

VARGR



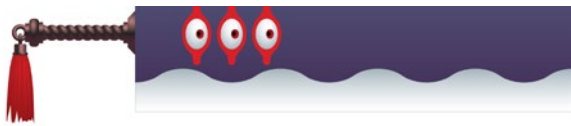
- «1» **Marauder** (*Bind*) — You gain Initiative.
- «2» **Vigour** (*After an Exchange*) — Draw a card.
- «3» **Reaper** (*Attack*) — Your Attack targets all combatants in the fight.

MICHAEL



- «1» **Harmony** (*Once per Exchange*) — One combatant gains or loses 1 Resonance.
- «2» **Seal** (*Once per Exchange*) — Name a suit. This Exchange, one combatant may not play cards where the final result matches that suit.
- «3» **Silence** (*Any*) — All other combatants lose all Resonance.

KUNLUN



- «1» **Implacable** (*Engage*) — Engage any opponent, even if already Engaged.
- «2» **Second Sight** (*Any*) — Look at a combatant's hand for up to ten seconds.
- «3» **Negate** (*Any*) — Cancel one use of any Technique.

DEVIL WING



- «1» **Blur** (*Defend*) — Evade with any two cards.
- «2» **Retreat** (*Before an Engagement*) — Leave the scene. You do not count as Vanquished.
- «3» **Vampire** (*Parry/Parried or Bind*) — Steal a card from your opponent's hand at random.

TEMPLAR



- «1» **Shield** (*Any*) — You may play any number of cards to help Defend other combatants.
- «2» **Hunter** (*Opponent Disengages*) — Cancel the Disengage and gain Initiative.
- «3» **Invincible** (*You are Hit*) — You are not eliminated, and instead Disengage.

ONI



- «1» **Direct** (*Engage*) — Skip the Engagement and gain Initiative.
- «2» **Disharmony** (*Parry/Parried or Bind*) — Your opponent loses all their Resonance.
- «3» **Ultimate Attack** (*Attack*) — Play two cards and add their total together.

CLAÍOMH SOLAIS



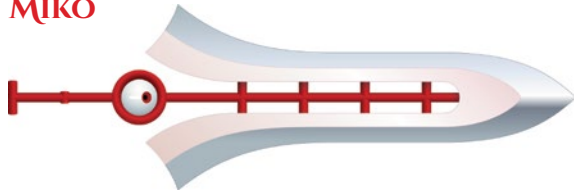
- «1» **Call of Battle** (*Before a Duel*) — Enter a scene in which you do not have a relevant Thread.
- «2» **Heavy Hitter** (*Parried*) — Your opponent discards a card.
- «3» **Relentless** (*Your hand is empty*) — Draw two cards.

GLASS EDGE



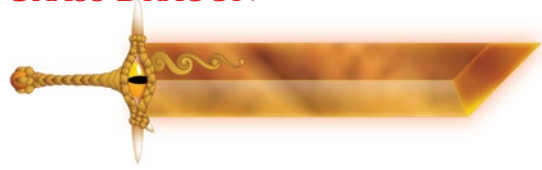
- «1» **Nimble** (*Defend*) — Dodge with any low card.
- «2» **Whirlwind** (*Attack*) — Your Attack affects all combatants who are Engaged with you.
- «3» **Reflect** (*Defend*) — Bind with any card.

MIKO



- «1» **Grapple** (*Parry/Parried or Bind*) — This Exchange, your opponent may not Disengage while they have Initiative.
- «2» **Counterattack** (*Parry*) — Your Parry becomes a Counter.
- «3» **Ward** (*Before a Duel*) — Name one Knot; it cannot be Destroyed this scene.

BRASS DRAGON



- «1» **Bolt** (*Attack*) — Attack a combatant you aren't Engaged with.
- «2» **Blindness** (*Before a Motion*) — Your opponent must play their cards at random this Motion.
- «3» **Take the Lead** (*Before a Motion*) — You gain Initiative.

SET



- «1» **Wary** (*Parried*) — Disengage.
- «2» **Deception** (*Defended*) — Change your Attack to any suit.
- «3» **Shadow Step** (*Defend*) — Defend and Disengage without playing a card.

BULUC CHABTAN



- «1» **Augur** (*Engage or Wind*) — Before revealing cards, name a suit. If any other combatant reveals that suit, draw a card.
- «2» **Stealth Attack** (*Attack*) — Your opponent must play their Defence card first. They may React.
- «3» **Blood Sacrifice** (*When you Hit*) — Draw two cards.

LAOZI



- «1» **Renew** (*After an Exchange*) — Discard any number of cards and draw an equal number.
- «2» **Immutable** (*Vanquished*) — The Victor may not rewrite any of your Threads.
- «3» **Executioner** (*You Hit a Bladebound*) — Kill the Bladebound and end the game.