

Scholar

Any



You have Advantage on either a History or Insight roll.



"Opening your eyes isn't that hard, boy."

- Laster Shiven

OBJECTIVE

Silver Tongue

Any



You have Advantage on either a Deception or Persuasion roll.



"Trust me."

- Cameron McBride

OBJECTIVE

Slick

Any



You have Advantage on either a Sleight of Hand or Stealth roll.



"The more oblivious a person is, the more I like 'em."

- Calum Shaw

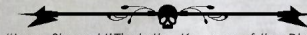
OBJECTIVE

Supporter

Any



You may grant +2 to another player character for any ability or combat roll.



"I am Shyael! Tiraeth - Keeper of the Bleak Tomb, blade warden, and high constable of the Eladrin Host. I am also a distraction for my friend with the knife behind you."

- Shyael! Tiraeth

OBJECTIVE

Survivor

Any



You gain a +2 bonus on your next saving throw.



"Through poison or plague or anything else you throw at me - I'm still coming for you."

- Shardin Valen

OBJECTIVE

Taunt

Combat Only



Play this card on a foe at any time during combat. For the duration the foe will only target you for attacks.

If the DM determines the foe must attack someone else during the same combat, you may draw another card.

OBJECTIVE

Team Leader

Any



On a group check, only one person needs to succeed.



"They look to you, son. Be the light that guides them."

- Mellomir

OBJECTIVE

True Survivor

Any



You gain Advantage on your next saving throw.



"I'm still here."

- Shardin Valen

OBJECTIVE

True Woodsman

Any



HONORBORN

You have Advantage on either an Animal Handling or Survival roll.



"Respect the wild, in all its forms - and you will survive."

- Thendolar Endowyn

Vigorous

Special



HONORBORN

If you possess this card when you gain a level and choose to roll your Hit Points, after rolling you may either gain +1 to the roll (not exceeding maximum) or to roll again (accepting the second roll).

Vital Shot

Combat Only



HONORBORN

When you strike a foe in combat, play this card. That foe has Disadvantage on combat rolls for 1d4 rounds.

"Oh, that...? Just a dagger I slid between your third and fourth ribs. Pay it no mind."

- Xayona Windcrisp

Well Studied

Any



HONORBORN

You have Advantage on either an Arcana or Religion roll.

"It is impossible to open a book without learning something."

- Mellomir

You Go First!

Combat Only



HONORBORN

Play this card during the first round of combat. You may immediately go before anyone else.

This does not count as surprise. In the event of more than one "You Go First!" card being played, determine Initiative as usual among the card players.

Zig Zag

Combat Only



HONORBORN

You get a free action that may only be used to Disengage.

"Damn it, how many times do I have to remind you, Cow! - you don't belong in the front line of combat!"

- Jiriki Vallryn

Advantage

Any



HONORBORN

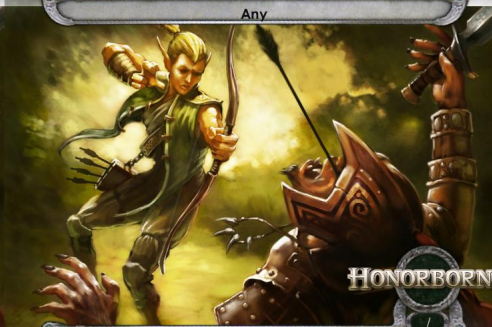
You have Advantage on any one skill, ability, or combat roll.

"Remember - this is Greywind we're talking about here. He has five plans and six contingencies. Don't count him out just yet."

- Shardin Valen

Advantage

Any



HONORBORN

You have Advantage on any one skill, ability, or combat roll.

"Remember - this is Greywind we're talking about here. He has five plans and six contingencies. Don't count him out just yet."

- Shardin Valen

Love Interest

Roleplaying, Any



Play this card on a named NPC. You have earned their permanent love and attention. Each time you encounter this NPC again and they create a problem for you, draw a card.

The DM must approve a selected Love Interest. If your Love Interest dies, you get one final card and this effect expires.

Mistaken Identity

Any



Alert the DM when you draw this card. During this session, you may be mistaken for another individual - causing you potential problems. After this is resolved, discard Mistaken Identity and draw two cards.

Naturalist

Any



You have Advantage on either an Medicine or Nature roll.

—
"Leaves from a Heartwood tree, roots from the gumblossom flower. Good stuff sometimes tastes bad."

- Anders Colville the Medicant

Nemesis

Roleplaying, Any



Play this card on a named NPC. You have earned their permanent ire and attention. Every time you encounter this foe again and they create a problem for you, draw a card.

The DM must approve a selected Nemesis. If your Nemesis dies, you get one final card and this effect expires.

Perfect Form

Any



You have Advantage on either an Acrobatics or Athletics roll.



"From where you're standing, I must have looked damn impressive. Admit it."

- Cameron McBride

Recovery

Any: No Trade



You may recover the use of up to three expended hit die.



"Heal someone else, Jiriki. I'll be fine."

- Shardin Valen

Regroup

Any



You may discard any number of Inspiration Cards that you possess and draw a replacement for each one (including this card).



"Tell the men to fall back, commander. We must reconsider our plan."

- King Shanlar the First

Say When

Non-Combat Only



Play this before combat starts on a single foe. No matter your initiative roll, that foe must go after you.



"Shut yer trap, grow a pair, and tell me when I can bury me axe in yer skull!!"

- Angus Hardshaft

Favor of The Stranger

Unique, Favor, Varies



HONORBORN

Magic: The DC of any spell you cast is increased by +2.

Space: As the spell Rope Trick, an extradimensional space near you is created, with no need for a rope.

Time: You gain the effects of an Expeditious Retreat spell for 1 minute.

Day: 22nd

Favor of The True

Unique, Favor, Varies



HONORBORN

Light: You gain Advantage on a Perception roll.

Truth: An effect as the Zone of Truth spell is created centered on you for 1 minute.

Sun: In combat, creatures that have Disadvantage in sunlight suffer that penalty against you, even in an environment where they normally would not.

Day: 9th

Favor of The Warrior

Unique, Favor, Varies



HONORBORN

Combat: During a combat, you have Advantage on two attacks of your choice.

Adventurers: A PC of your choice (other than you) may draw two Inspiration cards.

Athleticism: You gain Advantage on an Athletics roll.

Day: 4th

Favor of The Wise Crone

Unique, Favor, Varies



HONORBORN

Mercy: On a killing blow to an intelligent NPC, play this card. The NPC lives, and is now considered neutral to you (and may increase).

Wisdom: You have Advantage on any Wisdom-based roll.

Charity: You are given an item you need by a kind stranger.

Day: 27th

Hard To Resist

Any



HONORBORN

Any ability or spell you possess is harder to resist: +2 to the Save DC.



"You made a mistake coming in here. Fortunately, it's your last one."

- Cowl

Hitting Harder

Combat



HONORBORN

On a successful attack, you do an additional die of damage.



"Inflict more pain on the enemy than you receive. That is the only mantra I have ever followed."

- Moon

I Know Someone

Non-Combat Only



HONORBORN

Without a need to roll, you know someone at your current location, who will assist your group as much as possible.

Typical assistance includes information, directions, or perhaps even a place to stay for a night.

I Got You Covered

Combat Only



HONORBORN

You get a free action that may only be used to Disengage.



"Damn it, how many times do I have to remind you, Cowl - you don't belong in the front line of combat!"

- Jiriki Valryrn

Favor of The Lord of Lunacy

Unique, Favor, Varies



HONORBORN

Misfortune: A target of your choosing gains Disadvantage on a roll.

Randomness: Everyone discards their Inspiration Cards and draws replacements.

Madness: Select one target - they are afflicted with the effects of a Confusion spell.

Day: 23rd

Favor of The Lover

Unique, Favor, Varies



HONORBORN

Love: When defending someone you love, you and your loved one gain the effects of the Aura of Life spell.

Beauty: You have Advantage on any Charisma-based skill against a member of the opposite sex.

Sex: After a sexual tryst, your hit point maximum and current hit points increase by 10 for 8 hours.

Day: 12th

Favor of The Masked

Unique, Favor, Varies



HONORBORN

Deception: You gain Advantage on a Deception roll.

Shadow: You gain Advantage on a Stealth roll.

Thief: If you have the Thieves Tool proficiency, you gain +2 on a roll when using it. If you do not have the proficiency, you temporarily gain it.

Day: 5th

Favor of The Merchant

Unique, Favor, Varies



HONORBORN

Cities: You have an innate knowledge of the city you are currently in, allowing you to find anything from the common to the uncommon without a roll.

Wealth: Wealth gained during the day this card is played is increased +25% for you.

Trade: Prices for you at one merchant are reduced by 25%.

25th

Favor of The Recorder

Unique, Favor, Varies



HONORBORN

Knowledge: You have a brief vision, duplicating the effect of the Clairvoyance spell.

History: You gain Advantage on a History roll.

Sight: You gain Advantage on a Perception roll.

Day: 7th

Favor of The Scorned

Unique, Favor, Varies



HONORBORN

Malice: You gain +1d6 on damage you inflict against a single target you name for the duration of combat. You have Disadvantage when attacking anyone else.

Vengeance: The damage you inflict on an attack must be at least equal to the damage you have taken in a single round this combat +1.

Unfaithfulness: You gain Advantage on any roll that is to the detriment of an ally or friendly NPC.

Day: 14th

Favor of The Sentinel

Unique, Favor, Varies



HONORBORN

Honor: With your highest ability bonus as the modifier, you gain the effects of a Heroism spell.

Duty: While given a specific duty, you need not eat or sleep for 24 hours.

Guardianship: Benefiting an ally, you may use the Paladin ability of Protection in their defense.

Day: 21st

Favor of The Stormlord

Unique, Favor, Varies



HONORBORN

Storms: You are Resistant to lightning damage for 1 minute.

Sea: You gain the effects of water breathing for 24 hours.

Navigation: You gain Advantage on any Survival rolls to navigate a water vessel on the day this card is played.

Day: 16th

Favor of The False King

Unique, Favor, Varies



HONORBORN

Betrayal: You gain Advantage on Deception rolls against an ally or neutral NPC for one minute.

Corruption: You may suggest any kind of corrupting activity to a foe; the effects are as a Suggestion spell.

Tyrants: You have Advantage on Intimidation or Persuasion when used on a group of more than three.

Day: 11th

Favor of The Good Mother

Unique, Favor, Varies



HONORBORN

Farming: You find food equivalent to the effects of a Goodberry spell.

Home: While inside a home or similar structure, it is protected as the Protection from Evil spell for one day.

Children: You gain an insight to a current problem from the rhymes of a nearby child.

Day: 24th

Favor of The Hag

Unique, Favor, Varies



HONORBORN

Plague: You have Advantage on saving throws against any disease effect for one hour.

Poison: You have Resistance against any poison effect for one hour.

Insects: As a cleric of your level, you may turn insects as if they were undead.

Day: 2nd

Favor of The Herbalist

Unique, Favor, Varies



HONORBORN

Alchemy: You receive maximum effect when drinking a healing potion.

Revelry: When at a tavern, you gain Advantage on a Streetwise roll.

Drugs: You can identify the name and effects of a drug on sight, as well as where it may be purchased.

Day: 28th

Favor of The Hunter

Unique, Favor, Varies



HONORBORN

Nature: You have Advantage on an Animal Handling roll.

Hunting: You have Advantage on Survival rolls to track any creature for a single day.

Travelling: Difficult terrain does not slow your party for a single day.

Day: 3rd

Favor of The Judge

Unique, Favor, Varies



HONORBORN

Death: If you succeed at hitting a foe and maximum damage would kill that foe - it dies.

Life: You or one person in your sight automatically succeeds on a Death saving throw.

Healing: You may regain up to three spent Hit Dice.

Day: 13th

Favor of The Lady of Luck

Unique, Favor, Varies



HONORBORN

Luck: When you roll a 1 on any die, you may re-roll that die.

Fate: Before rolling a d20, you may assume the result is a 12.

Serenity: You may Calm Emotions as per the spell.

Day: 6th

Favor of The Lawbringer

Unique, Favor, Varies



HONORBORN

Law: In the pursuit of a criminal, you gain Advantage on any investigation roll for a day.

War: You gain a d8 superiority die, and may use it for the Fighter maneuver Commander's Strike.

Justice: The damage you inflict on an attack will be at least equal to the damage your nearest ally has taken from a single foe during this combat +1.

Day: 18th

Favor of The Artificer

Unique, Favor, Varies



Invention: You may add your Proficiency bonus to the use of any tool you are not proficient in.

Technology: You understand innately the purpose of one kind of technology, no matter the source.

Smiths: While crafting, you progress twice as fast until the item is done or your crafting is interrupted.

Day: 10th

Favor of The Bard

Unique, Favor, Varies



Joy: Other than feeling joy, your words act as a Calm Emotions spell for up to 1 minute.

Music: When using a musical instrument during a short rest, your music acts as the bard ability Song of Rest.

Moon: You have Advantage on any skill roll to find lost knowledge related to Arcane, Religion, or History on the day this card is played.

Day: 15th

Favor of The Beast

Unique, Favor, Varies



Monsters: PC's receives +20% xp bonus for any monsters slain on the day this card is played.

Fear: You gain Advantage on any Intimidation roll.

Caverns: You automatically succeed on Survival rolls while in an unworked cavern on the day this card is played.

Day: 20th

Favor of The Burning One

Unique, Favor, Varies



Pain: A single target is wracked by pain, and is at Disadvantage on the next combat or ability roll.

Wrath: During a combat scene, you may reroll 1's on any damage roll.

Fire: You gain Resistance against fire damage for one minute.

Day: 8th

Favor of The Butcher

Unique, Favor, Varies



Hate: Select one foe - it will fixate on an ally rather than you for one combat scene.

Murder: On your next attack, you act as a rogue at 1/2 your level and gain sneak attack damage if possible.

Rot: You gain Resistance against necrotic damage for one minute.

Day: 26th

Favor of The Cryptic

Unique, Favor, Varies



Secrets: You have Advantage on a Perception roll.

Prophecy: You receive a momentary glimpse into the future; the effects duplicate the casting of an Augury spell.

Puzzles: You understand innately the solution to one puzzle that you are confronted with - no matter the source.

Day: 1st

Favor of The Daughter of Graves

Unique, Favor, Varies



Darkness: You gain darkvision 60' for 8 hours.

Chaos: You may demand the DM re-roll any one die of your choosing.

Vampires You are immune to the charm effects from vampires for one day.

Day: 17th

Favor of The Dreamer

Unique, Favor, Varies



Dreaming: After a long rest, you gain the effects of Portent as a divination Wizard.

Sleep: You or an ally of your choice recovers an additional level of exhaustion when sleeping.

Psyche: You have Advantage on a saving throw against any mind-altering effect.

Day: 19th

A Brief Respite

Any



HONORBORN

You may recover the use of an expended hit die.



"I'm not done. Not yet."

- Shardin Valen

Accurate

Combat Only



HONORBORN

You gain a +2 bonus on your next attack roll.



"Don't disappoint me."

- Moon

Advantage

Any



HONORBORN

You have Advantage on any one skill, ability, or combat roll.



"Remember - this is Greywind we're talking about here. He has five plans and six contingencies. Don't count him out just yet."

- Shardin Valen

Always Alert

Any



HONORBORN

You have Advantage on either an Investigation or Perception roll.



"How could you not see that? It's right in front of you!"

- Marcus Baxter

Beginner's Luck

Any



HONORBORN

For one roll, you have proficiency in any one skill that you don't currently have proficiency in.

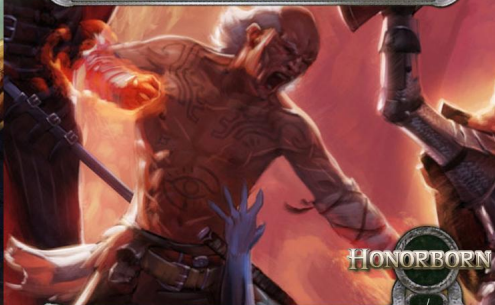


"Surprisingly, that worked out pretty well... And I do not know why."

- Ursus Beartracker

Can't Miss

Combat



HONORBORN

You automatically hit with one attack.

You cannot critically hit on this attack. This only applies against one target.

Commanding Presence

Any



HONORBORN

You have Advantage on either an Intimidation or Performance roll.



"I am afraid of no man. If you can't say the same - then find a way to pretend."

- Tryle

Eyes Front

Non-Combat



HONORBORN

You alert everyone to possible danger. The party is immune to surprise for a scene.



(Cryptic hand signals).

- Shardin Valen