

CRYPTIC ALLIANCE

## BROTHERHOOD OF THOUGHT

*Let reason—your reason—triumph over all.*

Reveal this card at the start of an encounter.

**EFFECT:** Until the end of the encounter, you gain a +5 bonus to overcharge checks for psi Alpha powers, and your allies must overcharge psi Alpha powers, if possible. Whenever an ally overcharges a psi Alpha power during this encounter, you gain a +1 power bonus to attack rolls and to all defenses until the end of your next turn.

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## NEW DAWN

*It's technology that causes the world's ills.*

Reveal this card at any time during an encounter.

**EFFECT:** Each character making an Omega Charge check at the end of the encounter takes a -5 penalty to the check. You gain a bonus to your skill checks and saving throws equal to the number of those Omega Charge checks that fail. In addition, you gain a bonus to attack rolls equal to half the number of those Omega Charge checks that fail. These bonuses last until the end of your current session.

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## ARCHIVISTS

*Technology is god showing its true form. It must be worshipped and read for omens—and saved from the heathens.*

Reveal this card at any time during an encounter.

**EFFECT:** At the end of the encounter, each of your allies must make an Omega Charge check for each Omega Tech card he or she draws. Until the end of the session, whenever you draw an Alpha Mutation card, you can draw an additional card for each of those Omega Charge checks that failed. Then choose one of those cards and shuffle the rest into the deck they came from.

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## RADIOACTIVISTS

*All hail the mighty Atom!  
All hail the blessed mutants!*

Reveal this card at any time.

**EFFECT:** Draw a number of Alpha Mutation cards equal to the number of untapped Alpha Mutation cards your allies have. Keep one of those cards and shuffle the rest into the deck they came from. Then each of your allies experiences an Alpha flux.

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## RESTORATIONISTS

*We need to rebuild . . . and those  
"crazies" are getting in our way.*

Reveal this card when an ally reveals a Cryptic Alliance card and you are conscious.

**EFFECT:** Choose one:

1. Negate the Cryptic Alliance card that was played and gain a power bonus to attack rolls and skill checks equal to the number of revealed Cryptic Alliance cards (not including Restorationists cards) until the end of the session.
2. Any effect from a Cryptic Alliance card that was played that applies to allies instead applies to the character that played the card, and any effect that applied to the character instead applies to that character's allies.

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