

**DAWN
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LEGENDS**

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BRACE FOR ATTACK

The Hero braces for an incoming attacking. Play this card to gain an immediate +10 to the Hero's Toughness against any single attack this round.



TAKE 'EM DOWN

The Hero wants to put a foe down, now and hard. Play this card to add an extra +1d8 damage to a single attack from the Hero this round.



FOCUS . . . FOCUS . . .

The Hero focuses and puts forth added effort to a single roll. Play this card to add a +1d6 to any single roll this round. The 1d6 is added to the roll's total.



YOU MUST FOCUS YOUR ATTACKS . . .

The Hero focuses his attack for greater efficiency. Play this card to add a +1d8 to a single single Fighting, Power, Shooting, or Throwing roll this round. The 1d8 is added to the total skill die.



OH YEAH? WATCH THIS!

The Hero moves as though he knows what attacks are coming. Play this card to gain a +10 to Parry, or the opponent suffers a -6 to Shooting for this round.



YOU HAVE TO DO BETTER THAN THAT

The Hero gets lucky this round. Play this card to cause any attack against you (Fighting, Power, Shooting, or Throwing) to automatically miss.



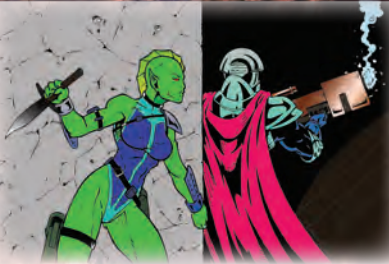
NOW I HAVE YOU

The Hero hits . . . and hits hard. Play this card to gain an additional 1d8 damage this round.



OKAY, I HAVE AN IDEA

The Hero gains a sudden insight into the present situation. Play this card to gain a clue from the GM.



**NEVER KNEW
I HAD IT IN ME**

Play this card to gain an additional action this round at no penalty. The action may be the same action already taken (i.e. attacking twice with the same weapon or power).



**HERE I COME
TO SAVE THE DAY**

Play this card to double your movement (either a movement power or double the running die roll total) for this round.



PUMP UP THE VOLUME

Play this card to gain an immediate +2 Power Rating to any power for this round. This card can be combined with a normal usage of Pushing.



HOW'D HE DO THAT

Play this card to automatically succeed at a Power Stunt without the need for a Power check. This Power Stunt does not require a bennie.



I'M NOT LICKED YET

Play this card to gain an immediate, additional opposed roll against a power with a Lingering effect. This card can be combined with a normal usage of Break Out.



I DON'T THINK SO

The Hero refuses to give-up. Play this card to gain an immediate, free reroll to any single die roll this round as though spending a bennie.



SECOND WIND

The Hero refuses to allow a small thing like an injury to get in the way. Play this card to gain to ignore all Wound modifiers for the rest of the encounter.



I SAID I'M FINE

The Hero digs deep and pushes forth. Play this card to immediately ignore up to 2 Wounds or 2 Fatigue levels for this round only.