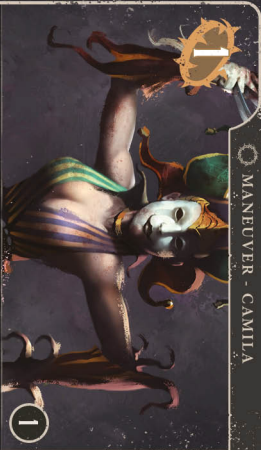


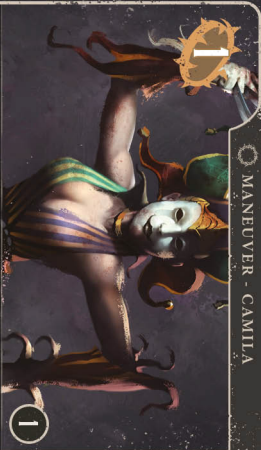
○ MANEUVER - CAMILLA



BATTLE CRY

- I You or another Champion within Range 2 either receives INVIGORATE 4 or EMPOWER 4, at your choice.
- II **COMBO** – You may pay 4 Vigor points for that Champion to receive a Willpower token.

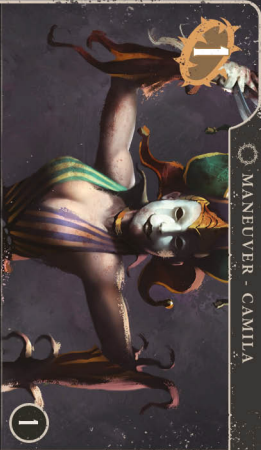
○ MANEUVER - CAMILLA



CLAIM

- I You either receive INSPIRE 1 or draw a Findings card, at your choice.

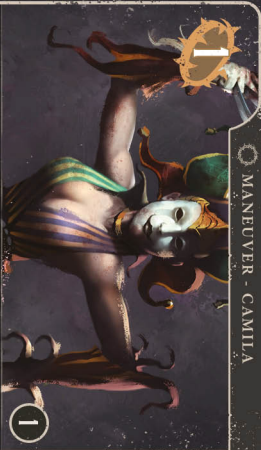
○ MANEUVER - CAMILLA



COORDINATE

- I You MOVE 2 with CLIMB. You may spend these movement points as if they were Vigor points to perform the INTERACT and DELIVER ITEM Basic Actions.
- II You or another Champion at Any Range receives INVIGORATE 4, EMPOWER 4, or INSPIRE 1, at your choice.

○ MANEUVER - CAMILLA



CALL TO ACTION

- I You or another Champion within Range 2 remove a Sin card from the Hand.



○ MANEUVER - CAMILLA



BREAK THE SHELL

1 You either make an Attack with a +1 die bonus or receive **INVIGORATE 4**, at your choice.

COMBO – The next Attack made by any Champion against a Malefactor within Range 2 this turn considers its target's **STURDINESS** to be 2 points lower (if you chose to Attack in the previous step, this benefit already applies to that Attack).

○ MANEUVER - CAMILLA



CORRUPT TEMPEST

1 You make an Attack with a +2 dice bonus.

COLLATERAL EFFECT – You may draw a Sin card to discard the top card from the targeted Action deck. This is not the same as inflicting a Wound.

○ MANEUVER - CAMILLA



AGGRESSIVE PENITENCE

1 You or another Champion within Range 2 either makes an Attack or receives **EMPOWER 4**, at your choice.

COMBO – You may pay 2 Vigor points to have that Champion remove a Sin card from their Hand.

○ MANEUVER - CAMILLA



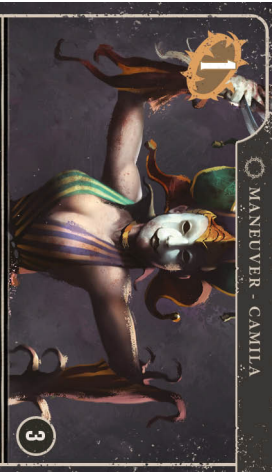
RELEASE THROW

1 You make an Attack with a +1 die bonus that ignores Combat Engagement. If you are being HELD, this Attack receives an additional +3 dice bonus (for a total of +4 dice).

COLLATERAL EFFECT – The targeted Malefactor **RELEASES** any Objects they are HOLDING.



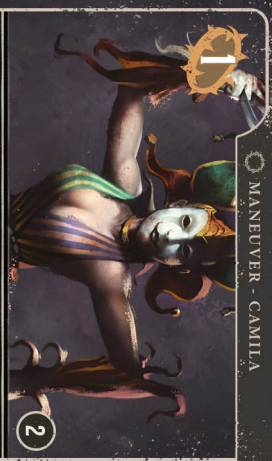
○ MANEUVER - CAMILLA



SHADY CONFESSION

- I You or another Champion within Range 2 receives INVIGORATE 3 and EMPOWER 4.
- II You may draw a Sin card to have that Champion remove a Sin card from their Hand.


○ MANEUVER - CAMILLA



TEAR DOWN THE RICHES

- I You make an Attack with a +1 die bonus.
- II **COMBO** - Place (or reposition) an Ark on a Space in the Area the targeted Malefactor is in. If necessary, SHOVE any Objects from there.

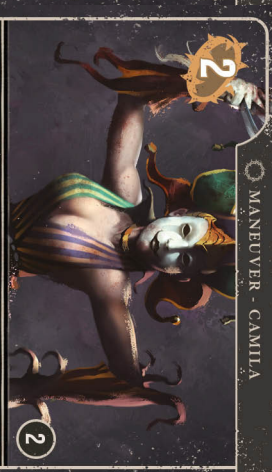
○ MANEUVER - CAMILLA



SWEAR

- I You either receive 1 Aggressiveness token or remove a Sin card from your Hand, at your choice.

○ MANEUVER - CAMILLA

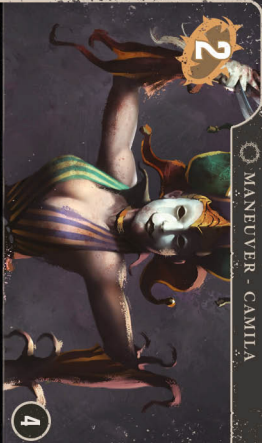


CRUEL THROW

- I You make an Attack with a +3 dice bonus. You may draw a Sin card to grant this Attack an additional +6 dice bonus (for a total of +9 dice).



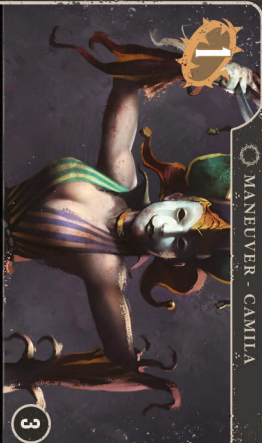
MANEUVER - CAMILLA



SUPPORTING THROW

I You make an Attack with a +3 dice bonus.
***COMBO** - Another Champion within Range 2 receives INVIGORATE 4, EMPOWER 4, or INSPIRE 1, at your choice.

MANEUVER - CAMILLA



SALTARELLO

I You or another Champion at Any Range MOVES 4 with CLIMB and draws a Maneuver card. That Champion may spend these movement points as if they were Vigor points to perform the INTERACT and DELIVER ITEM Basic Actions.
***COMBO** - You either receive INVIGORATE 4 or EMPOWER 4, at your choice.

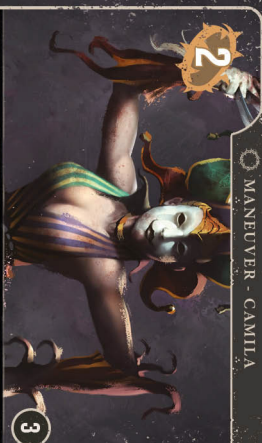
MANEUVER - CAMILLA



ACROBATIC EXIT

I If you are being HELD, you are RELEASED.
II You MOVE 2 with CLIMB. You either receive INVIGORATE 4 or EMPOWER 4, at your choice.
***COMBO** - You make an Attack with a +1 die bonus.

MANEUVER - CAMILLA

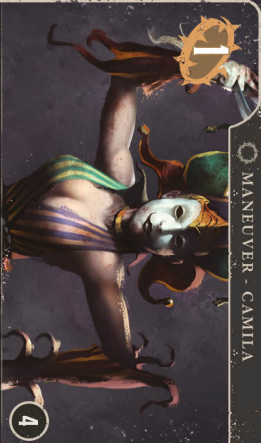


CHOLERIC THROW

I You make an Attack. This Attack receives a +3 dice bonus for each Sin card in your Hand or on your Board (for a total from +0 to +15 dice).
***COMBO** - After the Attack Roll, you may pay 2 Vigor points to remove a Sin card from your Hand.



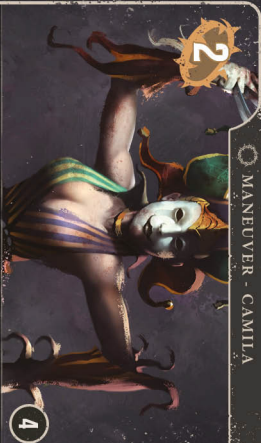
○ MANEUVER - CAMILLA



EXPIATE THE DEVIL

! You suffer STUN 2 with FATIGUE 4 AGGRAVATED to cause you or another Champion within Range 2 to receive EXPIATE 1.

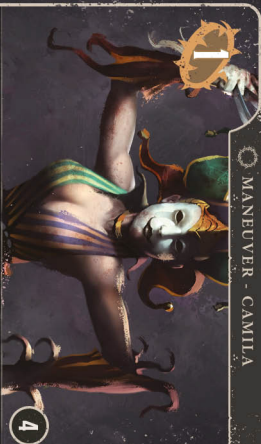
○ MANEUVER - CAMILLA



PRECISE THROW


! You make an Attack with a +5 dice bonus. You may draw a Sin card to grant this Attack an additional +6 dice bonus (for a total of +11 dice).

○ MANEUVER - CAMILLA



PIOUS PREPARATION

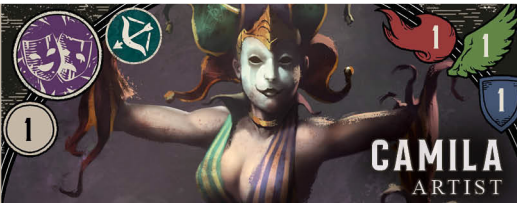
! You or another Champion within Range 2 receives 1 Attribute token of your choice (Aggressiveness, Prowess, or Willpower).
WCOMBO – You may pay 2 Vigor points to have you or another Champion within Range 2 remove a Sin card from the Hand.



CAMILA
ARTIST

RESTORING PACT
Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive RESTORE 1.

VERSATILE REDEMPTION
REACTION – When you or another Champion removes a Sin card from the Hand or board through an effect you cast. Until the end of this turn, you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CAMILA
ARTIST

CORRUPT TEMPEST
You make an Attack with a +3 dice bonus and **COLLATERAL EFFECT** – You may suffer 6 AGGRAVATED damage to discard the top card from the targeted Action deck. This is not the same as inflicting a Wound.

BATTLE CRY
You or another Champion within Range 2 either receives INVIGORATE 4 or EMPOWER 4, at your choice. If there is a Readiness token assigned to another of your Maneuvers, you may pay 3 Vigor points for that Champion receive 1 Willpower token.

RELEASE THROW
You make an Attack with a +2 dice bonus, ignoring Combat Engagement, with **COLLATERAL EFFECT** – The targeted Malefactor RELEASES any Objects they are HOLDING. If you are being HELD, this Attack receives an additional +2 dice bonus.

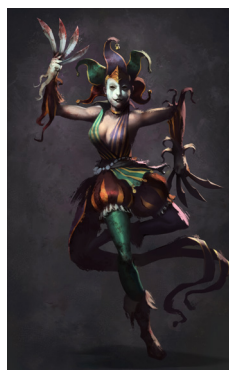
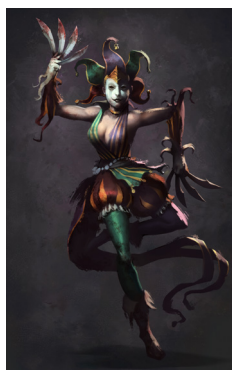
JUGGLING KNIVES
WEAPON

Once per turn, as a Free Action, you may suffer STUN 1 with FATIGUE 3 to make an Attack with a +2 dice bonus for each Cooldown card on your board (or Readiness token that is not on your card, if you are a Companion).





HEIRLOOM



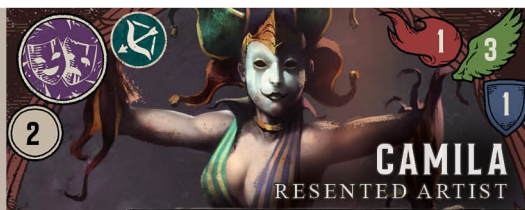


RESTORING PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive RESTORE 1.

SINFUL IMPROVISATION

REACTION – When you draw a Sin card. Until the end of this turn, you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CORRUPT TEMPEST

You make an Attack with a +3 dice bonus and **COLLATERAL EFFECT** – You may suffer 6 AGGRAVATED damage to discard the top card from the targeted Action deck. This is not the same as inflicting a Wound.

SWEAR

You receive INVIGORATE 2 and 1 Aggressiveness token.

BREAK THE SHELL

You either make an Attack with a +3 dice bonus or receive INVIGORATE 4 and EMPOWER 2, at your choice. If there is a Readiness token assigned to another of your Maneuvers, the next Attack made by any Champion against that same Action deck this turn considers its STURDINESS to be 2 points lower.

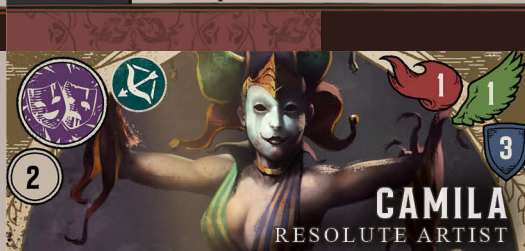


EMPOWERING PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive INVIGORATE 4 or EMPOWER 4, at your choice, and RESTORE 1.

VERSATILE REDEMPTION

REACTION – When you or another Champion removes a Sin card from the Hand or board through an effect you cast. Until the end of this turn, you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CRUEL THROW

You make an Attack with a +5 dice bonus. You may suffer 6 AGGRAVATED damage to grant it an additional +6 dice bonus.

BATTLE CRY

You or another Champion within Range 2 either receives INVIGORATE 4 or EMPOWER 4, at your choice. If there is a Readiness token assigned to another of your Maneuvers, you may pay 3 Vigor points for that Champion receive 1 Willpower token.

TEAR DOWN THE RICHES

You make an Attack with a +3 dice bonus and **COLLATERAL EFFECT** – Place (or reposition) an Ark on a Space in the Area the targeted Malefactor is in. If necessary, SHOVE any Objects from there.



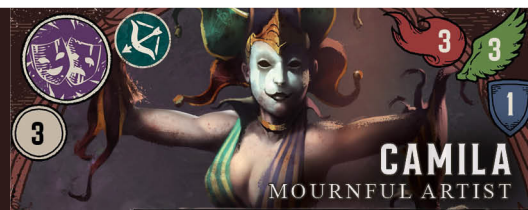
CAMILA
MOURNFUL ARTIST

RESTORING PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive RESTORE 1.

FALLEN IMPROVISATION

REACTION – When you draw a Sin card. You receive INVIGORATE 4, EMPOWER 4, or INSPIRE 1, at your choice. Until the end of this turn you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CAMILA
MOURNFUL ARTIST

2

CHOLERIC THROW

You make an Attack with a +2 dice bonus. This Attack receives an additional +3 dice bonus for each of your Readiness tokens that are not on your card.

1

SALTARELLO

You or another Champion at Any Range MOVES 2 with CLIMB and receive 1 Prowess token. If there is a Readiness token assigned to another of your Maneuvers, you either receive INVIGORATE 4 or EMPOWER 4, at your choice.

1

BREAK THE SHELL

You either make an Attack with a +3 dice bonus or receive INVIGORATE 4 and EMPOWER 2, at your choice. If there is a Readiness token assigned to another of your Maneuvers, the next Attack made by any Champion against that same Action deck this turn considers its STURDINESS to be 2 points lower.



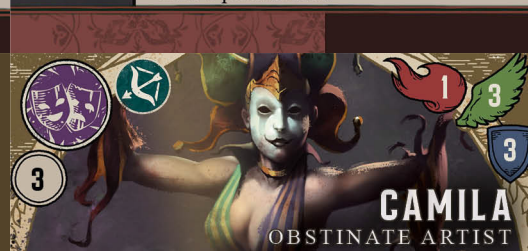
CAMILA
OBSTINATE ARTIST

DEFINITIVE PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive RESTORE 1, INVIGORATE 4 and EMPOWER 4.

VERSATILE REDEMPTION

REACTION – When you or another Champion removes a Sin card from the Hand or board through an effect you cast. Until the end of this turn, you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CAMILA
OBSTINATE ARTIST

2

ACROBATIC EXIT

If you are being HELD, you are RELEASED. You MOVE 2 with CLIMB. You either receive INVIGORATE 4 or EMPOWER 4, at your choice. If there is a Readiness token assigned to another of your Maneuvers, you make an Attack with a +3 dice bonus.

1

SHADY CONFESSION

You or another Champion within Range 2 receives INVIGORATE 5 and EMPOWER 4. You may suffer 6 AGGRAVATED damage to cause that Champion to remove a Sin card from their Hand.

1

TEAR DOWN THE RICHES

You make an Attack with a +3 dice bonus and **COLLATERAL EFFECT** – Place (or reposition) an Ark on a Space in the Area the targeted Malefactor is in. If necessary, SHOVE any Objects from there.

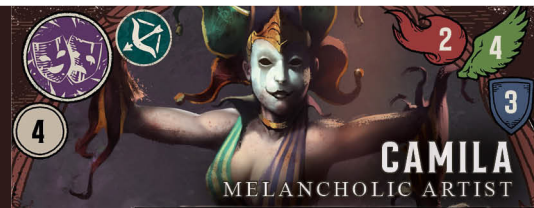


EMPOWERING PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive INVIGORATE 4 or EMPOWER 4, at your choice, and RESTORE 1.

FALLEN IMPROVISATION

REACTION – When you draw a Sin card. You receive INVIGORATE 4, EMPOWER 4, or INSPIRE 1, at your choice. Until the end of this turn you may play Maneuver cards on top of other Maneuver cards. Each Slot can only receive 1 additional card this way.



CHOLERIC THROW

You make an Attack with a +2 dice bonus. This Attack receives an additional +3 dice bonus for each of your Readiness tokens that are not on your card.

PIOUS PREPARATION

You or another Champion within Range 2 either receives 1 Aggressiveness or Prowess token, at your choice, and INVIGORATE 4 or EMPOWER 4, also at your choice.

PRECISE THROW

You make an Attack with a +8 dice bonus. You may suffer 6 AGGRAVATED damage to grant it an additional +6 dice bonus.

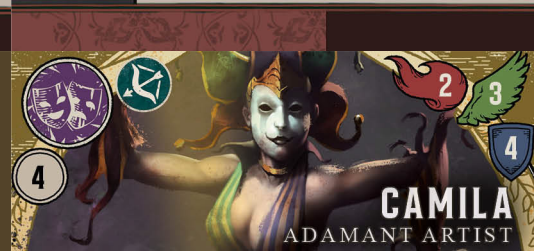


DEFINITIVE PACT

Once per turn, as a Free Action, you may draw 2 Sin cards to cause you or another Champion at Any Range to receive RESTORE 1, INVIGORATE 4 and EMPOWER 4.

INVIGORATING REDEMPTION

REACTION – When you or another Champion removes a Sin card from the Hand or board through an effect you cast. You receive INVIGORATE 2 and you may play Maneuver cards on top of other Maneuver cards until the end of this turn. Each Slot can only receive 1 additional card this way.



ACROBATIC EXIT

If you are being HELD, you are RELEASED. You MOVE 2 with CLIMB. You either receive INVIGORATE 4 or EMPOWER 4, at your choice. If there is a Readiness token assigned to another of your Maneuvers, you make an Attack with a +3 dice bonus.

EXPIATE THE DEVIL

You suffer STUN 2 with FATIGUE 4 AGGRAVATED to cause you or another Champion within Range 2 to either receive EXPIATE 1 or RESTORE 1, at your choice.

SUPPORTING THROW

You make an Attack with a +5 dice bonus. If there is a Readiness token assigned to another of your Maneuvers, before the Roll, you receive INVIGORATE 4, EMPOWER 4, or INSPIRE 1, at your choice.