





### KEEP AT IT!

Play on your turn when you win with an attack roll.

For all the missed attack rolls, you take damage equal to your level.



### LOOSE ROCKS

Play when you knock an enemy prone with an attack.

The enemy starts taking damage equal to  $2 \times$  one-half your level. You fall prone the next time you take damage before the start of your next turn.



### MANO A MANO

Play at the start of your turn.

Until the end of this turn, you gain a bonus to damage rolls against enemies that have no creatures allied to them other than you. The bonus equals  $1 \times$  one-half your level.



### MEASURED CUT

Play at the start of your turn.

Once during this turn, you can take a minute action to get a  $+2$  bonus to your next attack roll.



### MIND OVER METAL

Play at the start of your turn.

The first attack roll you make this turn targets Will instead of the defense that attack normally targets.



### OUTNUMBERED, UNDAUNTED

Play at the start of your turn.

You gain a bonus to your next damage roll this turn equal to the number of enemies within 1 square of you.



### OVERBEAR

Play when your at-will attack power hits a target granting you combat advantage.

You also knock that target prone.



### PHANTOM ALLY

Play at the start of your turn.

During this turn, you gain combat advantage against the targets of your at-will attack powers.

**RECKLESS ONSLAUGHT**

Play when you enter with an attack.

Roll the attack roll. You must use the animal roll, even if it's lower. You then fall prone and take damage equal to your level.

ATTACK



**RECKLESS SWING**

Play when you make an attack on your turn.

You gain a +2 bonus to the attack roll and damage rolls of that attack against targets adjacent to you. Making that attack provides opportunity attacks.

ATTACK



**RECKLESS VIOLENCE**

Play when you make an attack on your turn.

You take a -2 penalty to the attack roll and gain a +4 bonus to the damage rolls of that attack.

You grant combat advantage until the start of your next turn.

ATTACK



**STRONGER TOGETHER**

Play when you make an attack on your turn.

You gain a bonus to the damage roll of that attack, equal to the number of allies adjacent to you.

ATTACK



**SKULKING STRIKE**

Play when you attack a target while hidden.

If the attack hits, you also slide that target 1 square. After the attack, you can make a Stealth check to remain hidden.

ATTACK



**SUCKER PUNCH**

Play when you deal damage to an enemy granting you combat advantage.

That enemy takes full extra damage. On a roll of 5, you also take 5 damage.

ATTACK



**SURPRISE!**

Play at the start of your turn.

You gain combat advantage with your next attack this turn against an enemy that is adjacent to your ally.

ATTACK



**TO THE GROUND**

Play on your turn when you hit a target adjacent to you.

You knock the target prone. You then fall prone.

ATTACK



**ATTACK**



### TOUCH OF FATE

Play when you miss every target with an at-will attack power.

You gain a Strike of Luck, which you can use at any time before the end of the encounter.

When a Strike of Luck is used to modify an attack roll, saving throw, or skill check, you make. You can have only one Strike of Luck at a time, and you cannot use it to affect the result that generated it in the first place.

**ATTACK**



### WAVE OF FATE

Play when you miss every target with an encounter attack power.

You gain a Strike of Luck, which you can use at any time before the end of the encounter.

When a Strike of Luck is used to modify an attack roll, saving throw, or skill check, you make. You can have only one Strike of Luck at a time, and you cannot use it to affect the result that generated it in the first place.

**DEFENSE**



### BALANCE OF FATE

Play either when you are bloodied by an attack or when you are hit by an attack while bloodied.

You gain a Strike of Luck, which you can use at any time before the end of the encounter.

When a Strike of Luck is used to modify an attack roll, saving throw, or skill check, you make. You can have only one Strike of Luck at a time, and you cannot use it to affect the result that generated it in the first place.

**DEFENSE**



### BEAT FEET

Play at the start of your turn.

During this turn, you can take a move action to move up to your speed + 2. You cannot end this movement adjacent to an enemy.

**DEFENSE**



### COWARD'S BOON

Play at the end of your turn if you did not make an attack that turn.

You gain temporary HP points equal to 3 + one-half your level.

**DEFENSE**



### EYE FOR DANGER

Play at the start of your turn.

Until the start of your next turn, being flanked doesn't cause you to grant combat advantage.

**DEFENSE**



### GAMBLER'S DODGE

Play when you take damage.

Roll a d20. On a roll of 10 or higher, you take half the normal damage. On a 9 or lower, you take extra damage equal to your level.

**DEFENSE**



### GAMBLER'S SIDESTEP

Play at the start of your turn.

Roll a d20 to determine this card's effect. The effect lasts until the start of your next turn.

Roll	Effect
1-9	You take a -2 penalty to all defenses.
10-20	You gain a +2 bonus to all defenses.

**DEFENSE**



**GAMBLER'S SOLACE**

Play at the start of your turn.

Roll a d10 or a d20.

If the result is even, you gain that many temporary hit points. If it is odd, you lose that many hit points.

**DEFENSE**



**HANG IN THERE**

Play at the start of your turn.

Each bloodied ally within 5 squares of you gains temporary hit points equal to 2 + one-half your level.

**DEFENSE**



**HOLD STEADY**

Play at the end of your turn if you did not move on that turn.

You gain temporary hit points equal to 2 + one-half your level.

**DEFENSE**



**INNER STRENGTH**

Play either when you spend a healing surge or when you take the total defense action.

You make a saving throw.

**DEFENSE**



**LIVE AND LET LIVE**

Play at the end of your turn if you did not make an attack on that turn.

You gain a +4 bonus to all defenses until the start of your next turn.

**DEFENSE**



**NOT IN THE FACE!**

Play when an enemy attacks you with combat advantage.

You do not grant combat advantage for that attack.

**DEFENSE**



**ONLY A FLESH WOUND**

Play when you make a death saving throw.

You gain a +5 bonus to that death saving throw.

**DEFENSE**



**OPPORTUNISTIC FATE**

Play when an enemy makes an opportunity attack against you.

You gain a Stroke of Luck, which you can use at any time before the end of the encounter.

Once you gain a Stroke of Luck, you can use it to roll a d20 and reroll once. You can lose only one Stroke of Luck in a turn, and you cannot use it to affect the same die, regardless of how many times you roll it.



### PAINFUL ESCAPE

Play when you take damage from an attack.

You shift up to 3 squares as a free action.



### REINVIGORATE

Play when you hit an enemy with an at-will attack power while you are bloodied.

You regain hit points equal to  $2 +$  one-half your level.



### REJUVENATING FATE

Play when you fail a saving throw.

You gain a *Scribe of Luck*, which you can use at any time before the end of the encounter.

*This is a bonus attack to which you can attack with using Dexterity or Intelligence, as you wish. You can benefit from Scribe of Luck at a time, and you cannot use it to affect the enemy that just attacked you.*



### STAND BY ME

Play during your turn.

Until the start of your next turn, you gain a bonus to AC equal to the number of allies adjacent to you.



### STAND FIRM

Play when you are pulled, pushed, slid, or teleported.

You negate that movement.



### STAVE OFF DEATH

Play when you drop to 0 hit points or lower.

You lose any healing surge. You instead are reduced to 1 hit point.



### UNWAVERING

Play when you drop to 0 hit points or lower.

Until the end of your next turn, you remain conscious but are still dying. You cannot regain hit points until after the end of your next turn.



### WARY SHOT

Play when you make a ranged or area attack.

That attack does not provoke opportunity attacks.



### WHOOPS!

Play when an attack knocks you prone.

One creature adjacent to you also falls prone.



### DEFIANT STAND

Play when an ally ends his or her turn adjacent to two or more enemies.

That ally gains temporary hit points equal to 5 + one-half your level. That ally does not grant combat advantage until the start of his or her next turn.



### DEPENDABILITY

Play when you or an ally makes a skill check or an ability check.

Treat the check result as if the player had rolled a 10.



### DISTRACTING BANTER

Play at the start of your turn.

Once during this turn, you can take a move action to allow one ally within 5 squares of you to shift up to 3 squares as a free action.



### FATE OF THE RECKLESS

Play when an enemy makes an opportunity attack against an ally.

That ally gains a bottle of Luck, which he or she can use at any time before the end of the encounter.

*When a bottle of Luck is used, the attack roll using that roll that you made. The next time you roll a 10 or a 20, that roll is treated as if it were a 20.*



### FREE PASSAGE

Play at the start of your turn.

Whenever you move during this turn, entering squares occupied by your allies costs you no squares of movement.



### GAMBLER'S STRIDE

Play at the start of your turn.

Roll a d20 to determine this card's effect. The effect lasts until the end of this turn.

Roll 1-9:

You are immobilized.

10-20: You gain a +4 bonus to speed.



### GANG UP

Play at the start of your turn.

Until the start of your next turn, allies gain a +2 bonus to damage rolls against enemies that are adjacent to you.







**MOUNTING TREPIDATION**

Play when you make an attack that targets Will or Fortitude.

You gain a bonus to the attack roll equal to the number of bleed wounds within 10 squares of you (maximum +3).



**ONE FOR THE TEAM**

Play when you are targeted by a close or area attack.

That attack automatically inflicts its other targets, and scores a critical hit against you.



**PUSH THROUGH THE CROWD**

Play at the start of your turn.

Until the end of this turn, you can move through enemies' spaces. Enemies that make opportunity attacks against you on this turn gain combat advantage with those attacks.



**QUICK FEET**

Play when an ally adjacent to you shifts.

That ally shifts 1 additional square.



**REINFORCEMENT**

Play at the start of your turn.

Once as a move action during this turn, you can shift up to 1 square to a square adjacent to an ally.



**RESURGENT FATE**

Play when a critical hit is scored against you or an ally.

That character gains a strike of Luck, which he or she can use at any time before the end of the encounter.

Once a strike of Luck is used, anyone with a strike of Luck will, among others, not being able to use it again, lose the strike of Luck at a time, and you can use it to affect the next that you fight it.



**RISKY MOVE**

Play at the start of your turn.

Once as a move action during this turn, you can shift up to your speed. At the end of this shift, roll a d20. On a result of 9 or lower, you fall prone.



**SELF-PRESERVATION**

Play when an ally adjacent to you takes damage from a melee attack.

You shift up to 2 squares.



### SELF-SACRIFICE

Play when an ally adjacent to you is hit by a melee or ranged attack.  
This attack hits you instead.



### SHARED FATE

Play when one enemy attacks you and at least two allies on the same turn.  
You or one of those allies gains a Strike of Luck, which that character can use at any time before the end of the encounter.  
Only a Strike of Luck is available; you cannot roll, saving throw, or shift. Only one Strike of Luck can be used per encounter, and you cannot use it on a different enemy than granted to you.



### SHIFTY MOVES

Play at the start of your turn.  
During this turn, you can shift 1 square as a move action.



### TRAINED ADVANCE

Play when an ally within 2 squares of you takes a move action to shift.  
You shift 1 square as a free action.



### WATCHFUL APPROACH

Play at the start of your turn.  
During this turn, you can take a standard action to shift up to your speed.



### UNFAIR ADVANTAGE

Play when you or an ally knocks an enemy prone.  
One ally makes a basic attack against the prone enemy as a free action.



### WEAR THEM DOWN

Play when an ally makes a target with an at-will attack power.  
That target takes damage equal to 2 + one-half your level.



### WHY ME?

Play when an enemy's attack damages you.  
You take maximum damage from the attack.  
One ally within 2 squares of you makes a basic attack against that enemy.

### CONDITION TRACKER

Condition

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Location

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Other notes

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Dungeons & Dragons: Forgotten Cards™, tokens and ENJ available at [DungeonsandDragons.com/forbiddencards](http://DungeonsandDragons.com/forbiddencards)

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Character/Enemy

	INITIATIVE
	PERCEPTION
	NOISE

AC	HIDDEN	REFLEX	WILL
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### STROKES OF LUCK



Use a Stroke of Luck to reroll one attack roll, saving throw, or skill check you make.

You can have only one Stroke of Luck at a time, and you cannot use it to affect the event that granted it to you.

*For example, if a Fortune Card grants you a Stroke of Luck when you fail a saving throw, you cannot use the Stroke of Luck to reroll that saving throw.*

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