

## Classless

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Excellent Reflexes	3	Uncommon							React: Play before this character makes a skill check or magic save. Add +5 to the die roll.
<input type="checkbox"/>	Rapid Shot	3	Uncommon	Ranger, Scout						Ranger or Scout only. React: Play after this character performs a ranged strike. This character performs an additional ranged strike with the same modifiers and effects as the previous strike. The additional strike receives a -2 to the roll.
<input type="checkbox"/>	Experienced Archer	1	Common				+3			React: play after a fighter or rogue in your army kills another player's character of equal or higher level with a ranged strike. Attach this card to your character. As long as this card is attached, the character is +1 level, +3 skill, and has the ability: "Order: Once per turn, perform a +3 range strike."
<input type="checkbox"/>	Far Shot	1	Common	Ranger, Scout						Ranger or Scout only. React: Play before this character declares the target of a ranged strike. The target may be one additional rank away.
<input type="checkbox"/>	Improved Initiative	1	Common							Spend React: Play before initiative rolls. Your army gains +5 to its roll.

## Cleric

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Protection	5	Rare							Order: This cleric targets a character in your army. Until the end of the turn, other players cannot target that character with actions. The character can be targeted with melee strikes.
<input type="checkbox"/>	Wheel of Fate	4	Rare							Seers play this without spending. Spend Order: Discard the remaining cards in your hand, then draw the same number of cards that you just discarded, plus one.
<input type="checkbox"/>	Whirlwind	4	Rare	Druid						Druids play this as a 3rd level spell. Order: This cleric targets a character in play. The target must succeed with a magic save (DC15) or become stunned.
<input type="checkbox"/>	Insect Plague	3	Uncommon	Druid						Druid Only. Spend Order: This druid targets a character up to two ranks away. All characters in the targets rank must succeed with a magic save (DC 13) or become stunned.
<input type="checkbox"/>	Premonition	3	Rare	Seer						Seer only. Spend react: Play after another player plays an action card. The action is cancelled and returned to the players hand. Until the end of the turn, actions cards with that name cannot be played.
<input type="checkbox"/>	Courage from Faith	2	Common							Order: this cleric targets a stunned character. The target becomes spent.
<input type="checkbox"/>	Scry	2	Common	Seer						Order: This cleric lets you look at the top two cards of any deck. If the cleric is a Seer, you may look at the top ten cards.

## Fighter

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Blood Thirsty	3	Uncommon							React: Play after this fighter kills an opposing character with a melee strike . This fighter may immediately perform an additional melee strike with an ATK equal to the previous strike.
<input type="checkbox"/>	Leadership	3	Uncommon	Paladin						Order: Until the end of the turn, other characters gain +2 ATK and +2 AC while in the same rank as this fighter. If this fighter is a Paladin, those characters receive an additional +2 ATK and +2 AC (+4 total).
<input type="checkbox"/>	Speed of the Cheetah	3	Rare	Barbarian						Barbarian only. Order: Move this barbarian forward or backward one rank. Spend React: Play after this barbarian is targeted with a melee strike or ranged strike. If moving back one rank will not create an illegal rank, the strike is canceled and this barbarian moves back one rank.
<input type="checkbox"/>	Attack Of Opportunity	2	Common							React: Play after a character in the 1st rank performs a ranged strike or casts a spell. If this fighter is in the 1st rank, the fighter targets the character with a melee strike.
<input type="checkbox"/>	Battle Rage	1	Common	Barbarian						Order: Until the end of the turn, this fighter gains +1 ATK and suffers -1 AC. If the fighter is a Barbarian, he or she instead gains +5 ATK and suffers -2 AC.

# WARLORD: Assassin's Strike

# Actions

## Rogue

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Whirlwind attack	5	Rare							Spend order: If this rogue is in the first rank, the rogue targets every character in another army's 1st rank with a melee strike . The ATK of each strike is equal to the rogues lowest. Determine the order of the strikes before performing the first strike.
<input type="checkbox"/>	Howl of the Wolves	3	Rare	Bard						Bard Only. Spend Order: Remove one wound from each character in the same rank as this Bard(including the bard).
<input type="checkbox"/>	Over the top	3	Uncommon							Spend order: move this rogue forward or backward 1 rank. You may perform another order immediately after this one.
<input type="checkbox"/>	Shot on the Run	2	Common							React: Play after this rogue performs a ranged strike. Move the rogue forward or backward one rank.
<input type="checkbox"/>	Tales of Blood and Fire	2	Uncommon	Bard						Bard only. Order: all stunned characters in the same rank as this bard become spent.
<input type="checkbox"/>	Vital Spot	2	Uncommon	Assassin						Assassin only. React: Play before this Assassin makes a melee strike roll. Item cards do not add to the target's AC for this strike. Draw a card.
<input type="checkbox"/>	Rhythm of Defiance	1	Common	Bard						Bard only. Order: Until the end of the turn, all characters (including the bard) gain +2 ATK and +1 AC while in the same rank as the bard.
<input type="checkbox"/>	Training at the Guild	1	Common				+5			React: Play before this rogue makes a skill check or magic save. Add +5 to the die roll.

## Wizard

✓	Name	Lev	Rarity	Sub-class	ATK	AC	S	W	RS	Text
<input type="checkbox"/>	Strength of Death	5	Rare							Necromancers play this as a 3rd level spell. Order:Select a player and target a character in play. Until the end of the turn, the target character gains either an ATK or AC bonus(your choice) equal to the number of characters in the selected player's discard pile.
<input type="checkbox"/>	Wall of Fire	5	Rare							Spend Order: Until the end of the turn, whenever a character in your army is targeted with a melee stike (but before the roll), the attacker must succeed with a magic save (DC 10) or suffer a wound.
<input type="checkbox"/>	Acid Breath	4	Rare							Spend Order: This wizard targets a character one rank away. The target must succeed with a magic save (DC 11) or suffer three wounds.
<input type="checkbox"/>	Prismatic Spray	4	Rare							Spend order: This wizard targets a character up to 3 ranks away. The target must succeed with a magic save(DC17) or suffer one wound and be stunned.
<input type="checkbox"/>	I Call Forth Valor	3								Spend Order:Name a character card and look at the top 7 cards of your deck(15 if this wizard is a Summoner). If the named character is among those cards, you may immediately put one copy of him or her into play, as long as you can follow all the normal rules for bringing a character into play. Shuffle your deck.
<input type="checkbox"/>	Vampiric Touch	3	Uncommon							Spend Order:This Wizard targets a character in another army, one rank away. The target suffers one wound. If this wizard is a Necromancer, he or she gains +1 hit point permanently.
<input type="checkbox"/>	Contagion	2	Common	Necromancer						Necromancers play this without spending. Spend Order: This wizard targets a character in the 1st Rank of another army. The next time target becomes spent, he or she suffers a wound (if this kills the target, any action the target is performing is canceled). The target's player may spend a cleric adjacent to the target to negate the wound.
<input type="checkbox"/>	Sleep	1	Common							Spend Order: This wizard targets either two level 1 characters or one level 2 character. Each target must succeed with a magic save (DC 13) or become stunned.