

INSTRUCTIONS



Slide the clip onto the bottom and stand this card up with the full color side towards the players, and the side with attacks and abilities where only the GM can see it clearly.

The defenses are included on the player facing side so each can calculate the results of their own tests, including whether the result is Good (successful by 5 or more) or Outstanding (successful by 10 or more).

Only one card is needed per type of threat.

Blips (available separately) or tokens may be used to represent individual opponents and the status conditions for each.

GOSPOG OF THE 5TH PLANTING

- INTIMIDATE

8 MANEUVER

- TAUNT

(9) TRICK

Very Large

+4

MELEE 6

DODGE 8

UNARMED 19

TOUGHNESS 21 (4)



GOSPOG OF THE 5TH PLANTING

— INTIMIDATE

MELEE 6

8 MANEUVER

DODGE 8

— TAUNT

UNARMED 19

(9) TRICK

TOUGHNESS 21 (4)

— SHOCK

WOUNDS 3

Bite/Claws (19): Damage Str +2 (19)

Fear: Test willpower/Spirit or become Very Stymied

Flesh Eating Moss: Melee attackers take 12 damage unless Good hit or better, 12+1 BD to any restrained foes at beginning of turn

Mindless: Immune to intimidation and taunt

Reality (12): 5 Possibilities

Relentless: Ignore Shock

Undead: Immune to poison/effects that require "living" processes

Vengeful: Gain Up vs wounding foe

Very Large: +4 attacks against

GOSPOG OF THE 4TH PLANTING

— INTIMIDATE

8 MANEUVER

— TAUNT

(9) TRICK

Large

+2

MELEE

7

DODGE

8

UNARMED

17

TOUGHNESS

19(4)



GOSPOG OF THE 4TH PLANTING

– INTIMIDATE

MELEE 7

8 MANEUVER

DODGE 8

– TAUNT

UNARMED 17

(9) TRICK

TOUGHNESS 19(4)

– SHOCK

WOUNDS 2

Bash (17): Damage Str +2 (17),
Reach 4 meters

Large: +2 attacks against

Mindless: Immune to intimidation
and taunt

Relentless: Ignore Shock

Undead: Immune to poison/effects
that require "living" processes

GOSPOG OF THE 3RD PLANTING

— INTIMIDATE

(12) MANEUVER

— TAUNT

(12) TRICK



MELEE 7

DODGE 9

UNARMED 15

TOUGHNESS 15(2)

GOSPOG OF THE 3RD PLANTING

- INTIMIDATE

MELEE 7

(12) MANEUVER

DODGE 9

- TAUNT

UNARMED 15

(12) TRICK

TOUGHNESS 15(2)

- SHOCK

WOUNDS 1

Bite (15): Damage Str +2 (15)

Tentacles (15): Grapple four foes within 8m with no Multi-Target Penalty

Fear: Test willpower/Spirit or become Very Stymied

Immune: Fire

Mindless: Immune to intimidation and taunt

Relentless: Ignore Shock

Swim: Move 10 in the water

Undead: Immune to poison/effects that require "living" processes

GOSPOG OF THE 2ND PLANTING

— INTIMIDATE

9 MANEUVER

— TAUNT

(10) TRICK



MELEE 8

DODGE 9

UNARMED 13

TOUGHNESS 12(1)

GOSPOG OF THE 2ND PLANTING**- INTIMIDATE****MELEE 8****9 MANEUVER****DODGE 9****- TAUNT****UNARMED 13****(10) TRICK****TOUGHNESS 12(1)****- SHOCK****WOUNDS -**

Bite/Claws (13): Damage Str +2 (13)

Bone Spitter (13): Damage 11, Range 10/25/40

Fear: Test willpower/Spirit or become Very Stymied

Mindless: Immune to intimidation and taunt

Relentless: Ignore Shock

Undead: Immune to poison/effects that require "living" processes

LAKTEN

9 INTIMIDATE

11 MANEUVER

(10) TAUNT

5 TRICK



MELEE **11**

DODGE **13**

UNARMED **12**

TOUGHNESS **13(1)**



LAKTEN

9 INTIMIDATE

MELEE **11**

11 MANEUVER

DODGE **13**

(10) TAUNT

UNARMED **12**

5 TRICK

TOUGHNESS **13(1)**

9 SHOCK

WOUNDS **2**

Bite/Claws (12): Damage Str +2 (14)

Flight: Move 13 in the air

Large: +2 attacks against

An illustration of a green dinosaur-like creature with a human-like face, wearing a brown hooded cloak and brown leather armor with straps. The creature is shown in profile, looking towards the right. Its mouth is open, showing sharp teeth. In the background, there are green, rocky hills under a blue sky. The card has a dark brown border.

EDEINOS BEASTRIDER

10 INTIMIDATE

10 MANEUVER

6 TAUNT

6 TRICK

MELEE **11**

DODGE **10**

UNARMED **11**

TOUGHNESS **10**



EDEINOS BEASTRIDER

10 INTIMIDATE

MELEE 11

10 MANEUVER

DODGE 10

6 TAUNT

UNARMED 11

6 TRICK

TOUGHNESS 10

8 SHOCK

WOUNDS -

Bite/Claws (11): Damage Str +2 (12)

Spear (11): Damage Str+2 (12),
Range 10/20/40"

Beast Bond: Divert 1 Wound to
mount

Beast Rider: Mount uses better
defense, it's or rider's

ANKLYOSAUR

11 INTIMIDATE

8 MANEUVER

(8) TAUNT

3 TRICK

Large

+2

MELEE **7**

DODGE **8**

UNARMED **10**

TOUGHNESS **19(4)**



ANKLYOSAUR

11 INTIMIDATE

MELEE **7**

8 MANEUVER

DODGE **8**

(8) TAUNT

UNARMED **10**

3 TRICK

TOUGHNESS **19(4)**

10 SHOCK

WOUNDS **1**

Club Tail (10): Damage Str +2 (17)

Large: +2 attacks against

BARUK KAAH

25 INTIMIDATE

25 MANEUVER

19 TAUNT

18 TRICK

Large

+2

MELEE 28

DODGE 27

UNARMED 26

TOUGHNESS 22(4)



BARUK KAAH**25** INTIMIDATEMELEE **28****25** MANEUVERDODGE **27****19** TAUNTUNARMED **26****18** TRICKTOUGHNESS **22(4)****18** SHOCKWOUNDS **5**

Bite/Claws (26): Damage Str +2 (20), Favored

Rec Pakken (28): Damage Str +5 (23), AP 10, target must make reality DN 20 or lose 1 Possibility

Dread, Fear, Large, and Reality (23): 10 Possibilities

Lightning Speed: Spend a Possibility for an extra Turn Living Tornado: Attack up to eight adjacent foes with no Multi-Target Penalty

Rec Pakken: Each Round gain either taunt (40) or trick (40)

Relentless: Spend 2 Shock for +1 BD melee damage

Second Wind: In place of first KO recover all Shock and gain 10 Possibilities

THRAKMOSS

22 INTIMIDATE

14 MANEUVER

15 TAUNT

13 TRICK



MELEE 17

DODGE 17

UNARMED 15

TOUGHNESS 21 (3)



THRAKMOSS

22 INTIMIDATE

MELEE 17

14 MANEUVER

DODGE 17

15 TAUNT

UNARMED 15

13 TRICK

TOUGHNESS 21 (3)

15 SHOCK

WOUNDS 4

Bite/Claws (15): Damage Str +2 (20)

Bone Razor (17): Damage Str+3 (23)

Kill Miracle (22): 10 damage, ignores armor, range 50 meters/+1 BD and Vulnerable/+2 BD and Very Vulnerable

Touch of Rek Stalek: Grapples deal 20+1 BD damage, ignores armor, Thrakmoss gains Possibilities spent to Soak

Curse Miracle (22): -1 Attribute/1 minute/-2 Attribute

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Insidious: Approved Action forces target to discard from Action Pool

Minions: Reality test to transfer damage to nearby lackey

Reality (20): 5 Possibilities

Vengeful: Gain Up vs wounding foe

VELOCIRAPTOR

9 INTIMIDATE

11 MANEUVER

(10) TAUNT

1 TRICK



MELEE 10

DODGE 11

UNARMED 11

TOUGHNESS 10(1)



VELOCIRAPTOR

9 INTIMIDATE

MELEE **10**

11 MANEUVER

DODGE **11**

(10) TAUNT

UNARMED **11**

1 TRICK

TOUGHNESS **10(1)**

8 SHOCK

WOUNDS **-**

Bite/Claws (11): Damage Str +2 (11)

EDEINOS GOTAK

13 INTIMIDATE

11 MANEUVER

6 TAUNT

6 TRICK



MELEE **11**

DODGE **10**

UNARMED **11**

TOUGHNESS **12(2)**



EDEINOS GOTAK

13 INTIMIDATE

MELEE **11**

11 MANEUVER

DODGE **10**

6 TAUNT

UNARMED **11**

6 TRICK

TOUGHNESS **12(2)**

11 SHOCK

WOUNDS **1**

Bite/Claws (11): Damage Str +2 (12)

Spear (11): Damage Str+2 (12),
Range 10/20/40

Curse Miracle (14): -1

Attribute/1 minute/-2 Attribute

Strike Miracle (14): +1

Damage/1 minute/+2 Damage

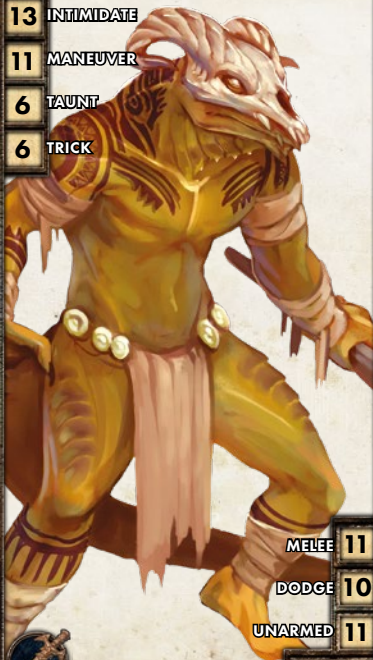
EDEINOS OPTANT

13 INTIMIDATE

11 MANEUVER

6 TAUNT

6 TRICK



MELEE 11

DODGE 10

UNARMED 11

TOUGHNESS 12(2)



EDEINOS OPTANT

13 INTIMIDATE

MELEE **11**

11 MANEUVER

DODGE **10**

6 TAUNT

UNARMED **11**

6 TRICK

TOUGHNESS **12(2)**

11 SHOCK

WOUNDS **1**

Bite/Claws (11): Damage Str +2 (12)

Spear (11): Damage Str+2 (12),
Range 10/20/40

Bless Miracle (14): +1

Attribute/1 minute/+2 Attribute

Strike Miracle (14): +2 Shock/+3
Shock/+4 Shock

REDJAW WARSCARRED

12 INTIMIDATE

12 MANEUVER

8 TAUNT

11 TRICK

MELEE 14

DODGE 12

UNARMED 13

TOUGHNESS 14(2)



REDJAW WARSCARRED**12** INTIMIDATEMELEE **14****12** MANEUVERDODGE **12****8** TAUNTUNARMED **13****11** TRICKTOUGHNESS **14(2)****11** SHOCKWOUNDS **1**

Bite/Claws (13): Damage Str +2 (14)

Spear (14): Damage Str+2 (14),
Range 10/20/40

Nightroot: If Strength test after 1
minute fails, roll Defeat

Poisoned Spear: Damage more
than Toughness deals Nightroot poison

Poison Tolerance: Favored test to
end Poison effects immediately

Turtle Shield: +2 to Defenses

CARNIVOROUS PLANT

- INTIMIDATE

(9) MANEUVER

- TAUNT

(7) TRICK

MELEE 6

DODGE 8

UNARMED 12

TOUGHNESS 13(1)



CARNIVOROUS PLANT

– INTIMIDATE

MELEE 6

(9) MANEUVER

DODGE 8

– TAUNT

UNARMED 12

(7) TRICK

TOUGHNESS 13(1)

– SHOCK

WOUNDS 2

Roots (12): Grab all within 10 meters, no Multi-Target penalty

Thorns (12): Damage 12, Range 10/20/30, only if no foes within Roots reach

Large: +2 attacks against

Mindless: Immune to intimidation and taunt

Relentless: Ignore Shock

CARTEL SOLDIER

9 INTIMIDATE

11 MANEUVER

8 TAUNT

8 TRICK



MELEE **10**

DODGE **10**

UNARMED **10**

TOUGHNESS **8**



CARTEL SOLDIER

9 INTIMIDATE

MELEE 10

11 MANEUVER

DODGE 10

8 TAUNT

UNARMED 10

8 TRICK

TOUGHNESS 8

8 SHOCK

WOUNDS -

12-Gauge (11): Damage 14, Range 10/20/30, Shotgun

Machete (10): Strength +2 (10)

Double Tap: Fire 2 shots for +1 to hit

Bodyguard: May take the damage for an attack hitting a nearby ally

SKELERAPTOR

- INTIMIDATE

14 MANEUVER

- TAUNT

(9) TRICK



MELEE 12

DODGE 15

UNARMED 14

TOUGHNESS 2



SKELERAPTOR

- INTIMIDATE

MELEE 12

14 MANEUVER

DODGE 15

- TAUNT

UNARMED 14

(9) TRICK

TOUGHNESS 12

- SHOCK

WOUNDS -

Bite/Claws (14): Damage Str +2 (14)

Fear: Test willpower/Spirit or become Very Stymied

Mindless: Immune to intimidation and taunt

Relentless: Ignore Shock

Undead: Immune to poison/effects that require "living" processes

PTERODACTYL

9 INTIMIDATE

13 MANEUVER

(10) TAUNT

5 TRICK



MELEE **12**

DODGE **13**

UNARMED **13**

TOUGHNESS **6**



PTERODACTYL

9 INTIMIDATE

MELEE 12

13 MANEUVER

DODGE 13

(10) TAUNT

UNARMED 13

5 TRICK

TOUGHNESS 6

8 SHOCK

WOUNDS -

Bite/Claws (13): Damage Str +1 (6)

Flight: Move 12 in the air

SABRETOOTH TIGER

10 INTIMIDATE

2 MANEUVER

7 TAUNT

5 TRICK

MELEE 10

DODGE 12

UNARMED 13

TOUGHNESS 12



SABRETOOTH TIGER

10 INTIMIDATE

MELEE **10**

2 MANEUVER

DODGE **12**

7 TAUNT

UNARMED **13**

5 TRICK

TOUGHNESS **12**

8 SHOCK

WOUNDS **1**

Bite/Claws (11): Damage Str +2 (14)

ARMED CULTIST

9 INTIMIDATE

7 MANEUVER

8 TAUNT

7 TRICK



MELEE 7

DODGE 8

UNARMED 7

TOUGHNESS 7



ARMED CULTIST

9 INTIMIDATE

MELEE 7

7 MANEUVER

DODGE 8

8 TAUNT

UNARMED 7

7 TRICK

TOUGHNESS 7

7 SHOCK

WOUNDS -

.308 Rifle (7): Damage 14, Range 80/160/320

Machete (7): Str+2 (9)

LOS ASANGRADOS PRIEST

11 INTIMIDATE

9 MANEUVER

8 TAUNT

11 TRICK



MELEE 10

DODGE 11

UNARMED 9

TOUGHNESS 8

A character card for a Los Asangrados Priest. The card features a central illustration of a priest in traditional Aztec-style attire, including a large feathered headdress and a red and white tunic. The card is framed with a dark border. At the top, the name 'LOS ASANGRADOS PRIEST' is written in a stylized font. On either side of the priest's head, there are two columns of stats, each with a yellow box containing a number and a text label. Below the stats, there are four lines of text describing abilities: 'Blade (10): Str+2 (10)', 'Bloodlust Miracle (14): Gain +1 BD to melee but Very Vulnerable/Vulnerable/No penalty.', 'Curse Miracle (14): -1 Attribute/1 minute/-2 Attribute', and 'Minions: Reality test (12) to transfer damage to nearby lackey'.

LOS ASANGRADOS PRIEST

11 INTIMIDATE

MELEE 10

9 MANEUVER

DODGE 11

8 TAUNT

UNARMED 9

11 TRICK

TOUGHNESS 8

12 SHOCK

WOUNDS -

Blade (10): Str+2 (10)

Bloodlust Miracle (14):

Gain +1 BD to melee but Very Vulnerable/Vulnerable/No penalty.

Curse Miracle (14): -1

Attribute/1 minute/-2 Attribute

Minions: Reality test (12) to transfer damage to nearby lackey

SASQUATCH

14 INTIMIDATE

10 MANEUVER

6 TAUNT

(8) TRICK

Large

+2

MELEE 15

DODGE 13

UNARMED 14

TOUGHNESS 15(1)



SASQUATCH



14 INTIMIDATE

MELEE 15

10 MANEUVER

DODGE 14

6 TAUNT

UNARMED 13

(8) TRICK

TOUGHNESS 15(1)

14 SHOCK

WOUNDS 3

Two Handed Club (15): Damage
Str+3 (17), Stymies on hit

Jungle Master: Ignore forest or
jungle movement penalties

Large: +2 attacks against

MEGALODON

12 INTIMIDATE

12 MANEUVER

(8) TAUNT

(8) TRICK

Very Large

+4

MELEE 12

DODGE 13

UNARMED 14

TOUGHNESS 18(1)



MEGALODON

12 INTIMIDATE

MELEE 12

12 MANEUVER

DODGE 13

(8) TAUNT

UNARMED 14

(8) TRICK

TOUGHNESS 18(1)

14 SHOCK

WOUNDS 3

Bite (14): Damage Str +3 (20)

Feeding Frenzy: After a Wound immune to intimidation and taunt, must All-Out Attack

Swim: Move 18 in the water

Very Large: +4 attacks against

PRIMITIVE HUMAN

8 INTIMIDATE

7 MANEUVER

6 TAUNT

7 TRICK

MELEE 9

DODGE 8

UNARMED 8

TOUGHNESS 8



A character card for a Primitive Human. The card features a background image of a muscular, shirtless man in a crouching, aggressive pose. The card is framed with a dark border. At the top, the name 'PRIMITIVE HUMAN' is written in a yellow box. Below the name, there are two columns of stats. The left column lists skills with values in yellow boxes: Intimidate (8), Maneuver (7), Taunt (6), Trick (7), and Shock (7). The right column lists other stats with values in yellow boxes: Melee (9), Dodge (8), Unarmed (8), Toughness (8), and Wounds (-). At the bottom, there is a description for the 'Club' weapon.

PRIMITIVE HUMAN

8 INTIMIDATE

MELEE **9**

7 MANEUVER

DODGE **8**

6 TAUNT

UNARMED **8**

7 TRICK

TOUGHNESS **8**

7 SHOCK

WOUNDS **-**

Club (9): Damage Str+2 (10),
Vulnerable on miss

A character card for Redbane, a lizard-like creature with a red and yellow head, skeletal body, and a large thorned staff. The card features a central illustration of Redbane in a desert-like environment. On the left side, there are four stacked boxes containing the numbers 21, 15, 8, and 10, each followed by a skill name: INTIMIDATE, MANEUVER, TAUNT, and TRICK. On the right side, there are three stacked boxes containing the numbers 17, 17, and 15, each preceded by a skill name: MELEE, DODGE, and UNARMED. At the bottom, there is a box containing the number 14 followed by (2), preceded by the word TOUGHNESS. In the bottom left corner, there is a small circular icon of a sword.

REDBANE

21 INTIMIDATE

15 MANEUVER

8 TAUNT

10 TRICK

MELEE **17**

DODGE **17**

UNARMED **15**

TOUGHNESS **14(2)**

REDBANE

21 INTIMIDATE

MELEE 17

15 MANEUVER

DODGE 17

8 TAUNT

UNARMED 15

10 TRICK

TOUGHNESS 14(2)

13 SHOCK

WOUNDS 3

Bite/Claws (15): Damage Str +2 (14)

Poisoned Attacks: 1 minute after any attack that exceeds Toughness test Strength or roll on the Defeat table.

Redthorn Whip (17): Damage Str +2 (14), Deals +1 Shock

Insidious: Approved Action forces target to discard from Action Pool

Poison Tolerance: Make a Favored Strength test to end poison effects.

Reality (15): 3 Possibilities

Vengeful: Gain an Up against a foe that caused a Wound

Whirlwind: Ignore first -2 melee Multi-Target penalty

Whip Tail: Unarmed attacks are Favored

REG SSATAR

17 INTIMIDATE

18 MANEUVER

8 TAUNT

10 TRICK



MELEE 21

DODGE 18

UNARMED 15

TOUGHNESS 12



REG SSATAR**17** INTIMIDATEMELEE **21****18** MANEUVERDODGE **18****8** TAUNTUNARMED **15****10** TRICKTOUGHNESS **12****14** SHOCKWOUNDS **3**

Bite/Claws (15): Damage Str +2 (14)

Claw Blade (21): Damage Str +3
(15), Trademark Weapon

Indomitable: Active Defenses are Favored

Miraculous Alertness: Ignores any sight based penalties

Reality (15): 3 Possibilities

Relentless: Spend 3 Shock to gain +1 BD on an All-Out Attack

Whirlwind: Ignore first -2 melee Multi-Target penalty

SILITHARTUY

15 INTIMIDATE

17 MANEUVER

12 TAUNT

12 TRICK



MELEE **15**

DODGE **16**

UNARMED **20**

TOUGHNESS **15(2)**



SILITHAR TUY

15 INTIMIDATE

MELEE 15

17 MANEUVER

DODGE 16

12 TAUNT

UNARMED 20

12 TRICK

TOUGHNESS 15(2)

12 SHOCK

WOUNDS 3

Bite/Claws (20): Damage Str +2 (15)

Bluespine: Swim move 12 and breathe underwater

Grappler: Deal full damage on standard grappling hit. Attempt escape from Restraint as a simple action.

Reality (15): 3 Possibilities

Whip Tail: Unarmed attacks are Favored

Whirlwind: Ignore first -2 melee Multi-Target penalty

SPEARHAND

22 INTIMIDATE

17 MANEUVER

(10) TAUNT

13 TRICK



MELEE 17

DODGE 17

UNARMED 17

TOUGHNESS 16(3)



SPEARHAND

22 INTIMIDATE

MELEE **17**

17 MANEUVER

DODGE **17**

(10) TAUNT

UNARMED **17**

13 TRICK

TOUGHNESS **16(3)**

14 SHOCK

WOUNDS **4**

Bite/Claws (17): Damage Str +2 (14)

Bone Spear (17): Damage Str +3 (15), Trademark Weapon, may not be disarmed

Reality (15): 3 Possibilities

Razor Scales: Unarmed attackers suffer Str +1 Damage

Whirlwind: Ignore first -2 melee Multi-Target penalty

SSORYN

15 INTIMIDATE

15 MANEUVER

13 TAUNT

8 TRICK

MELEE 20

DODGE 15

UNARMED 15

TOUGHNESS 16(2)



SSORYN

15 INTIMIDATE

MELEE 20

15 MANEUVER

DODGE 15

13 TAUNT

UNARMED 15

8 TRICK

TOUGHNESS 16(2)

14 SHOCK

WOUNDS 4

Bite/Claws (15): Damage Str +2 (14)

Hrockt Clubs (20): Damage Str +2 (15)

Gloater: Taunt or intimidation ignore Multi-Target penalty when approved, lose random card from hand

Reality (15): 3 Possibilities

Relentless: Spend 3 Shock to gain +1 BD on an All-Out Attack

Whirlwind: Ignore first -2 melee Multi-Target penalty

SATA EATER

(15) INTIMIDATE

10 MANEUVER

(10) TAUNT

6 TRICK



MELEE 12

DODGE 10

UNARMED 12

TOUGHNESS 11



SATA EATER

(15) INTIMIDATE

MELEE **12**

10 MANEUVER

DODGE **10**

(10) TAUNT

UNARMED **12**

6 TRICK

TOUGHNESS **11**

- SHOCK

WOUNDS **1**

Bite/Claws (12): Damage Str +2 (13)

Spear (11): Damage Str+2 (13)

Swim: Move 9 in the water

Vengeful: Up against foe who caused a Wound

MALACRYX

17 INTIMIDATE

14 MANEUVER

11 TAUNT

14 TRICK



MELEE 17

DODGE 17

UNARMED 15

TOUGHNESS 16(3)

MALACRYX

17 INTIMIDATE

MELEE 17

14 MANEUVER

DODGE 17

11 TAUNT

UNARMED 15

14 TRICK

TOUGHNESS 16(3)

14 SHOCK

WOUNDS 3

Bite/Claws (15): Damage Str+2 (15)

Blessed Spear (17): Damage Str+3 (16)

Bolster: Spend 1 Possibility to counter a disadvantageous Conflict Line

Dread: Counts as a Dramatic Scene

Ferocious: Once per scene, add +1 BD to an All-Out Attack

Miracles: regenerate, strike, touch of time

Reality (18): 10 Possibilities

Relentless: Spend 3 Shock to gain +1 BD on an All-Out Attack

Vengeful: Gain an Up against a foe that caused a Wound

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

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UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

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TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

MELEE

DODGE

UNARMED

TOUGHNESS

INTIMIDATE

MELEE

MANEUVER

DODGE

TAUNT

UNARMED

TRICK

TOUGHNESS

SHOCK

WOUNDS

INTIMIDATE

MANEUVER

TAUNT

TRICK

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