

# DISORGANIZED RABBLE!

A  
C

Mobs on either side are Stymied thanks to discipline and formations being contradictory concepts.

Standard:      H —      V Fatigued

Dramatic:      V —      H Fatigued

MANEUVER/TRICK

I-L

# SOMETHING ABOUT YOU...

A  
B  
D

**If you have Charisma 8+ any test you attempt this round is Favored.**

Standard:      V    Stymied      H    —

Dramatic:      H    Surge      V    —

**MANEUVER / TAUNT**

**2-L**

# PEEL THE FALSE SKIN!



A  
B

**Any worn Armor provides half its usual protection (rounding up) this round.**

Standard:      H —

V Flurry

Dramatic:      V —

H Surge

**TAUNT / TRICK**

**3-L**

# LANALA'S RAGE!

A  
C

**All characters become Stymied.**

Standard: V —

H Surge

Dramatic: H Fatigued

V —

**MANEUVER / TRICK**

**4-L**

## BAD FOOTING!

A  
D

**Villains must test Agility or become Very Vulnerable.**

Standard:      H —                      V Fatigued

Dramatic:      V Fatigued                      H —

**TRICK**

**5-L**

## STRONG SPIRITS!

A  
B  
C

**The faith skill is Favored this round, but the backlash for failing to invoke a Miracle increases to a Wound.**

Standard:      H —      V Inspiration

Dramatic:      V Inspiration      H —

**TAUNT**

**6-L**

# CRUMBLING RUINS!

B  
C

**Heroes must test Agility or become Very Vulnerable.**

Standard:      V —                      H    Fatigued

Dramatic:      H —                      V    Up

**MANEUVER**

**7-L**

# THICK SKIN!

B  
D

**Any character with a natural Armor rating gains +1 Toughness for the round.**

Standard:      V   Inspiration      H   —

Dramatic:      H   Surge      V   —

## INTIMIDATE

8-L



# PUNY TRICKS!

B  
C

The intimidate skill may be used as the defense against any type of Interaction Attack this round.

Standard:      H —                      V    Fatigued

Dramatic:      V —                      H    Surge

**TAUNT / TRICK**

**9-L**

# SOOTHE THE SAVAGE BEAST!

COMPLICATION

The persuasion skill may be used as an Interaction Attack this round. The target is the defender's persuasion.

Standard:      V —      H Inspiration

Dramatic:      H Stymied      V —

ANY

10-L

# BARED FANGS!

A  
B

**Unarmed attacks by either side are favored this round.**

Standard:      H   Fatigued      V   —

Dramatic:      V   Fatigued      H   —

**ATTACK / DEFEND**

**II-L**

## FICKLE FATE!

A  
B  
C  
D

**Dice added by Possibilities (or an equivalent) don't add a minimum of 10 this round.**

Standard:      V —

H Up

Dramatic:      H —

V Flurry

**ANY MULTI-ACTION**

**12-L**

# THE SIGNS ARE BAD!

A  
D

**All villains must make a fear test.  
Those who fail become Stymied, and  
must flee on a Mishap.**

Standard:      H Up                      V —

Dramatic:      V Fatigued                      H —

**INTIMIDATE / TAUNT**

**13-L**

## THE FIRE HUNGERS!

A  
B  
C

An appropriate portion of the map (GM's call) ignites and begins burning as a bonfire (12 damage).

Standard:      V    Setback      H    —

Dramatic:      H    Fatigued      V    —

**INTIMIDATE / MANEUVER**    14-L

## AN ILL WIND!

**Villains' missile weapons gain 10 extra meters of range.**

POSSIBLE SETBACK

Standard:      H   Surge

V   —

Dramatic:      V   —

H   Confused

**ATTACK**

**15-L**

# DON'T THINK TOO HARD!

CRITICAL PROBLEM

**Any character with a Social Axiom of 8 or higher must roll to avoid Disconnection as if a Surge occurred.**

Standard:      V   —                      H   —

Dramatic:      H   Inspiration      V   —

**ANY MULTI-ACTION**

**16-L**



# MAKE YOURSELF LOOK BIGGER!

A  
B  
D

**This round the intimidation skill becomes based on Strength rather than Spirit.**

Standard:      H —                      V    Fatigued

Dramatic:      V —                      H    Confused

**INTIMIDATE / TRICK**

**17-L**

# FASTER THAN THEY LOOK!

A  
B

**Villains gain an extra 5 meters of movement, or an extra 15 meters of movement if they Run.**

Standard:      V —                      H Flurry

Dramatic:      H Surge                      V —

**INTIMIDATE / TAUNT**

**18-L**

## A FAVORABLE WIND!

A  
C

**Heroes' missile weapons gain 10 extra meters of range.**

Standard:      H —                      V —

Dramatic:      V —                      H Flurry

**ATTACK / TRICK**

**19-L**



## SPRINT FOR IT!

A  
D

**Heroes gain an extra 5 meters of movement, or an extra 15 meters of movement if they Run.**

Standard:      V   —                      H   —

Dramatic:      H   —                      V   Flurry

**INTIMIDATE / MANEUVER    20-L**

# FLARING TENSIONS!

A  
B  
C  
D

**Two villains attack one another simultaneously, playing no mind to the heroes at all.**

Standard:      H Up                      V —

Dramatic:      H —                      V Setback

**INTIMIDATE**

**2I-L**

## KILLER TERRAIN!

A  
B  
C

**The survival skill may be used as an Interaction Attack this round. The target is the defender's survival.**

Standard:      H   Inspiration      V   —

Dramatic:      H   —      V   —

**ANY**

**22-L**

# BLEEDING OUT!

A  
B  
D

**Any villain who has suffered one or more Wounds suffers another Wound.**

Standard:      H —                      V    Setback

Dramatic:      H —                      V —

**MANEUVER**

**23-L**

# SHARPENED BLADES!

A  
B  
C  
D

**Melee weapons attacks by either side are Favored this round.**

Standard:      H —                      V —

Dramatic:      H —                      V Setback

**ATTACK / MANEUVER**

**24-L**



# SHATTERED BLADES!

A  
B  
C  
D

**Any weapon used this round gains a Malfunction range of 1-4 and breaks on a Malfunction.**

Standard:      H   Flurry      V   —

Dramatic:      H   Up      V   —

**TAUNT**

**25-L**

# SMALL PACKS HUNT BEST!

A  
B  
D

**Mobs may not cooperate on tests.**

Standard:      H —      V    Fatigued

Dramatic:      H —      V    Stymied

**INTIMIDATE / TRICK**

**26-L**

# THE SPIRITS ROUSED!

A  
B

**Any character with a Condition (Stymied or Vulnerable) suffers 2 Shock.**

Standard:      H —      V Fatigued

Dramatic:      H Inspiration      V —

**MANEUVER / TAUNT**

**27-L**

# LOUDER THAN WORDS!

A  
B  
C

**Taunts suffer a -10 penalty this round.**

Standard:      H —                      V —

Dramatic:      H Flurry                      V —

**ATTACK / INTIMIDATE**

**28-L**

# REALITY BURST!

A  
D

**All Ords suffer 2 Shock and disconnect.  
Reality-rated characters test reality and  
lose 1 Possibility on a failure.**

Standard:      H —                      V Stymied

Dramatic:      H Inspiration              V —

**ATTACK / TAUNT**

**29-L**



**ARISE!**

**A**  
**B**

**Any KOed characters (including Defeated ones) regain consciousness and recover 2 Shock.**

Standard:      H   Flurry      V   —

Dramatic:      H   —      V   —

**TRICK**

**30-L**



**ME FIRST!**

**B**

**D**

**Heroes must act according to how the players are seated, starting to the GM's right and proceeding counter-clockwise.**

Standard:      V   —

H   Fatigued

Dramatic:      V   —

H   Surge

**DEFEND**

**31-L**

# SPRIT MIST RISES!

A  
C

**All attacks suffer an extra -2  
Darkness penalty during the turn.  
Star Eyes ignore this.**

Standard:      V   —                      H Surge

Dramatic:      V Inspiration              H —

**DEFEND / MANEUVER**

**32-L**



## HOT AND HUMID!

COMPLICATION

**Any character wearing Armor (whether it Fatigues or not) suffers 2 Shock.**

Standard:      V —                                  H —

Dramatic:      V —                                  H Stymied

**DEFEND / TAUNT**

**33-L**

## A DISTANT ROAR!

B  
C

**The heroes must make a Hard (DN 14) Fear test or become Stymied.**

Standard:      V —      H Setback

Dramatic:      V Inspiration      H —

**DEFEND / TRICK**

**34-L**



**MERCY!**

**B**  
**D**

**On this round ∞ results do not add extra Bonus Dice of damage.**

Standard:      V —                      H —

Dramatic:      V Up                      H —

**DEFEND**

**35-L**

# PLAN, WHAT PLAN?!

POSSIBLE SETBACK

**Heroes must act according to how the players are seated, starting to the GM's right and proceeding counter-clockwise.**

Standard:      V   —                      H   Stymied

Dramatic:      V   —                      H   Confused

**DEFEND / TAUNT**

**36-L**

# DON'T SHOW YOUR THROAT!

B  
C

The character who has suffered the most Shock (GM's call on a tie) becomes Very Vulnerable.

Standard: V —

H Surge

Dramatic: V Up

H —

**DEFEND / INTIMIDATE**

**37-L**

# EYE OF THE PREDATOR!

B  
D

**Missile weapons attacks are Favored this round.**

Standard:      V   Up                      H   —

Dramatic:      V   Inspiration              H   —

**DEFEND / MANEUVER**

**38-L**

**THESE ROCKS HATE YOU.**

**A**  
**B**

**Any roll of 1-4 is treated as a Mishap this round.**

Standard:      V —

H Confused

Dramatic:      V —

H Setback

**DEFEND / INTIMIDATE**

**39-L**

# LOSING BLOOD!

CRITICAL PROBLEM

**Any heroes with one or more Wounds suffer an additional Wound.**

Standard: V —

H Setback

Dramatic: V —

H Setback

**DEFEND / TRICK**

**40-L**