

Beat Down

Arena Glory

Next Successful attack
knocks target prone

Double Tap

Arena Glory

Make a free action melee
basic after a successful
melee attack, or a free
ranged basic after a
successful ranged attack.

The Crowd Has Your Back

Arena Glory

Make an attacker re-roll
any single attack roll.

Blood Lust

Arena Glory

Deal +2 Damage until the
end of the encounter

Fate Smiles on the Wicked

Arena Glory

Critical on a 19 or 20

Bathed in Blood

Arena Glory

When you next bloody an
opponent, you gain an
action point

Quickened Blood

Arena Glory

Until the end of the
encounter, shift or stand
as a minor

Untouchable

Arena Glory

AC +1 until the end of the
encounter

Unbreakable

Arena Glory

+1 top reflex, will, and
fortitude until the end of
the encounter

Hit From Behind

Arena Infamy

AC	
CD	
CR	
CS	

The next person to attack your flank has combat advantage



Aversion to Blood - Your own

Arena Infamy

AC	
CD	
CR	
CS	

The next attack that bloodies you also dazes you until the end of your next turn



Unimpressive Strike

Arena Infamy

AC	
CD	
CR	
CS	

Until the end of your next turn, all damage dice rolled are considered '1'



The Crowd is not Impressed

Arena Infamy

AC	
CD	
CR	
CS	

Boos and hisses from the crowd give you -2 to all skill checks until you have achieved a moment of glory



Fate Frowns Upon Cowardice

Arena Infamy

AC	
CD	
CR	
CS	

The ultimate in disrespect. Rotten vegetables come flying your way. The next time you are hit by an attack, it does max damage.



Hobbled by Pain

Arena Infamy

AC	
CD	
CR	
CS	

Until the combat ends, your movement and reflex is -1



Rock from the audience

Arena Infamy

AC	
CD	
CR	
CS	

You are struck in the head by a chunk of rock and fall prone.



Heads not in it

Arena Infamy

AC	
CD	
CR	
CS	

AC -1 until the end of the encounter



Breakable

Arena Infamy

AC	
CD	
CR	
CS	

-1 top reflex, will, and fortitude until the end of the encounter

