

















KNIFE THROW  →  	KNIFE THROW  →  	DODGE  →  
CARTWHEEL  →  	POINT BLANK  →  	SPRINT  →  +  
ARM LOPPER ADD 1 DAMAGE TO A  OR   	ARM LOPPER ADD 1 DAMAGE TO A  OR   	REVERSE BLADE  →  +   
REVERSE BLADE  →  +   	THROUGH THE BELLY  +  → 3X  ON ONE TARGET  	SPIN AXE THROW  →  +   

RUN N' SLAM  <→   	SHURIKEN STORM  +  → 3X   	FLYING THROW  OR  →   
FLYING KICK  OR  →   	SLICE N' SHOOT  <→   	RUN N' GUN  <→   
VANISH DISCARD  →   	BODY SHIELD AFTER KILL, DISCARD  TO GAIN  +    	DUCK AND STRIKE  +  →    
SLO MO SHOT CHANGE ANY  /  TO    	SLO MO LEAP CHANGE ANY  /  TO    	SLO MO STRIKE CHANGE ANY  /  TO    

MEDICINE	MEDICINE	MEDICINE
DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT	DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT	DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT
		
MEDICINE	MEDICINE	MEDICINE
DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT	DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT	DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT
		
MACHETE	MACHETE	PISTOL
ADD 1 DAMAGE TO ALL  RESULTS	ADD 1 DAMAGE TO ALL  RESULTS	GAIN 
		
PISTOL	FLASHBANG	FLASHBANG
GAIN 	BEFORE SPENDING ANY OF YOUR SKILL DICE THIS ROUND, DISCARD THEM ALL TO DEAL  + 	BEFORE SPENDING ANY OF YOUR SKILL DICE THIS ROUND, DISCARD THEM ALL TO DEAL  + 
		

HOLLOW POINT	HOLLOW POINT	BRASS KNUCKLES
ADD 1 DAMAGE TO ALL  RESULTS	ADD 1 DAMAGE TO ALL  RESULTS	GAIN 
		
BRASS KNUCKLES		
GAIN 