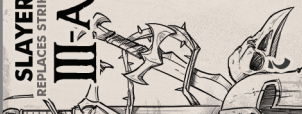


SLAYER
REPLACES STRIKER
III-A

X FIRST BLOOD:
+0 HIT, +2 DMG AND
CRIT 16+. IF THE TARGET
HAS ITS FULL HEALTH: THIS
ATTACK GAINS CRIT 11+

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

P



SLAYER
REPLACES STRIKER
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

FIRST STRIKE:
X+3 TO HIT
AGAINST ENEMIES
WITH FULL HEALTH

P



REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

FIRST STRIKE:
X+3 TO HIT
AGAINST ENEMIES
WITH FULL HEALTH

P



ADAPT
REPLACES SUPPORT
III-A

X INSPIRING FURY:
SELF, CLEANSE 1
AND INSPIRE;
+0 HIT, CRIT 16+



ADAPT
REPLACES SUPPORT
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

COMFORT:
WHENEVER AN ALLY
RECEIVES HEAL 2 OR
MORE FROM YOU, IT
GAINS SHIELD 1

P



ADAPT
REPLACES SUPPORT
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

COMFORT:
WHENEVER AN ALLY
RECEIVES HEAL 2 OR
MORE FROM YOU, IT
GAINS SHIELD 1

P



SLAYER
REPLACES STRIKER
III-B

X FIRST BLOOD:
+0 HIT, +2 DMG AND
CRIT 16+. IF THE TARGET
HAS ITS FULL HEALTH: THIS
ATTACK GAINS CRIT 11+

*** ALL-IN:**
ROLL A D20. THIS SKILL
DEALS DMG EQUALS TO
HALF OF THE RESULT,
ROUNDED DOWN

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

*** AEGIS:**
PROTECT;
SELF, PREVENT 4

P




SLAYER
REPLACES STRIKER
II

STYLISH SLAYING:
-2 HIT, +2 DMG AND
CRIT 16+. IF THE
TARGET DIES: SELF,
HEAL 1 AND INSPIRE

*** EXPLOIT:**
RETALIATE 2. IF THE
TARGET DIES: SELF,
INSPIRE

P



SLAYER
REPLACES STRIKER
I

STYLISH SLAYING:
-2 HIT, +2 DMG AND
CRIT 16+. IF THE
TARGET DIES: SELF,
HEAL 1 AND INSPIRE

*** EXPLOIT:**
RETALIATE 2. IF THE
TARGET DIES: SELF,
INSPIRE

P




ADAPT
REPLACES SUPPORT
III-B

X INSPIRING FURY:
SELF, CLEANSE 1
AND INSPIRE;
+0 HIT, CRIT 16+

*** AEGIS:**
PROTECT;
SELF, PREVENT 4

P



ADAPT
REPLACES SUPPORT
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

BOLSTER:
HEAL 2, SHIELD 1,
AND INSPIRE

SIGN THE PACT:
SELF, CURSE 1;
FOCUS 2

P




ADAPT
REPLACES SUPPORT
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

BOLSTER:
HEAL 2, SHIELD 1,
AND INSPIRE

SIGN THE PACT:
SELF, CURSE 1;
FOCUS 2

P



BRUISER
REPLACES DEFENDER
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

TOUGHNESS:
+3 HP

P



BRUISER
REPLACES DEFENDER
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

TOUGHNESS:
+3 HP

P



ADAPT
REPLACES SUPPORT
II

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

BOLSTER:
HEAL 2, SHIELD 1,
AND INSPIRE

SIGN THE PACT:
SELF, CURSE 1;
FOCUS 2

P



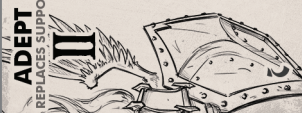
ADAPT
REPLACES SUPPORT
II

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

BOLSTER:
HEAL 2, SHIELD 1,
AND INSPIRE

SIGN THE PACT:
SELF, CURSE 1;
FOCUS 2

P



SLAYER
REPLACES STRIKER
III-B

X FIRST BLOOD:
+0 HIT, +2 DMG AND
CRIT 16+. IF THE TARGET
HAS ITS FULL HEALTH: THIS
ATTACK GAINS CRIT 11+

*** ALL-IN:**
ROLL A D20. THIS SKILL
DEALS DMG EQUALS TO
HALF OF THE RESULT,
ROUNDED DOWN

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

*** AEGIS:**
PROTECT;
SELF, PREVENT 4

P




BRUISER
REPLACES DEFENDER
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

TOUGHNESS:
+3 HP

P




BRUISER
REPLACES DEFENDER
I

REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

TOUGHNESS:
+3 HP

P




ADAPT
REPLACES SUPPORT
II

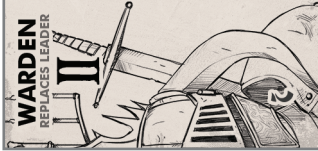
REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

BOLSTER:
HEAL 2, SHIELD 1,
AND INSPIRE

SIGN THE PACT:
SELF, CURSE 1;
FOCUS 2

P





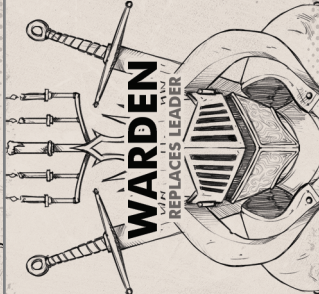
WARDEN
REPLACES LEADER



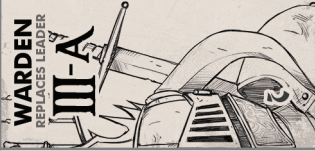
X GUIDING STRIKE:
MARK; +0 HIT,
+1 DMG, CRIT 16+



INSPIRING ORDER:
OTHER ALLY, INSPIRE
AND MAKE A **X** OF
+0 HIT, +1 DMG



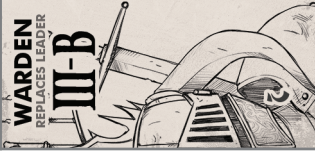
WARDEN
REPLACES LEADER



WARDEN
REPLACES LEADER



SAFEGUARD:
PROTECT;
SELF, PREVENT 3



WARDEN
REPLACES LEADER



SAFEGUARD:
PROTECT;
SELF, PREVENT 3



P
PACK TACTICS:
ALL HEROES ALSO
GAINS YOUR MARK'S
DMG BONUS*

*CLARIFICATIONS IN BACKSET'S RULEBOOK ON PAGE XX



TRICKSTER
REPLACES CONTROLLER



*** DREAM COIL:**
SELF, JUMP 3; UP
TO TWO ADJ ENEMY,
2 DMG AND SLOW



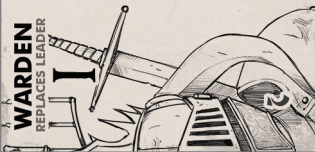
TRICKSTER
REPLACES CONTROLLER



*** DREAM COIL:**
SELF, JUMP 3; UP
TO TWO ADJ ENEMY,
2 DMG AND SLOW



POLYMORPH:
SELF, CURSE 2;
POLYMORPH



TRICKSTER
REPLACES CONTROLLER

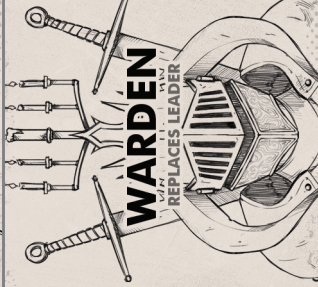


REMOVE CURSE:
HEAL 2 AND
CLEANSE 1

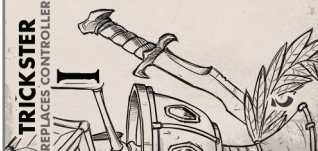


WARDEN'S CALL:
ALL HEROES GAINS
X +1 TO HIT AGAINST
MARKED ENEMIES*

*CLARIFICATIONS IN BACKSET'S RULEBOOK ON PAGE XX



WARDEN
REPLACES LEADER



TRICKSTER
REPLACES CONTROLLER



REMOVE CURSE:
HEAL 2 AND
CLEANSE 1



COLOR BLIND:
YOU CAN USE YOUR GREEN
CUBES AS IF THEY WERE
RED CUBES. NON-**X** SKILLS
ACTIVATED THIS WAY ALSO
GAINS UNLIMITED RANGE.*

*CLARIFICATIONS IN BACKSET'S RULEBOOK ON PAGE XX



TRICKSTER
REPLACES CONTROLLER



TRICKSTER
REPLACES CONTROLLER



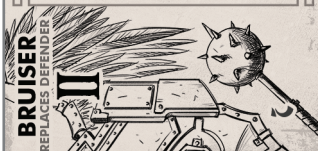
EVASION:
SELF, FATIGUE 1
AND PREVENT ALL
BUT 1 DMG



*** SUCKER PUNCH:**
2 DMG AND KNOCK
DOWN



TRICKSTER
REPLACES CONTROLLER



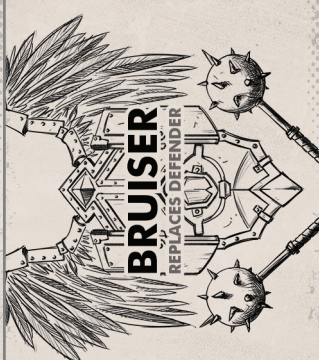
BRUISER
REPLACES DEFENDER



X BRAVADO:
SELF, INSPIRE;
-4 HIT, +3 DMG



TAUNT:
PROTECT;
SELF, PREVENT 2



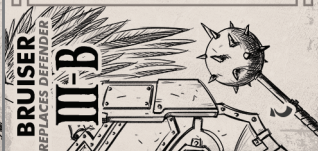
BRUISER
REPLACES DEFENDER



BRUISER
REPLACES DEFENDER



X SKULL BASH:
+1 HIT, +2 DMG
AND STUN



BRUISER
REPLACES DEFENDER



X SKULL BASH:
+1 HIT, +2 DMG
AND STUN



X WHIRLWIND:
CLEAVE 2, +2 HIT,
+2 DMG AND BLEED 2

