

ONE LAST FIGHT™

Illuminate Expansion



CHARACTER CARDS

PRINT 'N PLAY PDF



One Last Fight: Illuminate Expansion is Copyright © 2025 Hit Point Press Inc., 2487 Kaladar Ave, Unit 213, Ottawa, Ontario, K1V 8B9, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US and other countries. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Hit Point Press Inc. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, *One Last Fight* and its associated logos are trademarks of Hit Point Press Inc.

Disclaimer: This is a work of fiction. Names, characters, businesses, places, events, locales, and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.



HEART ♥



POWER ⚡

MAX 5



SOUL ☞



BEAST



BONDS:

- How do you keep your anger in check?
- Who showed you your first kindness?

ATTRIBUTES: +1 Shield, +1 Magic



SPECIAL ABILITIES:

- ★ **Silverblood.** At any time, you may discard a Loot Card to take 1 Heart ♥ and 1 Power ⚡.
- ★ **Rage.** When another player loses any amount of Heart ♥, take 1 Soul ☞.



P



HEART ♥



POWER ⚡

MAX 5



SOUL ☞



FOOL



BONDS:

- What is the source of your good fortune?
- Who makes your luck fail when they are near?

ATTRIBUTES: +1 Shield, +1 Key



SPECIAL ABILITIES:

- ★ **Fortunate.** Take 2 additional Power ⚡ at the start of the game.
- ★ **Lucky.** Whenever you roll at least two dice and they show the same value, you may re-roll them.



P

ONE LAST
FIGHT



ONE LAST
FIGHT

ONE LAST
FIGHT



ONE LAST
FIGHT



HEART



POWER

MAX 5



SOUL



ORATOR



BONDS:

- What gives you your aura of authority?
- Who do you wish to hear you most?

ATTRIBUTES: +1 Magic, +1 Crown



SPECIAL ABILITIES:

- ★ **Quip.** Whenever you fail a Challenge take 1 Power ⚡.
- ★ **Inspire.** Before another player makes a roll, you may give them 1 of your Power ⚡.



P



HEART



POWER

MAX 5



SOUL



ABILITIES

USE 3



WAYFINDER



BONDS:

- What do you seek, but may never find?
- Who keeps you from losing yourself?

ATTRIBUTES: +1 Sword, +1 Crown



SPECIAL ABILITIES:

- ★ **Sidepath.** USE 3. You discard the current drawn Challenge Card and draw a replacement card from the unused Challenge Cards. If you attempt the Challenge on this new card, take 1 Power ⚡.



P

ONE LAST
FIGHT



ONE LAST
FIGHT

ONE LAST
FIGHT



ONE LAST
FIGHT