee Strike. You are flat-footed until the start of your next turn.

*Was that wise? No. But it worked.*



# FLUID MOTION

Play at the start of your turn.




For the rest of your turn, you gain a climb Speed and a swim Speed equal to half your Speed. If you make a horizontal Leap, increase the distance jumped by 10 feet.


*Nothing will stand in my way.*

# CHANNEL LIFE FORCE

Play on your turn after you have spent all of your Focus Points.




Gain 1 Focus Point that must be spent by the end of your turn or it's lost. If you use this Focus Point, you become drained 1.



*There is always something left to burn.*

# OPPORTUNE DISTRACTION

Play at the start of your turn.




Until the end of your turn, you gain the benefits of greater cover after taking the Hide or Sneak action, allowing you to Hide or Sneak in the open. This effect ends if you do anything other than Hide, Sneak, or Step.

*Now you see me... now you don't.*

# TUCK AND ROLL

Play after a creature or hazard hits you with  
a Strike.



You take the minimum amount of damage  
and fall prone.

*Too high!*

# MISDIRECTED ATTACK


Play after a foe critically fails on a melee  
Strike against you.

That foe rerolls the attack, targeting one of its  
allies within reach.

*Are you going to let them  
beat on you like that?*

# LAST OUNCE OF STRENGTH

Play at the start of a turn when you are dying.




You regain consciousness and can act normally on your turn, but you can't regain Hit Points or remove the dying condition during this turn. At the end of your turn, you fall unconscious and your dying condition increases by 1. Do not attempt a recovery check this turn.

*To my last breath...*

# RAMPAGE

Play at the start of your turn.




Make a Strike against each foe within reach. The multiple attack penalty applies as normal. At the end of these attacks, your turn ends and you are fatigued.

*No one is safe!*

## RAGE AND FURY

Play when an ally is knocked unconscious or when you take damage from a critical hit.




At the start of your next turn, you enter a rage (+2 damage to melee strikes, -1 AC penalty, no concentrate actions unless they have the rage trait, or use the stats for your rage class feature if you have one). At the end of that turn, if you don't have the rage class feature, the rage ends and you are fatigued.

*The red veil descends.*



# HASTY BLOCK

Play when you are hit by a physical attack, and you have a shield within reach and a free hand.




You Interact to draw and wield the shield and then use it to Shield Block against the attack. After the attack and block are resolved, the shield is torn from your grip and lands in an adjacent space.

*It was the best I could do.*

# RUN AND SHOOT

Play when you take a Stride action.




You make a ranged Strike at any point during this movement.

*Remembering to breathe  
is the hard part.*

# AURA OF PROTECTION

Play this after Casting a Spell from your spell slots.




You surround yourself with an aura of residual magic power. Until the start of your next turn, you gain resistance to all damage equal to the level of the spell that you just cast.

*The magic sustains me!*

# MAGICAL REVERBERATION

Play this after Casting a Spell.




The spell's power reverberates in your mind. You can Cast this Spell one additional time without having it prepared or expending a spell slot. If you don't Cast the Spell by the end of your next turn, it is lost. After Casting the Spell again, you become stupefied 2 for 1 minute.

*Such power comes at a mighty cost.*

# TUMBLE PAST

Play after you end your movement adjacent to a creature that is larger than you.




Move to the opposite side of that creature. This movement doesn't trigger any reactions based on movement.

*Behind you!*

# MAKE WAY!

Play at the start of a Stride.




During the Stride, you must move in a straight line, but you can attempt to Shove any creature in your way, moving it to an adjacent space out of the way of your movement. Your multiple attack penalty doesn't apply to any of these free Shove attempts, nor do they increase your multiple attack penalty. If you fail to Shove a creature out of your way, your movement ends.

*Coming through!*

# FLASH OF INSIGHT

Play at the start of your turn.




Until the end of your turn, you gain Automatic Knowledge (*Core Rulebook* 258) for any one skill. If you already have Automatic Knowledge, when you use that feat to attempt a Recall Knowledge check this turn, use an outcome one degree of success better than the result of your roll. If you use this to learn about a creature, you gain twice the number of clues about its abilities.

*Trust me, I know this!*

# LAST STAND

Play when you take damage.




Until the start of your next turn, any damage that would reduce you to 0 Hit Points leaves you with 1 Hit Point remaining and gives you the doomed 1 condition, or increases your doomed value by 1 if you're already doomed. As usual, you die when your doomed condition equals the dying value that would kill you (usually doomed 4).

*I will hold the line or die trying.*



# SPARK OF COURAGE

Play when you have the frightened condition.




You lose that condition and instead gain a +2 status bonus to attack rolls and skill checks until the end of your next turn.

*You don't scare me!*

# I HOPE THIS WORKS!

Play at the start of your turn.




Once during your turn, you can Activate an item to Cast a Spell, even if you can't normally cast spells or don't have that spell on your spell list. After casting this spell, your turn ends.

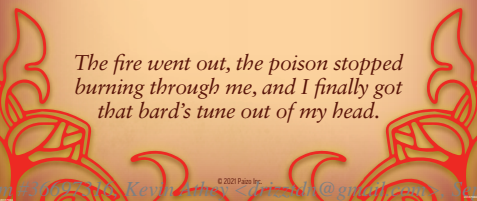
*I can't believe that worked!*

# SHAKE IT OFF

Play at any time.




All persistent damage affecting you immediately comes to an end.



*The fire went out, the poison stopped burning through me, and I finally got that bard's tune out of my head.*

# PUSH THROUGH THE PAIN

Play before you attempt a Fortitude save.




You succeed at the saving throw without needing to roll. You gain the drained 1 condition.


*I'm fine, but that one  
took a lot out of me.*

## DIVE OUT OF DANGER

Play before you attempt a Reflex save.




You succeed at the saving throw without needing to roll. You gain the clumsy 1 condition, which lasts until the next time you get a full night's rest.



*I'm fine, but that one is going to be hard to walk away from.*

# CUT THROUGH THE FOG

Play before you attempt a Will save.




You succeed at the saving throw without needing to roll. You gain the stupefied 1 condition, which lasts until the next time you get a full night's rest.

*I'm fine, but it left  
my head spinning.*

# ANCESTRAL MIGHT

Play during your turn.




Until the start of your next turn, you gain a +2 status bonus to checks based on the ability scores that are boosted by your ancestry (ignoring free boosts). If your ancestry only grants free boosts, select one ability score to gain the bonus to instead.

*It's who I am!*

## CLASS MIGHT

Play during your turn.




Until the start of your next turn you gain a +2 status bonus to checks based on the key ability score of your class. If your class grants a choice for its key ability, select one of those ability scores to gain the bonus.

*This is what I trained for!*



## BATTLE CRY

Play after making a successful melee attack.




You unleash a terrifying battle cry. Attempt an Intimidation check to Demoralize and compare the result against all enemies within 30 feet.

*Let the song of battle  
ring from my heart!*

## DARING ATTEMPT

Play at the start of your turn.




Select one untrained skill. You are trained in that skill until the end of your next turn. If you use that skill before the end of your next turn and succeed at your skill check, you keep this benefit until the end of the combat, or for 1 minute if not in combat.

*How hard could it be?*

# DESPERATE SWING

Play during your turn.




Make a Strike, ignoring the multiple attack penalty. If you roll a critical success, you get a normal success instead. If the attack fails, you release your weapon, or drop prone if you were using an unarmed attack or otherwise can't release your weapon.

*This had better work.*

# CATCH YOUR BREATH

Play at the end of your turn.




Select yourself or an ally within 30 feet. The creature you choose must have fewer than half their total Hit Points. The creature gains a number of temporary Hit Points equal to twice your level, which last until the end of the combat.

*Just take a moment,  
then get back in there!*

# SURGE OF MAGIC

Play during your turn.



Until the end of your turn, you can Activate one magic item that you have already activated once today. This activation doesn't count against the item's frequency limit if the limit is once per day, or a shorter increment of time. If the item is a wand, activating it this way doesn't overcharge it.

*One more time!*

## DISTRACT FOE

Play this when a foe within 30 feet makes a melee attack against another creature.

That foe is fascinated with you and it can't end this condition until it takes a hostile action against you or the combat ends.

*You call that a swing?  
Pathetic!*

## IMPOSSIBLE SHOT

Play when making a ranged attack, either with a Strike or a spell.

If you're attempting a Strike, double the range increment of the weapon or unarmed attack. If you're Casting a Spell, increase the range of the spell by half.

*There's no way you can hit me from way over there. —last words of Grepnor the Goblin*

## RENDING SWIPE

Play after making two successful consecutive melee Strikes against the same target with two different weapons.


The target takes 1d6 persistent bleed damage and is sickened 1 until the bleeding stops. If you are 7th level or higher, increase the bleed to 2d6. If you are 12th level or higher, increase the bleed to 3d6.

*So much blood.*



## ROLL BACK

Play after an attack or effect causes you to become grabbed or knocks you prone.




You roll backward from the attack, landing on your feet. Take a Step away from the source of the attack (if any), and you're no longer prone or grabbed.

*Hands off!*

## CALLED FOE

Play before you make a Strike.




Designate a foe that you can see. You gain a +2 status bonus to attack rolls made against that foe, but you take a -4 status penalty to attack rolls made against any other creature. This lasts until the end of your next turn or until you critically hit the designated foe, whichever comes first.

*I'm coming for you!*

# HOLD THE LINE

Play during your turn.




Until the start of your next turn, each time an enemy would leave a space adjacent to you while using a move action, it must succeed at an Acrobatics or Athletics check against your Fortitude DC or the move action is disrupted.

*Steady. Steady!*

# CRITICAL MOMENT



Play this after rolling a check.



Reroll the check twice and take the best result. This is a fortune effect. If you still fail this check, you become doomed 1.

*All or nothing!*