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5

**ACTION**

+1 to the bonus  
of any action.

**COMPLICATION**

S: P: — G: Fatigued  
D: G: Flurry P: —

Act: ATTACK/DEFEND

4

**ACTION**

+1 to the bonus  
of any action.

**COMPLICATION**

S: P: — G: Fatigued  
D: G: Flurry P: —

Act: ATTACK/DEFEND

3

**ACTION**

+1 to the bonus  
of any action.

**COMPLICATION**

S: P: — G: Fatigued  
D: G: Flurry P: —

Act: ATTACK/DEFEND

2

**ACTION**

+1 to the bonus  
of any action.

**COMPLICATION**

S: P: — G: Fatigued  
D: G: Flurry P: —

Act: ATTACK/DEFEND

1

**ACTION**

+1 to the bonus  
of any action.

**COMPLICATION**

S: P: — G: Fatigued  
D: G: Flurry P: —

Act: ATTACK/DEFEND



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10

**DOUBLE CROSS**

Gain +6 to any action performed that directly betrays the rest of the party.

**CRITICAL PROBLEM**

S: P: — G: Stymied  
D: G: Flurry P: Confused

Act: ATTACK/TRICK

9

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**CRITICAL PROBLEM**

S: P: — G: Fatigued  
D: G: — P: Inspiration

Act: ATTACK/TRICK

8

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**CRITICAL PROBLEM**

S: P: — G: Fatigued  
D: G: — P: Inspiration

Act: ATTACK/TAUNT

7

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**CRITICAL PROBLEM**

S: P: — G: Fatigued  
D: G: — P: Inspiration

Act: ATTACK/TAUNT

6

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**CRITICAL PROBLEM**

S: P: — G: Fatigued  
D: G: — P: Inspiration

Act: ATTACK/TAUNT



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15

### COMMON GROUND

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

### POSSIBLE SETBACK

S: P: — G: Breaks  
D: G: Inspiration P: —

Act: DEFEND/TAUNT

14

### BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

### POSSIBLE SETBACK

S: P: — G: Stymied  
D: G: Inspiration P: —

Act: DEFEND/TAUNT

13

### BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

### POSSIBLE SETBACK

S: P: — G: Stymied  
D: G: Inspiration P: —

Act: DEFEND/TAUNT

12

### BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

### POSSIBLE SETBACK

S: P: — G: Stymied  
D: G: Inspiration P: —

Act: DEFEND/TAUNT

11

### BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

### POSSIBLE SETBACK

S: P: — G: Stymied  
D: G: Flurry P: Confused

Act: DEFEND/TAUNT



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20

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**SKILL A B C D**

S: P: — G: Up  
D: G: — P: Flurry

Act: DEFEND/MANEUVER

19

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**SKILL A B C D**

S: P: — G: Breaks  
D: G: — P: Flurry

Act: DEFEND/MANEUVER

18

**COMMON GROUND**

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

**SKILL A B C D**

S: P: — G: Breaks  
D: G: — P: —

Act: DEFEND/TAUNT

17

**COMMON GROUND**

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

**SKILL A B C D**

S: P: — G: Breaks  
D: G: Inspiration P: —

Act: DEFEND/TAUNT

16

**COMMON GROUND**

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

**SKILL A B C D**

S: P: — G: Breaks  
D: G: Inspiration P: —

Act: DEFEND/TAUNT



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25

**ALERTNESS**

You notice a previously unseen item, character or clue. Set this card out facing the GM.

**SKILL A B C D**

S: P: Flurry G: —  
D: G: Trick/ P: —  
Intimidation

Act: DEFEND/TRICK

24

**ALERTNESS**

You notice a previously unseen item, character or clue. Set this card out facing the GM.

**SKILL A B C D**

S: P: Flurry G: —  
D: G: Trick/ P: —  
Intimidation

Act: DEFEND/MANEUVER

23

**ALERTNESS**

You notice a previously unseen item, character or clue. Set this card out facing the GM.

**SKILL A B C D**

S: P: Flurry G: —  
D: G: Trick/ P: —  
Intimidation

Act: DEFEND/MANEUVER

22

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**SKILL A B C D**

S: P: Flurry G: —  
D: G: Setback P: —

Act: DEFEND/MANEUVER

21

**ADRENALINE**

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

**SKILL A B C D**

S: P: — G: Flurry  
D: G: — P: Flurry

Act: DEFEND/MANEUVER



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30

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL B D**

S: P: Flurry G: —  
D: G: Up P: —

Act: TRICK/TAUNT

29

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL B D**

S: P: Flurry G: —  
D: G: Up P: —

Act: TRICK/TAUNT

28

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL B D**

S: P: Flurry G: —  
D: G: Up P: Flurry

Act: MANEUVER/TAUNT

27

**SUSPICION**

Subplot.  
Character is suspected of being guilty of an act he may or may not have performed.

**SKILL A B**

S: P: Flurry G: —  
D: G: — P: Fatigue

Act: DEFEND/TRICK

26

**CAMPAIGN**

If the player and GM both agree, this card makes a subplot permanent.

**SKILL A B**

S: P: Flurry G: —  
D: G: — P: Fatigue

Act: DEFEND/TRICK



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35

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL A B**

S: P: Up G: —  
D: G: — P: —

Act: TAUNT/  
INTIMIDATION

34

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL A B**

S: P: Up G: —  
D: G: Up P: —

Act: TRICK/TAUNT

33

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL A B**

S: P: Up G: —  
D: G: Up P: —

Act: TRICK/TAUNT

32

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL B D**

S: P: Up G: —  
D: G: Up P: —

Act: TRICK/TAUNT

31

**WILLPOWER**

Add +3 to the action value of any Mind, Intellect, or related skill.

**SKILL B D**

S: P: Up G: —  
D: G: Up P: —

Act: TRICK/TAUNT



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40

### SEIZE INITIATIVE

You may either keep the current card on the action stack for another round, or flip a new one for this round.

#### SKILL A C

S: P: Fatigued G: —  
D: G: — P: —

Act: MANEUVER/TRICK

39

### RALLY

All players may draw one card into their pools in exchange for this card.

#### SKILL A C

S: P: Fatigued G: —  
D: G: — P: —

Act: MANEUVER/TRICK

38

### RALLY

All players may draw one card into their pools in exchange for this card.

#### SKILL A C

S: P: Fatigued G: —  
D: G: — P: —

Act: MANEUVER/TRICK

37

### PERSONAL STAKE

Subplot.  
Character has some vested interest in the situation.

#### SKILL A C

S: P: Fatigued G: —  
D: G: — P: —

Act: MANEUVER/TRICK

36

### DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

#### SKILL A B

S: P: Fatigued G: —  
D: G: — P: —

Act: TAUNT/  
INTIMIDATION



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45

**OPPONENT FAILS**

This card negates an opponent's successful action against you only.

**SKILL A C**

S: P: Fatigued G: —  
D: G: Trick/ Intimidation P: —

Act: MANEUVER/  
INTIMIDATION

44

**OPPONENT FAILS**

This card negates an opponent's successful action against you only.

**SKILL A C**

S: P: Fatigued G: —  
D: G: — P: Confused

Act: MANEUVER/  
INTIMIDATION

43

**OPPONENT FAILS**

This card negates an opponent's successful action against you only.

**SKILL A C**

S: P: Setback G: —  
D: G: — P: —

Act: MANEUVER/  
INTIMIDATION

42

**SEIZE INITIATIVE**

You may either keep the current card on the action stack for another round, or flip a new one for this round.

**SKILL A C**

S: P: — G: Setback  
D: G: — P: —

Act: MANEUVER/  
INTIMIDATION

41

**SEIZE INITIATIVE**

You may either keep the current card on the action stack for another round, or flip a new one for this round.

**SKILL A C**

S: P: Fatigued G: —  
D: G: — P: —

Act: MANEUVER/TRICK



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50

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: P: — G: —  
D: G: — P: Fatigue

Act: MANEUVER/TAUNT

49

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: P: Inspiration G: —  
D: G: — P: Fatigue

Act: DEFEND/TRICK

48

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: P: — G: Flurry  
D: G: — P: Fatigue

Act: DEFEND/TRICK

47

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: P: — G: Flurry  
D: G: — P: Fatigue

Act: DEFEND/TRICK

46

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: P: — G: Flurry  
D: G: — P: Fatigue

Act: DEFEND/TRICK



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55

**HASTE**

You may perform one extra action this round in exchange for this card.

**SKILL A D**

S: G: — P: —  
D: G: Trick/  
Taunt P: —

Act: TAUNT/  
INTIMIDATION

54

**HASTE**

You may perform one extra action this round in exchange for this card.

**SKILL A B**

S: G: — P: —  
D: G: Up P: Flurry

Act: MANEUVERTAUNT

53

**HASTE**

You may perform one extra action this round in exchange for this card.

**SKILL A B**

S: G: — P: —  
D: G: Up P: Flurry

Act: MANEUVERTAUNT

52

**HASTE**

You may perform one extra action this round in exchange for this card.

**SKILL A B**

S: G: — P: —  
D: G: Up P: Flurry

Act: MANEUVERTAUNT

51

**DRAMA**

May be used as a Life Point or turned in for three Skill Points at any time.

**SKILL A B**

S: G: — P: —  
D: G: — P: Setback

Act: MANEUVERTAUNT



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60

### CONNECTION

You know someone in the area who can aid you.

### SKILL B D

S: G: — P: Fatigue  
D: G: Taunt/ P: —  
Intimidation

Act: MANEUVER/  
INTIMIDATION

59

### CONNECTION

You know someone in the area who can aid you.

### SKILL B D

S: G: — P: Fatigue  
D: G: Taunt/ P: —  
Intimidation

Act: MANEUVER/  
INTIMIDATION

58

### HASTE

You may perform one extra action this round in exchange for this card.

### SKILL A D

S: G: — P: —  
D: G: Trick/ P: —  
Intimidation

Act: TAUNT/  
INTIMIDATION

57

### HASTE

You may perform one extra action this round in exchange for this card.

### SKILL A D

S: G: — P: —  
D: G: Trick/ P: —  
Intimidation

Act: TAUNT/  
INTIMIDATION

56

### HASTE

You may perform one extra action this round in exchange for this card.

### SKILL A D

S: G: — P: —  
D: G: Trick/ P: —  
Intimidation

Act: TAUNT/  
INTIMIDATION



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65

**LEADERSHIP**

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

**SKILL B C**

S: G: — P: Flurry  
D: G: Trick/ P: —  
Taunt

Act: TRICK/  
INTIMIDATION

64

**LEADERSHIP**

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

**SKILL B C**

S: G: — P: Flurry  
D: G: Intimidation/ P: —  
Taunt

Act: TRICK/  
INTIMIDATION

63

**ROMANCE**

Subplot.  
You attract a romantic interest.

**SKILL B D**

S: G: — P: Flurry  
D: G: — P: Stymied

Act: MANEUVER/  
INTIMIDATION

62

**MARTYR**

Subplot. You sacrifice your life to perform a gamemaster-approved task.

**SKILL B D**

S: G: — P: Flurry  
D: G: Setback P: —

Act: MANEUVER/  
INTIMIDATION

61

**CONNECTION**

You know someone in the area who can aid you.

**SKILL B D**

S: G: — P: Fatigue  
D: G: — P: Setback

Act: MANEUVER/  
INTIMIDATION



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85

**IDEA**

The GM will give you a hint regarding a specific unsolved problem in the adventure.

**SKILL A B C**

S: G: — P: —  
D: P: Confused G: Flurry

Act: ATTACK/MANEUVER

84

**IDEA**

The GM will give you a hint regarding a specific unsolved problem in the adventure.

**SKILL A B C**

S: G: — P: Inspiration  
D: P: — G: Flurry

Act: ATTACK/MANEUVER

83

**IDEA**

The GM will give you a hint regarding a specific unsolved problem in the adventure.

**SKILL A B D**

S: G: Up P: —  
D: P: — G: Flurry

Act: ATTACK/MANEUVER

82

**MISTAKEN IDENTITY**

Subplot. Someone in the area mistakes you for someone else, or you mistake someone in the area for someone you know.

**SKILL A B D**

S: G: Setback P: —  
D: P: — G: Flurry

Act: None

81

**NEMESIS**

Subplot. Someone in the area has a grudge against the character or *vice versa*.

**SKILL A B D**

S: G: — P: Setback  
D: P: — G: Inspiration

Act: None



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**70**

**CLAIM**

Put the top card from the discard pile in your hand in exchange for this one from your pool.

**SKILL A D**

**S:** G: Fatigue P: —  
**D:** P: Setback G: Trick/  
Taunt

Act: TRICK/MANEUVER

**69**

**EFFECT**

Add +2 to the effect value of any action.

**SKILL A D**

**S:** G: Fatigue P: —  
**D:** P: Setback G: —

Act: TRICK/MANEUVER

**68**

**EFFECT**

Add +2 to the effect value of any action.

**SKILL A D**

**S:** G: Fatigue P: —  
**D:** P: — G: Setback

Act: TRICK/MANEUVER

**67**

**EFFECT**

Add +2 to the effect value of any action.

**SKILL A D**

**S:** G: Fatigue P: —  
**D:** P: Stymied G: Trick/  
Taunt

Act: TRICK/  
INTIMIDATION

**66**

**LEADERSHIP**

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

**SKILL B C**

**S:** G: — P: Flurry  
**D:** G: Intimidation/ P: —  
Taunt

Act: TRICK/  
INTIMIDATION



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75

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: Stymied P: —  
D: P: Setback G: Taunt/  
Intimidation

Act: Any

74

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: Stymied P: —  
D: P: Setback G: Taunt/  
Intimidation

Act: Any

73

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A C**

S: G: Stymied P: —  
D: P: Setback G: Taunt/  
Intimidation

Act: Any

72

**CLAIM**

Put the top card from the discard pile in your hand in exchange for this one from your pool.

**SKILL A D**

S: G: Fatigue P: —  
D: P: Flurry G: Up

Act: TRICK/MANEUVER

71

**CLAIM**

Put the top card from the discard pile in your hand in exchange for this one from your pool.

**SKILL A D**

S: G: Fatigue P: —  
D: P: Flurry G: Up

Act: TRICK/MANEUVER



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80

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: Breaks P: —

D: P: — G: Inspiration

Act: None

79

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: Flurry P: Up

D: P: — G: Inspiration

Act: None

78

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: —

D: P: — P: Up  
G: Inspiration

Act: None

77

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: —

D: P: Stymied P: Up  
G: Taunt/  
Intimidation

Act: Any

76

**PRESENCE**

Add +3 to the value of any Charisma, Confidence, or related skill.

**SKILL A B D**

S: G: —

D: P: Stymied P: Up  
G: Trick/  
Intimidation

Act: Any



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90

**HERO**

This card may be spent as a Life Point but may not be turned in for Skill Points.

**SKILL A B C**

S: G: — P: —  
D: P: — G: —

Act: INTIMIDATION/  
DEFEND

89

**HERO**

This card may be spent as a Life Point but may not be turned in for Skill Points.

**SKILL A B C**

S: G: — P: —  
D: P: Fatigue G: —

Act: INTIMIDATION/  
DEFEND

88

**HERO**

This card may be spent as a Life Point but may not be turned in for Skill Points.

**SKILL A B C**

S: G: — P: —  
D: P: Fatigue G: —

Act: INTIMIDATION/  
DEFEND

87

**HERO**

This card may be spent as a Life Point but may not be turned in for Skill Points.

**SKILL A B C**

S: G: — P: —  
D: P: Fatigue G: —

Act: ATTACK/MANEUVER

86

**HERO**

This card may be spent as a Life Point but may not be turned in for Skill Points.

**SKILL A B C**

S: G: — P: —  
D: P: Fatigue G: —

Act: ATTACK/MANEUVER



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95

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G: — P: —  
D: P: Inspiration G: —

Act: TRICK/ATTACK

94

**SECOND CHANCE**

Reroll an action you have just attempted from the very beginning.

**SKILL B C**

S: G: — P: —  
D: P: Inspiration G: —

Act: INTIMIDATION/  
DEFEND

93

**SECOND CHANCE**

Reroll an action you have just attempted from the very beginning.

**SKILL A B C**

S: G: — P: —  
D: P: Inspiration G: —

Act: INTIMIDATION/  
DEFEND

92

**SECOND CHANCE**

Reroll an action you have just attempted from the very beginning.

**SKILL A B C**

S: G: — P: —  
D: P: — G: —

Act: INTIMIDATION/  
DEFEND

91

**CLAIM**

Put the top card from the discard pool in your hand in exchange for this one from your pool.

**SKILL A B C**

S: G: — P: —  
D: P: — G: —

Act: INTIMIDATION/  
DEFEND



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100

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G:— P:—  
D: P:— G:—

Act: TRICK/  
INTIMIDATION

99

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G:— P:—  
D: P:— G: Up

Act: TRICK/  
INTIMIDATION

98

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G:— P:—  
D: P:— G: Up

Act: TRICK/  
INTIMIDATION

97

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G:— P:—  
D: P:— G: Up

Act: TRICK/ATTACK

96

**SUPPORTER**

Add +3 to any other character's action by providing roleplayed support and playing this card.

**SKILL B C**

S: G:— P:—  
D: P: Setback G: Flurry

Act: TRICK/ATTACK



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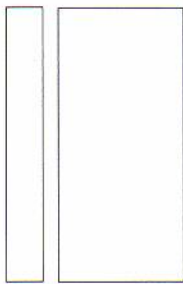
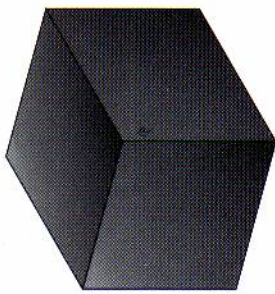
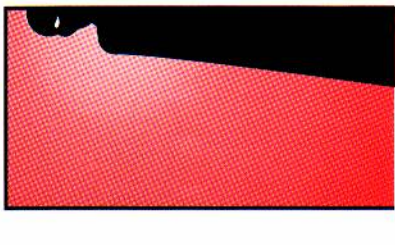
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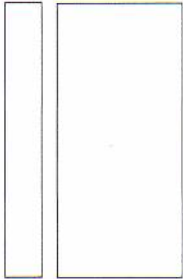
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**INTERLOPER**



S:

D:



S:

D:

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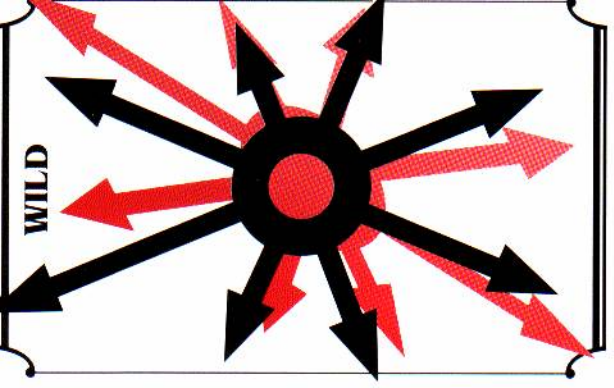
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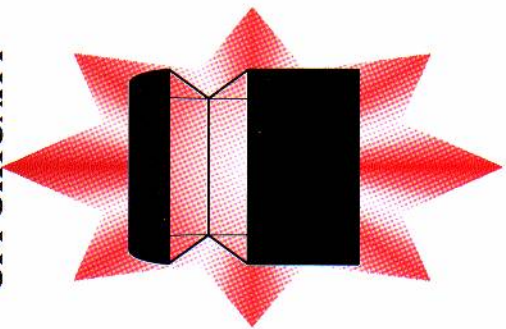
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**WILD**



**OPPORTUNITY**



**DISASTER**

