

6	Adrenalin	
Add -	+3 to the value of	f
Dexte	erity, Strength or	
Toug	hness, or a relate	ed skill
		Skill A B
		γnA :t∋A
uc	H: Inspiratic	D: V:
uo	H: Up H: Inspiratic	:V :S :V :D
		:V :S

-		_
3 Adrena	ılin	
Add +3 to the va	lue of	
Dexterity, Streng	th or	
Toughness, or a	related skill	
	g a a IIiys	;]
	γnA :tɔA	1
H: Inspiration	:V :C	]
qU :H	:V :S	5
junı əyi u	3 They're or	2

8	Adrenalin			
Dex	I +3 to the value o cterity, Strength or ghness, or a relat			
		Skill A B		
Act: Manoeuvre/Trick				
	H: Fatigue	D: V:		
	:V	S: H: Flurry		
	y to outflank!	at no¥ 8		
5	Adrenalin			

 Interview
 Interview

# Z They're on the runi Still A B C D: V: --- D: V: --- H: Up Act: Any D: V: --- H: Inspiration D: V: --- D: V: --- H: Up D: V: --- H: Inspiration D: V: --- D: V: --- H: Inspiration

7	Adrenali	า	
Dexte	3 to the value rity, Strength nness, or a re	or	
			Skill Act:
	:V		:H :C
	unı əyı uo	ວມໂວມມ	,

4	Adrenalir	I
Add +	-3 to the value	e of
Dexte	erity, Strength	or
Toug	hness, or a rel	ated skill
		skill a B
		⊀ct: Any
	:V	noitariqarıl :H :C
	:V	S: H: Flurry
		S: H: Flurry

1	Adrenalir	ı
Dext	+3 to the value erity, Strength ghness, or a re	or
		YnA :toA 8 A Iliy2
	V: Fatigue V:	S: H: D: H: Inspiration
	inn shi no	J They're

lliys	nness, or a related	lguo⊺
	rity, Strength or	Dexte
	3 to the value of	+ bbA
	Adrenalin	13
16 You	spot a weakne	ess!
S: H: Up	V:	
D: V:	H: Up	
	·	
Act: Taunt	Intimidation	
Skill B D		
lliys	ness, or a related	lguo⊺
	rity, Strength or	Dexte
	3 to the value of	+ bbA
	Adrenalin	9L

/	
	13 You try to outflank!
	S: H: Flurry V:
	D: H: Fatigue V:
	Act: Manoeuvre/Trick
	Critical Problem
	Toughness, or a related skill
	Dexterity, Strength or
	to sulsv sht ot E+ bbA
	13 Adrenalin

10 You try to outflank!
S: H: Flurry V:
D: H: Fatigue V:
Act: Manoeuvre/Trick
Skill A B
Toughness, or a related skill
Dexterity, Strength or
to sulsv sht of E+ bbA
10 Adrenalin

	to auley adt of Sa	⊦ bbA
	nilsnənbA	14
-		
17 You	i spot a weakne	ess!
S: H: Up	V:	
D: V: Up	H:	
Act: Taun	t/Intimidation	
Skill B C		
	elated skill	or a r
	ption or Mind	Perce
	to the value of E-	⊦ bbA
	Willpower	L١

14	You	try to o	outflank	d	
S: H:	Flurry	V	:		
D: V:		Η	: Fatigue	<u>)</u>	
Act:	Manoe	euvre/1	Frick		
Com	plication	on			
	lliys t	elatec	s 10 'ssən	ιqβno⊥	
		gth or	ity, Stren	Dexter	
		io sula	v ədt ot 8	E+ bbA	
		alin	Adren	14	

11

S: H: Flurry

D: V: -----

Skill A B

Act: Manoeuvre/Trick

You try to outflank!

V: -----

Ad +3 to the value of Dexterity, Strength or Toughness, or a related skill

Adrenalin

11

H: Fatigue

erity, Strength or	Dext
+3 to the value of	bbA
Adrenalin	S٢
18 You spot a weaknes	SS!
S: V: H: Up	
D: V: Up H:	
Act: Taunt/Intimidation	
Skill	
related skill	ol g
eption or Mind	Perc
to the value of	bbA
Willpower	81

	12 You	try to outflank!
	S: V:	H: Flurry
	D: V:	H: Fatigue
	Act: Manoe	uvre/Trick
	Skill A B D	
	lliys b	Toughness, or a relate
		Dexterity, Strength or
		to sulev sht ot £+ bbA
		12 Adrenalin
1		

You try to outflank!

H: Flurry

H: Fatigue

Toughness, or a related skill

15

S: V: -----

D: V: -----

Act: Manoeuvre/Trick

Possible Setback

	To auley adt of S+ hhA
	22 Willpower
25 You'ı	re thrown back!
S: H:	V: Up
D: H: Fatigue	V:
Act: Defend	d/Trick
Complicatio	on 📄
	)
	or a related skill
	Perception or Mind
	to aulav ant of E+ bbA
	25 Willpower

22 You	spot a weakness!	
S: H: Up	V:	
D: H:	V:	
Act: Taunt	/Intimidation	
Skill A B D		
	)	
	or a related skill	
	Perception or Mind	
	to aulav ant ot £+ bbA	
	22 Willpower	

22 You	spot a weakness!
S: H: Up	V:
D: H:	V:
Act: Taunt/I	ntimidation
Skill A B D	

19 You	spot a weakness!
S: H: Up	V:
D: H:	V: Up
Act: Taunt/	Intimidation
Skill A C	
	or a related skill
	Perception or Mind
	To aulav ant of £+ bbA
	19 Willpower

	lijks betele	
	ption or Mind	Perce
	3 to the value of	+ bbA
	Willpower	53
26 You'r	e thrown bacl	</th
S: H:	V: Flurry	
D: V: Flurry	H:	
Act: Defend	/Trick	
Possible Setback		
	lijks betele	
	ption or Mind	Perce
	3 to the value of	+ bbA

	Willpower	54
27 You'r	o thrown hool	4
Z/ YOUT	e thrown bacl	
S: V: Flurry	H:	
D: V: Flurry	H:	
Act: Defend	/Trick	
Skill B D		
	elated skill	or a ri
	ption or Mind	Perce
	o sulav sht of 5.	+ bbA
	лыромег	17

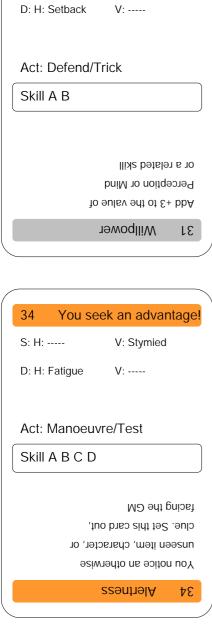
23 You spo	t a weakness!	
S: H: Up	V:	
D: V:	Н:	
Act: Taunt/Intimidation		
Skill A B C D		
	Add +3 to the valua Perception or Mind or a related skill	
βL	ewoqliiW 23	

23	You spot	a weakness!	
S: H: U	lp	V:	
D: V:		Н:	

20 Y	ou spot a weakness!
S: H: Up	V:
D: V: Up	Н:
Act: Tau	Int/Intimidation
Skill A E	3
	or a related skill
	Perception or Mind
	to sulsv sht of E+ bbA
	20 Willpower

24 You	're thrown back!	
S: V: Up	Н:	
D: V:	H: Fatigue	
Act: Defen	d/Trick	
Critical Problem		
	or a related skill	
	Perception or Mind	
	to sulev sht ot £+ bbA	

21 You	spot a weakness!
S: V:	H: Up
D: V: Up	Н:
Act: Taunt/	/Intimidation
Skill A B C	
	or a related skill
	Perception or Mind
	to aulev ant ot £+ bbA
	21 Willpower



31 You're t	hrown back!
S: H: Fatigue	V:
D: H: Setback	V:
Act: Defend/Tr	ick
Skill A B	
	or a related skill
	Perception or Mind
10 2	

28 You're	thrown back!
S: H:	V: Flurry
D: H: Setback	V: Flurry
Act: Defend/T	rick
Skill B C	
	or a related skill
	Perception or Mind
ĵO	eulev ent ot £+ bbA
	28 Millpower

Act: Manoeuvre/Test
Critical Problem
clue. Set this card out, facing the GM
You notice an otherwise unseen item, character, or
3b Alertness

/			
	35	You seel	k an advantage!
	S: H: ·		V: Stymied
	D: V: •		Н:

ill A B C		J
	related skill	ol g
	eption or Mind	Perc
	+3 to the value of	bbA
	Willpower	32

D: V:		Н:
Act:	Manoeuvre	/Test
SKIII	ABC	

32	You seek an advantage!
S: H:	V: Stymied
D: V:	Н:

S: H:	V:
D: H: Setback	V: Flurry
Act: Defend/Tri	ck
Skill A D	
	or a related skill
p	Perception or Min
to su	ulev ant ot £+ bbA
Gr	woqlliW 92
	/

You're thrown back!

29

33 You se	ek an advantage!
S: V: Stymied	Н:
D: V:	Н:
Act: Manoeuv	re/Test
Skill A B D	
	MD adt pricet
nţ'	clue. Set this card o
ter, or	unseen item, charac
əsiw	You notice an other

**Alertness** 

You seek an advantage!

Н: -----

Н: -----

of any action

98

+3 to the bonus

Action

36

S: V: Stymied

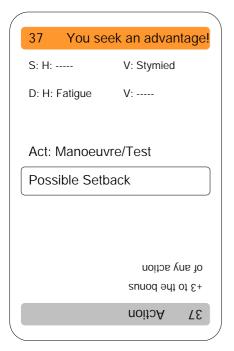
Complication

Act: Manoeuvre/Test

D: V: -----

33

30	You'ı	re thrown back!	
S: V:		H: Fatigue	
D: V: F	Iurry	Н:	
Act: [	Defend	d/Trick	
Skill /	A C		
			0 0
		related skill	
		seption or Mind	Perc
		+3 to the value of	bbA
		Willpower	30



40 They I	nesitate!
S: H: Flurry	V:
D: H: Fatigue	V:
Act: Attack/T	aunt
Skill A D	
pun	anytime during the ro
te noi	toe sunod e nieg uoY
	40 Haste

43 They	hesitate!	
S: H: Flurry	V:	
D: H:	V:	
Act: Attack/	Taunt	
Skill A B C		
pu	anytime during the rou	
te no	You gain a bonus actio	
	43 Haste	
	/	

38	You se	eek an advantage!
S: H: -		V: Stymied
D: V: •		H: Fatigue
Act:	Manoeu	vre/Test
Skill	B D	
		of any action
		+3 to the bonus
		38 Action

41	The	ey hes	itate!		
S: H:	Flurry		V:		
D: V:			H: Fatig	jue	
Act:	Attac	k/Tau	nt		
Skill	AC				
	k	e Lonuc	hti brinut	o əmi	anyt
	ţs	action	snuoq e	nisp	noY
			ətsəl	4	11

44	They hes	itate!	
S: H: I	Flurry	V:	
D: V: ·		Н:	
Act:	Attack/Tau	nt	
Skill	ABD		
	e Lonuq	ime during th	anyti
	action at	sunod e nieg	nоY
		<b>9</b> tsbH	44
_			

S: V: Stymied H: D: V: H: Fatigue Act: Manoeuvre/Test Skill B C
Act: Manoeuvre/Test
Skill B C
of any action
+3 to the bonus
39 Action

42 The	y hesitate!
S: V:	H: Flurry
D: H:	V:
Act: Attack	k/Taunt
Skill A C	
þ	anytime during the roun
מו	You gain a bonus action
te	
te	42 Haste

45	They he	sitate!	
S: V:		H: Flurry	
D: V:		Н:	
Act: A	.ttack/Tau	unt	
Skill A B C D			
	punou	ədt gninub ər	anytin
	action at	sunod 6 ni6	g uoY
		<b>9</b> 126H	42

46	They	hesitate!
S: H:	Flurry	V:
D: H:		V:
Act:	Attack/	Taunt
Critic	al Prot	olem
	pu	αυλίιωε άυκιος του
	te no	You gain a bonus actio
		46 Haste

49 Closer to	victory!
S: H:	V: Fatigue
D: H: Flurry	V:
Act: Test/Intimi	dation
Skill B D	
punoj e	anytime during the
action at	sunod s nisg uoY
	49 Haste

52 Close	er to victory!	
S: H:	V: Fatigue	
D: H: Flurry	V:	
Act: Test/Int	timidation	
Skill A C		
		)
	for this one	
just discarded in exchange		
card	You may pick up any c	
	52 Masterplan	

47 They he	esitate!	
S: H: Flurry	V:	
D: V:	Н:	
Act: Attack/Ta	unt	
Complication		
	)	
punoj	anytime during the	
iction at	e sunod e nieg uoY	
	972 Haste	
-		
50 Closer t		

	2
S: H:	V: Fatigue
D: V:	H: Flurry

Act: Test/Intimidation

Skill B C	

for this one
just discarded in exchange
You may pick up any card

Masterplan

90

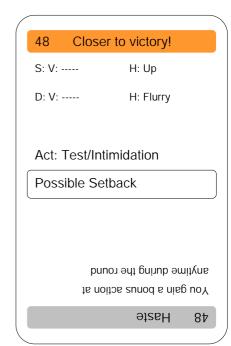
53 Closer to victory! S: H: -----V: Fatigue D: V: -----H: Flurry

Act: Test/Intimidation

Skill A B

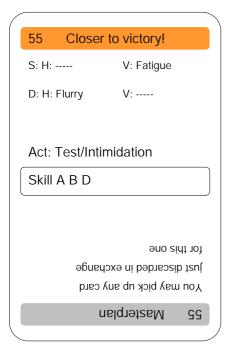
for this one just discarded in exchange You may pick up any card

Masterplan 23



51	Closer	to victory!	
S: V:	Fatigue	Н:	
D: V:		H: Flurry	
Act:	Test/Intii	midation	
Skill	A D		
	ວດິມອມ	iscarded in excl	
	r card	vay pick up any	1 uoY
	U	Masterplai	١G

54	Close	r to victory!	
S: V: I	atigue	H:	
D: V: ·		H: Flurry	
Act:	Test/Inti	midation	
Skill	АВС		
		ano a	for thi
	əbuei	scarded in exch	ib teul
	card	yns qu yoiq yer	n uoY
	ι	Masterplar	<b>7</b> 4



58 They reg	group!
S: H:	V: Fatigue
D: H:	V: Inspiration
Act: Test/Trick	
Complication	
	of any action
	sunod adt ot 8+
	noitoA 82

61 Th	ey regroup!	
S: H:	V: Fatigue	
D: H:	V: Inspiration	
Act: Man	oeuvre/Trick	
Skill B C		
pu	flip a new one for this rou	
)L	stack for another round, o	
current card on the action		
	You may either keep the	
÷	əvitsitinl əziə2 63	

56 They r	egroup!
S: H:	V: Fatigue
D: V:	Н:
Act: Test/Tric	ck
Skill A B C D	
	of any action
	+3 to the bonus
	56 Action

59 They reg	group!
S: H:	V: Fatigue
D: V: Inspiration	Н:
Act: Test/Trick	
Possible Setba	ick
	of any action
	+3 to the bonus
	59 Action

·				
	62	They reg	group!	
	S: H: -		V: Fatigue	
	D: V: I	nspiration	H:	

# Act: Manoeuvre/Trick

Skill A D

You may either keep the stack for another round, or flip a new one for this round

62 Seize Initiative

57 They re	egroup!
S: V: Fatigue	Н:
D: V:	Н:
Act: Test/Tric	k
Critical Proble	em
	of any action
	+3 to the bonus
	57 Action

60	They reg	group!	
S: V:	Fatigue	Н:	
D: V:	Inspiration	Н:	
Act:	Test/Trick		
Skill	ВD		
	his round	t tot and for t	ı e qilî
	orud, or	for another ro	stack
	noitos	nt card on the	currer
	ədt de	nay either kee	n uoY
	eviteit	inl əziə2	09

64 They	strike!
S: H: Fatigue	V:
D: H:	V: Up
Act: Defend	/Taunt
Skill A B	
	ytilidizzoq Isnoitibbs
	ns ze bəyelq əd yeM
	64 Hero

67 They	strike!
S: H: Fatigue	V:
D: H:	V: Up
Act: Defenc	I/Taunt
Skill A B C	D
	yiilidiszoq Isnoijibbs
	May be played as an
	67 Hero

70 They	strike!
S: H: Fatigue	V:
D: H:	V: Up
Act: Defend/	Taunt
Possible Set	back
	yilidiszoq lenoitibbe
	May be played as an
	70 Hero

65       They strike!         S: H: Fatigue       V:         D: V: Up       H:         Act: Defend/Taunt         Skill A B C         Áulligissod jeuojuppe         ue se pakejd ag kegy         OJƏH       G9	-	
D: V: Up H: Act: Defend/Taunt Skill A B C	65 They st	rike!
Act: Defend/Taunt Skill A B C	S: H: Fatigue	V:
Skill A B C fillidissod lenoitibbe ne se beyeld ed yeM 019H 29	D: V: Up	Н:
Skill A B C fillidissod lenoitibbe ne se beyeld ed yeM 019H 29		
65 Hero May be played as an additional possibility	Act: Defend/T	aunt
May be played as an	Skill A B C	
May be played as an		
May be played as an		
65 Hero	/	(tilidissoq lenoitibbe
	u	May be played as a
		65 Hero
		)

 68
 They strike!

 S: H: Fatigue
 V: ---- 

 D: V: Up
 H: ---- 

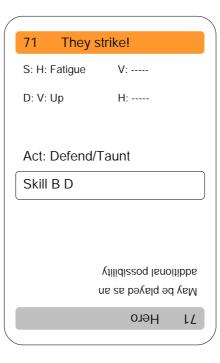
 Act: Defend/Taunt

 Critical Problem

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 ue se pakejd ag kew

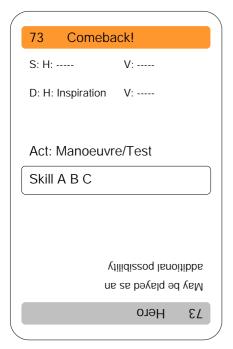
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 89



66 They	strike!
S: V:	H: Fatigue
D: V: Up	Н:
Act: Defend	/Taunt
Skill A B D	
	ytilidiszoq lenoitibbe
	na va bayalq əd yaM
	019H 99

69 The	y strike!
S: V:	H: Fatigue
D: V: Up	Н:
Act: Defer	nd/Taunt
Complicat	ion
	yilidiszoq lenoitibbe
	nay be played as an
	69 Hero

72 Com	eback!
S: V:	H:
D: V:	H: Inspiration
Act: Manoe	euvre/Test
Skill B C	
	yilidiszoq lenoitibbe
	ns se beyelq əd yeM
	72 Hero



76 The go	ing gets tough!
S: H:	V:
D: H: Setback	V: Flurry
Act: Manoeuv	/re/Test
Complication	
	action upon you
In	obboueut,s snccesst
L	This card negates an
slibF	1n9noqqO 87

79 Th	e going gets tough!
S: H: Setba	ck V:
D: H:	V: Flurry
Act: Mano	oeuvre/Test
Skill A D	
	which you just tailed
	re-attempt any action at
	You may immediately
ece	79 Second Chand

74 Comeback!
S: H: V:
D: H: Inspiration V:
Act: Manoeuvre/Test
Skill A B D
action upon you
obboueut,s snccesstul
This card negates an
24 Opponent Fails

77 The	going gets tough!
S: H:	V:
D: V:	Н:
Act: Manoe	euvre/Test
Skill B D	
	action upon you
	obboueut, a successful
	This card negates an
slie	37 Opponent Fa

80	You take it to them!	
S: H:	V: Breaks	
D: V:	Jp H: Flurry	

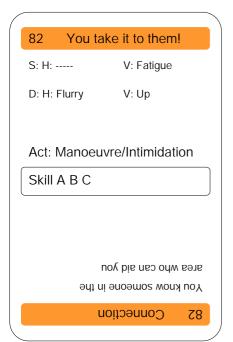
Act: Manoeuvre/Intimidation

08 Alertness You notice an otherwise unseen item, character, or clue. Set this card out, facing the GM Paring the GM

75 The	e going gets tough!
S: V:	Н:
D: V:	H: Fatigue
Act: Mano	euvre/Test
Skill A B C	D
	action upon you
	obboueut, s ancesatin
	This card negates an
sli	aT finenoqqO ZT

78 The	e going gets tough!
S: V:	H: Setback
D: V:	H: Fatigue
Act: Mano	peuvre/Test
Skill B C	
	refill their hands
	shaft their hands
	All players may discard
	78 ମଧ୍ୟା)

	~
81 You ta	ke it to them!
S: V: Fatigue	Н:
D: V: Up	H: Flurry
Act: Manoeuv	vre/Intimidation
Skill A B	
r	area who can aid you
ədt ni	You know someone
	ດແນລມແດນ ເຊ



85You take it to them!S: H:V: Breaks	
S: H: V: Breaks	
D: H: Flurry V: Up	
Act: Manoeuvre/Intimidation	I
Skill A D	
	20
tion you should take	
ating the next course of	oui
sed to gain clues	sU
69bl d	38

88	You	give u	p groun	d!
S: H: -		V	:	
D: H: ·		V	': Inspirati	on
Act: I	Defenc	l/Taur	nt	
Skill	ABC			
		ווח וסגב	noys nok	פרווחו
			on sht poit	•
		sər	to gain clu	pəsŊ
			beabl	88

83 You	take it to them!
S: H: Flurry	V:
D: V: Up	H: Flurry
Act: Manoe	euvre/Intimidation
Skill A B D	
	area who can aid you
əų	t ni ənoəmos wony uoY
	83 Connection
_	

86	You take	e it to them!		
S: H:	Flurry	V:		
D: V:	Up	H: Flurry		
Act:	Manoeuvre	e/Intimidation		
Skill A C				

action you should take
indicating the next course of
Used to gain clues

eəbl 88

89 You give	e up ground!
S: H:	V:
D: V: Inspiration	Н:
Act: Defend/Ta	aunt
Skill A B D	
course of	Used to gain clues indicating the next action you should t
	sebl 68

84	You	take it to the	m!
S: V:		H: Flurry	
D: V:	Up	H: Flurry	
Act:	Manoe	uvre/Intimida	ation
Skill	ABC	D	
		uoy bis nec or	area wh
	əqt	ni ənoəmoz wa	You kno
		Connection	48

87 You	I take it to them!
S: V:	H: Flurry
D: V: Up	H: Flurry
Act: Mano	euvre/Intimidation
Skill A B	
	which you just failed
	re-attempt any action at
	yləteibəmmi yem uoY
ອວເ	87 Second Char

·	
90 You give	e up ground!
S: V:	H:
D: V: Inspiration	H:
Act: Defend/Ta	aunt
Skill A B C D	
te nc	You may immediate re-attempt any actio which you just faile
Shance	o puoses 06

91	You give	e up ground	d!
S: H:		V:	
D: H:		V: Inspiratio	on
Act:	Defend/Ta	aunt	
Com	plication		
		səitilidizzoq	three
	٨	iture award b	adver
	ədt a	ard increase:	o sidT
	.+09 fc	d after a roll o	Playe
		Glory	۱6

94	You giv	ve up groun	d!
S: H:		V:	
D: H:		V: Inspiratio	on
Act:	Defend/	Faunt	
Skill	ВC		
		possibilities	three
		iture award by	adver
	əų	t sesserini bis:	o sidT
	.+09	d after a roll of	Playe
		Glory	<b>†</b> 6

97 You're c	Iriven back!	
S: H: Fatigue	V:	
D: H: Confused	V: Flurry	
Act: Defend/Te	est	
Critical Proble	m	
	a related skill	
OL	of Charisma, Spirit	
ę	eulev ent ot £+ bbA	
e	67 Presence	

95 Yo	u give up ground!
S: H:	V:
D: V: Up	Н:
Act: Defe	nd/Taunt
Skill A C	
	dramatic speech
	while you make a
	All hostile actions cease
	ənbolonoM 26

98	You're	e driven back	
S: H: I	Fatigue	V:	
D: V: I	Flurry	H: Confuse	d
Act: I	Defend	/Test	
Poss	ible Se	tback	
		lliys bəti	a rels
		arisma, Spirit or	of Ch
		aulev adt of 64	- bbA
		Presence	86

	Presence	96
99 You're	e driven back	ļ
S: V:	H: Fatigue	
D: V: Flurry	H: Confuse	d
Act: Defend/	/Test	
Complication	า	
	ted skill	PIAL P
	11:10 001	0101 0

of Charisma, Spirit or Able +3 to the value

66

Presence

96 You'ı	re driven back!
S: V:	H: Fatigue
D: V: Flurry	H: Confused
Act: Defend	d/Test
Skill A B	
	a related skill
	of Charisma, Spirit or
	aulev ant ot E+ bbA
	96 Presence

92 You give up ground!	93
S: H: V:	S: V:
D: V: Inspiration H:	D: V:
Act: Defend/Taunt	Act:
Skill B D	Skill
three possibilities	
adventure award by	
This card increases the	
Played after a roll of 60+.	
65 Clory	

93	You giv	e up groun	d!
S: V: -		Н:	
D: V: I	nspiration	Н:	
Act: I	Defend/T	aunt	
Skill	ВС		
		səijilidizzoq	three
	1	iture award by	adver
	ә <b>ц</b> і	sard increases	o siqT
	.+09 Ì	d after a roll o	Playe
		Glory	63
_			

	ted skill	a rela
	arisma, Spirit or	of Ch
	-3 to the value	⊦ bbA
	Presence	103
106 Do y	you risk an ope	ning?
S: H:	V: Stymied	
D: H:	V: Flurry	
Act: Attack	k/Defend	
Skill A B C	; D	
	ted skill	a rela
	arisma, Spirit or	d) jo
	-3 to the value	+ bbA
	Presence	90L

103 You'r	re driven back!
S: H: Fatigue	V:
D: V: Flurry	H: Confused
Act: Defend	/Test
Skill A C	
	a related skill
	of Charisma, Spirit or
	eulev ent ot £+ bbA
	103 Presence

103 You're	driven back!
S: H: Fatigue	V:
D: V: Flurry	H: Confused
Act: Defend/1	Test
Skill A C	
	a related skill

100	You're dr	iven back	d
S: H: F	atigue	V:	
D: H: (	Confused	V: Flurry	
Act: [	Defend/Te	st	
Skill I	B D		
		ed skill	a relat
	t or	irig2 ,smeiri	of Cha
	ıe	a to the valu	+ bbA
	Ð	Presenc	00L

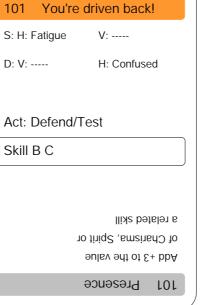
Act: Attack/Defend			
Skill B D			
a related skill			
of Charisma, Spirit or			
Sulev shi to the value			
107 Presence			

107	Do you	u risk an opening
S: H:		V: Breaks
D: V: F	lurry	Н:

a related skill
of Charisma, Spirit or
eulev ent of E+ bbA
104 Presence

Act: Attack/Defend

104 Do you risk an opening? S: H: Inspiration V: -----D: V: Flurry H: -----



	Presence	102
108 Do yo	ou risk an oper	ning?
S: H:	V: Stymied	
D: V: Flurry	H:	
Act: Attack/	Defend	
Skill A C		
	ated skill	
	+3 to the value harisma, Spirit or	
		801

105	Do you	risk an opening?
S: V: Fa	tigue	Н:
D: V: Flu	ırry	Н:
Act: At	tack/De	fend
Skill B	С	
		מ ובומובת צעווו
	-	a related skill
	OL	of Charisma, Spirit
	ć	eulev ent ot 8+ bbA

102 Vou'r	e driven back!
S: V:	H: Fatigue
	0
D: V:	H: Confused
	1/7
Act: Defend	l/ l est
Skill A D	
	a related skill
	of Charisma, Spirit or
	eulev ent of the bbA

Presence

105

	t permenant	ojdqns
kes a	this card ma	agree,
Atod ME	iyer and the	slq 6 11
u	gieqmeD	115
115 I have y		
TIS THAVE y		
S: H:	V: Fatigue	
D: H: Stymied	V: Trick	
	/Taunt	
Act: Intimidation	on/Trick	
Skill B D		
(		
	ffect value	Jonl G
	of £+	bbs of
n	ard allows yo	s sidT
Grace	Soup De	SIL

112 I have	you now!
S: H:	V: Fatigue
D: H: Setback	V: Trick /Taunt
Act: Intimidati	on/Trick
Act: Intimidati Skill A B	on/Trick
	on/Trick
	on/Trick

109 Do y	ou risk an opening?		
S: H:	V: Stymied		
D: H:	V: Flurry		
Act: Attack/Defend			
Skill A D			
	a related skill		
	of Charisma, Spirit or		
	aulsv ant ot £+ bbA		
	109 Presence		

116 I	have yo	u now!	
S: H:		V: Fatigue	
D: V: Tric /Ta		Н:	
Act: Inti	midation	n/Trick	
Skill B (	2		
	no/	ffect value y +3 to ffect value	bbs of
	e Grace	a quoc	911

Srace	) 90 quo 74
117 I have	you now!
S: V: Fatigue	H:
D: V: Trick /Intimidation	H: on
Act: Intimidat	ion/Trick
Skill A D	
	our effect value
	ot 6+ bbs o
	his card allows you
Srace	) 90 quo 71

114 I have	you now!
S: V: Fatigue	Н:
D: V: Trick /Taunt	Н:
Act: Intimidati	ion/Trick
Skill A B C D	
	your effect value
1	This card allows you to add +3 to
Grace	114 Coup De

110 Do y	ou risk an opening?
S: H:	V: Stymied
D: V: Flurry	Н:
Act: Attack/	Defend
Skill A C	
	a related skill
	of Charisma, Spirit or
	eulev ent ot £+ bbA
	110 Presence

113 I have you now!

Act: Intimidation/Trick

S: H: -----

D: V: Trick

Skill A B D

/Taunt

V: Fatigue

your effect value

113

This card allows you

Coup De Grace

Н: -----

111 Do you	u risk an opening?
S: V: Stymied	Н:
D: V: Flurry	Н:
Act: Attack/D	efend
Skill A B	
	a related skill
	of Charisma, Spirit or
	eulev ent of £+ bbA
	111 Presence

118 I have	you now!	
S: H:	V: Fatigue	
D: H: Stymied	V: Trick /Intimidation	
Act: Intimidation/Trick		
Skill A C		
	You məy immediatel re-attempt any actior baliet tzul vov just failed	
hance	138 Second Cl	

121 The bat	ttle is mine!	
S: H:	V:	
D: H: Stymied	V: Trick /Test	
Act: Manoeuvre/Test		
Skill A B D		
	for subplot	
tot	one Possibility per A	
dain	in for Possibility, or	
pəu	Subplot. May be turn	
	121 Romance	

124 The	battle is mine!
S: H:	V:
D: H: Stymie	d V: Trick /Test
Act: Mano	euvre/Test
Skill B C	
	for subplot
	one Possibility per Act
	Subplot. May be turned in for Possibility, or gain

	te n	ay immediate mpt any actic you just failec	re-atte
	;µsuce	S broces	611
122	The bat	ttle is mine	!
S: H:		V:	
D: V: T /	rick Test	Н:	
Act: N	lanoeuv	re/Test	
Skill A	ABCD		
		ət. May defea ponent at the Tife Tife	any op
		Martyr	155

119 I have you now!

/Intimidation

Act: Manoeuvre/Taunt

Н: -----

Н: -----

S: V: Fatigue

D: V: Trick

Skill A B

	125 Th	e battle is mine!
	S: H:	V:
	D: V: Trick /Intim	H: idation
	Act: Man	oeuvre/Taunt
$\left( \right)$	Skill A D	
		or subplot
		one Possibility per Act
		n for Possibility, or gain
		<i>.</i> .

25 The battl	e is mine!
S: H:	V:
D: V: Trick /Intimidation	Н:
Act: Manoeuvre	e/Taunt
Skill A D	

D	
	for subplot
	one Possibility per Act
	in for Possibility, or gain
	Subplot. May be turned

<b>Stake</b>	Personal	152
5/10+J	Dereared	101

123 Th	e battle is mine!
S: V:	Н:
D: V: Trick	H:
/Test	
Act: Man	oeuvre/Test
Skill B D	
	or subplot
	one Possibility per Act
	in for Possibility, or gain
	Subplot. May be turned
ity	123 Mistaken Ident

126 The battle is mine!

/Intimidation

Act: Manoeuvre/Taunt

V: -----

Н: -----

for subplot

one Possibility per Act in for Possibility, or gain Subplot. May be turned

126 Nemesis

S: H: -----

D: V: Trick

Skill A C

120 Th	e battle is mine	e!
S: V:	H:	
D: V: Trick /Test	Н:	
Act: Man	oeuvre/Test	
Skill A B	С	
	t. May be turned ossibility, or gain solot	in for P
	Romance	150

#### 135 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

	Skill A B
jnusT\9	rvu9onsM :tɔA
	noitsbimitnl\
:H	J: V: Test
:H	S: V: Setback
chestnut?	135 That old
\	

# 132 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

	Skiii B C
ţsə	T\fnusT :toA
	tnusT\
:H	J: V: Test
:H	:V :S
InqmuinT I	lisiz I shall

# 129 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

		Skiii a b d	
	ts9T\tnusT :toA		
	uoj	itsbimitnl\	
	:H	fnusT :V :O	
	:H	:V :S	
	InqmuinT	libriz 1 921	
、			

#### 134 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

# Skill A C

	Intimidation (
:H	D: V: Test
V: Setback	:H :S
ะเทมเรอมว	

# 131 Drama

# 128 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

	Skiii a b c	
tse	Act: Taunt/T	
uo	itebimitnl\	
:H	fnusT :V :O	
:V	:H :S	
InqmuinT	lledz I 821	

(			
133	Drama		
or turn advent	e used as a H ed in after the ture is over fo Possibilities	è	
		d A	SK!II
	ţs	9T\tnu⊾T	Act:
	tc∋T :V trusT\	b9imy12	D: H:
	:V		- :H :S
	Idqmuin]	l lledz l	133
<u> </u>			

130 Drama	
Mary has supported as a	Llaws aread
May be used as a	
or turned in after the	ne
adventure is over f	or
three Possibilities	
	Skill A B C D
ţ	s9T\fnusT :foA
fnueT\	
J≳∋ I ∶V	D: H: Stymied
/ (	
:V	:H :S
uduupu	
jyawnį.	130 I shall Tr

12	7 Sus	picion		
in fo one	oplot. May or Possibi Possibili subplot	lity, or g	ain	
			A B	II!XS
		ţse	∍T\†nu⊾T	:toA
uc	aunt Intimidatio		Setback	:H :D
		:V		:H :S
	jųc	InuinT	lledz I	157

# 142 Frequency Simple Second Second

139	Drama		
May b	e used as a ⊦	lero card	
or turr	ed in after the	Э	
adven	ture is over fo	or	
three	Possibilities		
		a D	I II!\\S
Act: Trick/Intimidation			
noite	bimitnl\		
	tnusT :V	beimyts	D: H: 3
	V: Flurry		- :H :S
	<mark>ې دµe</mark> stnut	No tenT	136

136	Drama		
May b	e used as a H	ero card	
or turn	ed in after the	)	
adven	ture is over fo	r	
three F	Possibilities		
		АВС	II!'\S
	inusT\91	vu9onsM	:toA
	tnueT\		
	Jz9T :V	Setback	:H :D
	:V		:H :S
	jnuisəyo p		

#### Ifay readership ton m'l E4f SA69AB :V ----- :H :2 B A Ilix Inoitsbimitnl\xirt :trad a A Ilix B A Ilix A nois bimitnl\xirt :trad B A Ilix A nois bimitnl A nois bimitnl B A Ilix A nois bimitnl A n

# 140 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

	Skiii B C
timidation	Act: Trick/In
noi	tebimitnl\
:H	fnusT :V :O
V: Flurry	:H :S
Stuntseds blo	140 That o

# 137 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

Skiii a b d	
Act: Manoeuvre/Taunt	
noitabimitnl\	
acitobiaital	
D: V: Test H:	
S: H: V: Flurry	
137 That old chestnut?	
	/

144	Leadersr	пр	
You may play two cards into other character's card pools			
from	from your hand and/or discard,		
imme	eadiately refillir	ng your har	nd
		<i>I</i> B C	/ II!XS
	noitsbir	rick/Intin	F :tɔA
	:H	noiteriqer	n: V : D
	:H	sreaks	3 : Λ : S
	i <mark>hrough y</mark> et!	t ton m'l	144

144

# 141 Leadership

You may play two cards into other character's card pools from your hand and/or discard, immeadiately refilling your hand

	Skill A D	
Act: Trick/Intimidation		
:H	D: V: Inspiration	
:H	b9imyt2 :V :2	
141 I'm not through yet!		

# 138 Drama

May be used as a Hero card or turned in after the adventure is over for three Possibilities

	Skill A B C D
fnusT\a	orvu9onsM :t5A
	noitebimitnl\
:H	J: V: Test
:H	S: V: Flurry
chestnut?	138 That old

145 l'm no	ot through yet!
S: H:	V: Breaks
D: H:	V: Inspiration
Act: Trick/In	timidation
Skill A B D	
Joni yang	pnillitər yləteləmm
r discard,	io/pue puey inol woi
other character's card pools	
otni sb	you may play two card
	145 Leadership

148 Oh n	10!	
S: H:	V: Breaks	
D: H:	V: Setback	
Act: Trick/I	ntimidation	
Skill B C		
	bonus for any action	
S'''S	+3 to any other charact	
	148 Supporter	

151       You warily engage.         S: H:       V:         D: H:       V:         Act: Intimidation/Trick         Skill A B         skill A B         L: Liptic Li		
D: H: V: Act: Intimidation/Trick Skill A B	151 You	u warily engage.
Act: Intimidation/Trick Skill A B souns to sub action	S: H:	V:
+3 to any other character's Bonus for any action	D: H:	V:
+3 to any other character's Bonus for any action		
+3 to any other character's bonus for any action	Act: Intimi	dation/Trick
+3 to any other character's	Skill A B	
+3 to any other character's		
+3 to any other character's		
		bonus for any action
151 Supporter	s,ı	+3 to any other characte
		151 Supporter

146 l'm ba	ack!
S: H:	V: Breaks
D: V: Inspiratio	on H:
Act: Trick/Ir	ntimidation
Skill A B C	D
	bonus for any action
ter's	+3 to any other charac
	146 Supporter
	/
149 You	warily engage.
S: H:	V:
D: V:	Н:
Act: Intimida	ation/Trick
Skill A D	
_	bonus for any action
ter's	+3 to any other charac
	149 Supporter
152 Your	warily engage.
S: H:	V:
D: V:	↓:
D. V	
Act: Intimida	ation/Trick
Skill A B C	

+3 to any other character's

152 Supporter

147 Oh no!	
S: V: Breaks	Н:
D: V: Setback	Н:
Act: Trick/Inti	midation
Skill B D	
	bonus for any action
s'19136	+3 to any other chara
	147 Supporter

150 You	warily engage	
S: V:	H:	
D: V:	H:	
Act: Intimi	dation/Trick	
Skill A C		
	s for any action	snuoq
st's	any other characte	oj £+
	Supporter	120

153 You	warily engage.
S: V:	H:
D: V:	H:
Act: Intimid	lation/Trick
Skill A B D	
	bonus for any action
er's	+3 to any other charact
	153 Supporter

ou warily engage.	156 You warily engage.
V:	S: V: H:
Н:	D: V: H:
midation/Trick	Act: Intimidation/Trick
)	Skill A C
	played into pool
	Must be first card
bonus for any action	escape an encounter.
+3 to any other character's	You and your party may
155 Supporter	156 Escapei

155 You warily engage.

Act: Intimidation/Trick

S: H: -----

D: V: -----

Skill A D

154	You	ı waril	y enga	age	
S: H: ·			V:		
D: H:			V:		
Act:	Intimio	datior	n/Trick		
Skill	АВС	D			
		uoi	any act	s for	snuoq
	s'1s	atacte	other cl	suλ	of £+
		,er	uoddn	S	154

# 161 Net Gain

+3 bonus to Net Find, Net Stealth, Net Manipulation or Net Tracing while in the GodNet or the Grid

Infiniverse

	Skill A B
JTrick	avu9onsM :t5A
:V	D: H: Breakdown
H: Setback	:V :S
fension!	911 Feel the

# 159 Research

The GM supplies needed, but unexpected clue to a mystery when this card has been played

Infiniverse

.			
	/ IIIYS	ИВСD	
	Act: N	anoeuvre	s/Trick
	- :H :O		V: Breaks
	T :V :2	ţsə	H: Flee
	126	Run awa	λi

# 158 Hero Fails

If played, the GM may negate one of your character's successful actions If played, gain three Possibilities at the end of the adventure Infiniverse

# Complication

158 The pace quickens! S: H: Danger V: -----D: V: Trick H: Danger Act: Any Multi-Action

# 160 Quest

Subplot. Character is offered a chance to embark on a quest, or may turn this in for a Possibility

Infiniverse

	шe	al Proble	Critic	
	bnafe	bnəfed/yastita :toA		
	9uβit⊾7 :H	dr	D: V: D	
	V: Setback	Setback	S :H :S	
	···λjuəppns	s nədW	09L	
. —				

# 157 Survival

+3 bonus to any action which avoids danger or overcomes environment; plus Second Chance if played in Living Land Infiniverse

: Attack/Manoeuvre	ţэА
--------------------	-----

V: Life Rage	D: H:
H: Life Rage	:V :S
e will of Lanala!	ИТ Таг

171 Murphy's Law		
If played, the GM may negate a		
hero's successful action. If		
played, gain four Possibilites at		
the end of the adventure		
Taylorg v2.0a1 20/6/1997		
Possible Setback		
Act: None		
D: V: Inspiration H: Setback		
S: H: V: Flurry		
171 They strike!		

# 168 Plunder

Discard this card to take a card from another player's pool or a random card from a player's hand to replace this card Taylorg v2.0a1 20/6/1997

	BC	SKill		
	Janoeuvre/Taunt	Act: Manoeuvre/Taunt		
	:V əupits	:H :D		
	:H	:V :S		
	They regroup!	89L		
<u>\</u>				

# 165 Resolve

Add +6 to all Willpower skill totals this round.

Taylorg v2.0a1 20/6/1997

SK!II C

Act: Defend/Test

9upits∃ :H	Flurry	:V :D
:H	Flurry	:V :S
ເມດິກດາ ຣາອດີ ດິບເດດີ ອ	ын	col

170	Fate			
When played, player may discard as many cards as desired, and draw that number of cards to				
replace	them			
Taylorg	v2.0a1 20/6	5/1997		
		A B	II!XS	
		ənoN	:toA	
	qU :V	bəimyt2	:H :O	
	:V	bəsuìnoƏ	:H :S	
ite	prough ye	t ton m'l	021	

# 167 New Hope

You must spend a full round roleplaying an inspirational act or speech. All players who can trade cards are inspired Taylorg v2.0a1 20/6/1997

	Skill A C D
tnue	T\Act: Attack/T
qU ∶H	D: V: Flurry
V: Breaks	S: H: Flurry
e ou the run!	л'үэлТ Таг

# 164 Second Wind

You may ignore up to three levels of wound penalties until the end of an Event or a Scene, whichever comes first Taylorg v2.0a1 20/6/1997

# Skill A B C D

 164
 Comeback!

 S: H: Flurry
 V: ---- 

 D: H: Inspiration
 V: Flurry

 Mathematical
 V: Flurry

169	Event	
A new Event happens and will affect all parties involved. This card must be the next card to be played when drawn. Taylorg v2.0a1 20/6/1997		
		SKill C
	Trick	Act: Defend/
;	∋upits∃ :H	D: V:
	:H	:V :S
	Strike!	۶ ۲hey They

Breakthrou	gh	
Add +3 to any one skill that you		
have, and roll a	as if you	
killed		
g v2.0a1 20/6/1	997	
	SKill D	
Aanoeuvre	Act: Attack/I	
suìno:) :H	D: V:	
9u臾its∃ :V	:H :S	
	3 to any one ski have, and roll a killed g v2.0a1 20/6/1 פוארחפסעפון snjuoე :H	

163 Super Hero	
May be played as an additional	
Possibility with no minimum. Roll	
twice, player chooses the better	
of the two	
Taylorg v2.0a1 20/6/1997	
mplication	IOD
noitɔA-iluΜ γnA :	toA
ł: Flurry V: Up	D: H
:V qU :ŀ	H∶S
3 You take it to them!	E91

180	Precision		
Add +	Add +3 to one skill that uses		
Dexter	rity, Agility or In	tellect	
Taylor	g v2.1 18/12/19	997	
		B D	II!XS
	june_	T\AbstfA	Act: A
	:H	- Inrry	D: V : D
	H: Flurry		- :V :S
	Inqmuint	lishz i	180

177	177 Divine Intervention		
Add one Success level to any one Miracle by a person of compatible Faith			
Taylor	Taylorg v2.1 18/12/1997		
		noitecilo	lwoc
	Act: Manoeuvre/Trick		
	H: Flurry	noiteriqen	D: V: I
	V: Flurry	noiteriqen	I :H :S
	fuəppr	ns uəqM	LLL

# 174 Clone

This card may duplicate any other card that is in a pool

Taylorg v2.0a1 20/6/1997

Skill A D

Act: Trick/Intimidation

u	/Intimidatic
H: Breakdown	fnusT :V :O
V: Inspiration	supit⊾∃ :H :2
driven back!	an'uoY 471

		)	
179	Fortitude		
Add +3 to one skill that uses			
Stanima	a, Mind or Sp	birit	
Taylorg	v2.1 18/12/1	997	
		Skill A C D	
	/re/Taunt	/u9onsM :toA	
	:H	D: V: Flurry	
	:V	S: H: Flurry	
jybn	ot stag gni	ob ə4T 671	

1/6	Defiance	•		
+ 1 bonus to all skills used to defend against one opponent until the end of an Event or a Scene, whichever comes first				
Taylorg v2.1 18/12/1997				
	ZKIII C D			
		SKill C D		
	ţse	Skill C D Skill C D		
	·			

 ۱76
 You're driven back!

 S: V: Flurry
 H: Up

173 Desperation

All players must move all cards from hands into their pools

Taylorg v2.0a1 20/6/1997

Skill C D Scf: Trick/Intimidation

H: Flurry	9upits∃ :V :O
9upit⊾1 :V	:H :S
pot a weakness!	s nox Ell

178	EverLaw		
Add +3 skill tot	8 to a Reality b al	based	
Taylor	g v2.1 18/12/1	997	
		A B	' II!XS
	noitabim	ritnl\t≥9T	- :tɔA
	:V	∋ugits∓	D: H: I
;	∋ugita∃ :V		- :H :S
<mark>აზი</mark> inე	ı tisk an op	Do you	821

175	Reckoning	
+ 1 bo	nus to all skills	used to
attack	one opponent	until the end
of an E	Event or a Scer	ne,
whiche	ever comes firs	t
Taylor	g v2.1 18/12/19	997
		Skill B C
	anoeuvre	Act: Attack/N
ŗ	∋imγt2 :H	D: V:
	. 10 11	
	V: Breaks	qU :H :S
jL	nedt to then	et uoy 271

172	Retrospecti	on
Cannot be played in combat.		
Meditiate for one turn, discard		
card, t	hen take one ca	rd from
Discar	d stack	
Taylor	g v2.0a1 20/6/19	997
		Skill A C
	noitabimit	nl\teaT :toA
	;H	D: V:
	:H	:V :S
ip	aive up groun	DOY 271

### Super Hero

Like Hero but recieve 2 Possibilities. Roll twice and choose the best

Taylorg v2.0a1 1/1/2000

#### Murphys Law

Something goes wrong in the adventure that effects whole group. Play facing GM. Gain 3 Possibilities at adventure's end Taylorg v2.0a1 1/1/2000 Event

Heavy duty card that triggers a major event in the adventure. Played automatically when turned

Taylorg v2.0a1 1/1/2000

# Норе

Acts as Inspiration for the entire group

Taylorg v2.0a1 1/1/2000

#### Break Thru

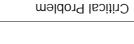
Act as skilled in something you know nothing about with +3

Taylorg v2.0a1 1/1/2000

#### 182 Blood Thirst!

Add +6 to ANY attacks made in the next round, not the round in which it is played

Taylorg v2.1 18/12/1997



d∩∖	dU∖
H: Flurry	D: V: Flurry
V: Flurry/Up	S: H: Flurry/Up
preaks loose!	182 All hell

# 666 Certain Death

You cannot escape, there is no hope. Create new characters and start again

Taylorg v2.0a1 1/1/2000

noiteation	lmoJ
Jie Horribly	Act: [
H: Setback	D : V : D
Jp H: Setback	ר:∨ צ
You're doomed!	999

181	Storm Surg	ge
You may discard this card for		
2 Possibilities while in a		
Reality Storm - OR - add +2 to		
the rating of any Storm in sight		
Taylor	g v2.1 18/12/19	997
		SKIII B C D
Act: Defend/Trick		
p€	esuîno: :H	D: V: Flurry
	:V	S: H: Flurry
	strike!	ε γέλ τη τα τ
		11 202

#### 183 Diplomacy

Played only at the start of a round. All offensive actions are -6, any action involving communicat with the enemy is at +3 Taylorg v2.1 18/12/1997

ABCD

Act: Anything but Attack

 183
 Things calm down

 S: H:
 V:

 D: V:
 V:

# Debt of Honour

You owe a debt of honour and must see it through

Taylorg v2.0a1 1/1/2000

#### Publicity

PC has gained noteriety and is hounded by media types you to discard and draw three cards from deck into pool Taylorg v2.0a1 1/1/2000

#### Noble Cause

You have taken up a noble cause in your adventure and will follow it through to the end cards from deck into pool Taylorg v2.0a1 1/1/2000

# Fate

Must be first card played into pool. Card when used allows you to discard and draw three cards from deck into pool Taylorg v2.0a1 1/1/2000

# Factor X

Increases difficulty of adventure substantially. Gain +3 possibilities at end of adventure if successful Taylorg v2.0a1 1/1/2000

#### Never Surrender

+3 to any combat related action

Taylorg v2.0a1 1/1/2000

# Reality

+3 to any Reality based action

Taylorg v2.0a1 1/1/2000

### Reinforcements

Aid arrives in some form. Plays facing GM

Taylorg v2.0a1 1/1/2000

#### Second Wind

Heals 3 wound levels and all shock damage

Taylorg v2.0a1 1/1/2000

# Enlightenment

+6 to any Mind or Intelligence based roll

Taylorg v2.0a1 1/1/2000

# Divine Aura

+6 to any Spirit based roll

Taylorg v2.0a1 1/1/2000

# Iron Will

+6 to Willpower

Taylorg v2.0a1 1/1/2000

+6 to any combat action

Reckoning

Taylorg v2.0a1 1/1/2000

# Hand of God

If given a death blow you do not die but are stabilized

Taylorg v2.0a1 1/1/2000

Curse

You have been cursed

Taylorg v2.0a1 1/1/2000

#### Storm

Allows you to make a reroll during combat in a reality storm

Taylorg v2.0a1 1/1/2000

# Oppurtunity

Can be played from pool to gain an opportunity helpful to PC

Masterbook

#### Disaster

Something really bad happens, not necessarily to Character, but in general

Masterbook

# Wild Card

Use as any card in deck

Masterbook

#### **Common Ground**

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

Possible setback

Act: Defend/Taunt

D: G: Inspiration P: -----

# Breakthrough

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

Masterbook

Possible setback

Act: Defend/Taunt

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

#### Interloper

Play face up as a subplot card. Sometime during the adventure a "third party" shows up, acting in the party's, GM's or own intersts Masterbook

# 10 Double Cross

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

Masterbook

Critical Problem	
Act: Attack/Trick	
P: Confused	D: G: Flurry
G: Stymied	:d :S
	OL