

YOU'RE THROWN BACK!



A B

Standard:	H —	V Flurry
Dramatic:	V —	H Surge

TAUNT / TRICK 3

YOU SPOT A WEAKNESS!



A B D

Standard:	V Symied	H —
Dramatic:	H Surge	V —

MANEUVER / TAUNT 2

THEY REGROUP!



A B C

Standard:	H —	V Inspiration
Dramatic:	V Inspiration	H —

TAUNT 6

THEY HESITATE!



A D

Standard:	H —	V Fatigued
Dramatic:	V Fatigued	H —

TRICK 5

THAT OLD CHESTNUT?



B C

Standard:	H —	V Fatigued
Dramatic:	V —	H Surge

TAUNT / TRICK 9

THE GOING GETS TOUGH!



B D

Standard:	V Inspiration	H —
Dramatic:	H Surge	V —

INTIMIDATE 8

YOU TRY TO OUTFLANK!



A G

Standard:	H —	V Fatigued
Dramatic:	V —	H Fatigued

MANEUVER / TRICK 1

YOU SEEK AN ADVANTAGE!



A G

Standard:	V —	H Surge
Dramatic:	H Fatigued	V —

MANEUVER / TRICK 4

THEY STRIKE!



B C

Standard:	V —	H Fatigued
Dramatic:	H —	V Up

MANEUVER 7



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA

THE PAGE QUICKENS!



A B C D

Standard:	V —	H Up
Dramatic:	H —	V Flurry

ANY MULTI-ACTION 112

LOOK OUT!



POSSIBLE SETBACK

Standard:	H Surge	V —
Dramatic:	V —	H Confused

ATTACK 115

INTO THE FIRE!



A B

Standard:	V —	H Flurry
Dramatic:	H Surge	V —

INTIMIDATE / TAUNT 118

YOU WARILY ENGAGE!



A B

Standard:	H Fatigued	V —
Dramatic:	V Fatigued	H —

ATTACK / DEFEND 111

NOT LIKE THIS!



A B C

Standard:	V Setback	H —
Dramatic:	H Fatigued	V —

INTIMIDATE / MANEUVER 114

YOU CAN'T STOP ME!



A B D

Standard:	H —	V Fatigued
Dramatic:	V —	H Confused

INTIMIDATE / TRICK 117

I'M NOT THROUGH YET!



COMPLICATION

Standard:	V —	H Inspiration
Dramatic:	H Symied	V —

ANY 110

OVER THE TOP!



A D

Standard:	H Up	V —
Dramatic:	V Fatigued	H —

INTIMIDATE / TAUNT 113

ALWAYS THE HARD WAY!



CRITICAL PROBLEM

Standard:	V —	H —
Dramatic:	H Inspiration	V —

ANY MULTI-ACTION 116



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA

THEY'RE ON THE RUN!



A B G D

Standard:	H Up	V —
Dramatic:	H —	V Setback

INTIMIDATE 21

YOU TAKE IT TO THEM!



A B G D

Standard:	H —	V —
Dramatic:	H —	V Setback

ATTACK / MANEUVER 24

REVERSAL!



A B

Standard:	H —	V Fatigued
Dramatic:	H Inspiration	V —

MANEUVER / TAUENT 27

HERE THEY COME!



A D

Standard:	V —	H —
Dramatic:	H —	V Flurry

INTIMIDATE / MANEUVER 20

CLOSER TO VICTORY!



A B D

Standard:	H —	V Setback
Dramatic:	H —	V —

MANEUVER 23

CURSES!



A B D

Standard:	H —	V Fatigued
Dramatic:	H —	V Stymied

INTIMIDATE / TRICK 26

TIME FOR ACTION!



A G

Standard:	H —	V —
Dramatic:	V —	H Flurry

ATTACK / TRICK 19

COMEBACK!



A B G

Standard:	H Inspiration	V —
Dramatic:	H —	V —

ANY 22

BREAKTHROUGH!



A B G D

Standard:	H Flurry	V —
Dramatic:	H Up	V —

TAUNT 25



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA

SHOWDOWN!



A B

Standard:	H	Flurry	V	—
Dramatic:	H	—	V	—

TRICK

30

I HAVE YOU NOW!



COMPLICATION

Standard:	V	—	H	—
Dramatic:	V	—	H	Symied

DEFEND / TAUNT

33

TORG!



POSSIBLE SETBACK

Standard:	V	—	H	Symied
Dramatic:	V	—	H	Confused

DEFEND / TAUNT

36

LUCKY BREAK!



A D

Standard:	H	—	V	Symied
Dramatic:	H	Inspiration	V	—

ATTACK / TAUNT

29

YOU'RE DRIVEN BACK!



A C

Standard:	V	—	H	Surge
Dramatic:	V	Inspiration	H	—

DEFEND / MANEUVER

32

I SHALL TRIUMPH!



B D

Standard:	V	—	H	—
Dramatic:	V	Up	H	—

DEFEND

35

LET 'EM HAVE IT!



A B C

Standard:	H	—	V	—
Dramatic:	H	Flurry	V	—

ATTACK / INTIMIDATE

28

YOU GIVE UP GROUND!



B D

Standard:	V	—	H	Fatigued
Dramatic:	V	—	H	Surge

DEFEND

31

THE BATTLE IS MINE!



B C

Standard:	V	—	H	Setback
Dramatic:	V	Inspiration	H	—

DEFEND / TRICK

34



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA



DRAMA

WHEN SUDDENLY...



Standard:	V	—	H	Confused
Dramatic:	V	—	H	Setback

DEFEND / INTIMIDATE 39

A B

RUN AWAY!



Standard:	V	Up	H	—
Dramatic:	V	Inspiration	H	—

DEFEND / MANEUVER 38

B D

OH NO!



Standard:	V	—	H	Surge
Dramatic:	V	Up	H	—

DEFEND / INTIMIDATE 37

B G

ADRENALINE



Add +3 to your Dexterity, Strength, or related skill total. Adrenaline may be played after determining the success level of the test.

2

ADRENALINE



Add +3 to your Dexterity, Strength, or related skill total. Adrenaline may be played after determining the success level of the test.

1

UH OH!



Standard:	V	—	H	Setback
Dramatic:	V	—	H	Setback

DEFEND / TRICK 40

CRITICAL PROBLEM

WILLPOWER



Add +3 to your Charisma, Mind, Spirit, or related skill total. Willpower may be played after determining the success level of the test.

5

ADRENALINE



Add +3 to your Dexterity, Strength, or related skill total. Adrenaline may be played after determining the success level of the test.

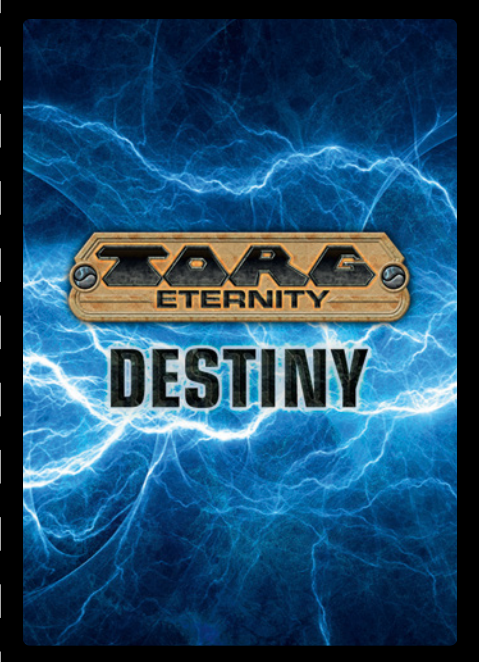
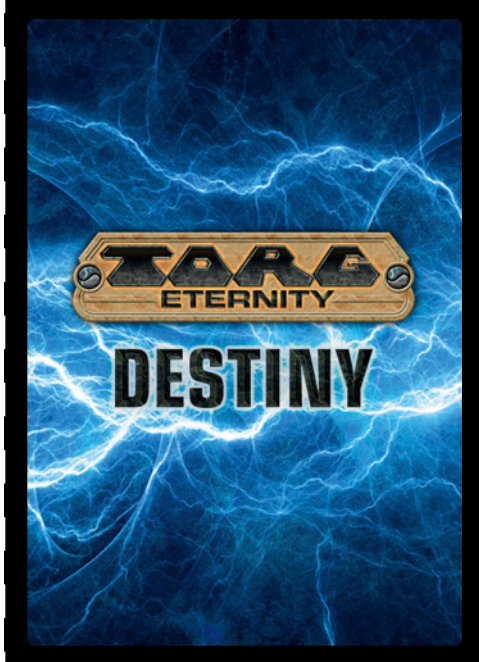
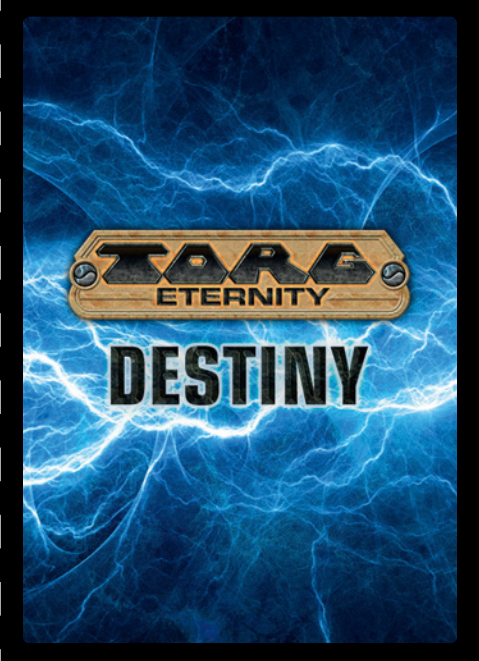
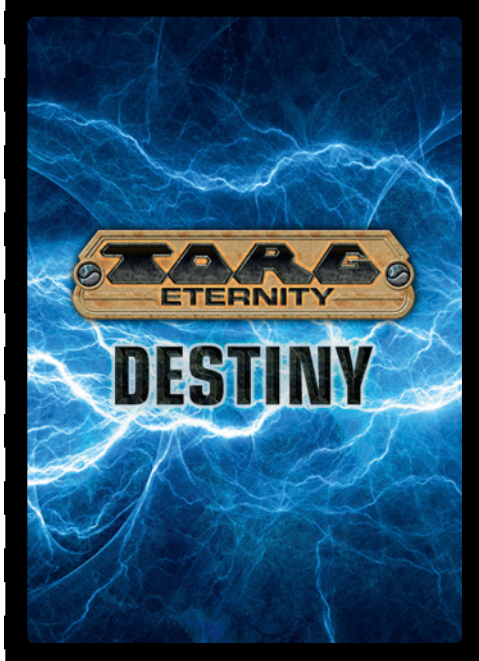
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ADRENALINE



Add +3 to your Dexterity, Strength, or related skill total. Adrenaline may be played after determining the success level of the test.

3





WILLPOWER

Add +3 to your *Charisma*, *Mind*, *Spirit*, or related skill total. *Willpower* may be played after determining the success level of the test.

6



WILLPOWER

Add +3 to your *Charisma*, *Mind*, *Spirit*, or related skill total. *Willpower* may be played after determining the success level of the test.

7



WILLPOWER

Add +3 to your *Charisma*, *Mind*, *Spirit*, or related skill total. *Willpower* may be played after determining the success level of the test.

8



ALERTNESS

You notice an otherwise unseen item, clue, or event. *Alertness* may be played out of your hand at the start of an ambush to prevent the heroes from being surprised.

9



ALERTNESS

You notice an otherwise unseen item, clue, or event. *Alertness* may be played out of your hand at the start of an ambush to prevent the heroes from being surprised.

10



MARTYR

Play this card to achieve a significant goal. Your character perishes in the process. Alternatively, discard for a Possibility and draw a new card.

11



ACTION

Add +3 to the total of your test. *Action* may be played after determining the success level of the test.

12



ACTION

Add +3 to the total of your test. *Action* may be played after determining the success level of the test.

13



ACTION

Add +3 to the total of your test. *Action* may be played after determining the success level of the test.

14



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



ACTION

Add +3 to the total of your test. *Action* may be played after determining the success level of the test.

15



FLURRY

Your character gets an additional turn this round, after every hero has acted. A character may not benefit from more than one *Flurry* each round, either as a *Destiny* card or from the Conflict Line of the *Drama Deck*.

16



FLURRY

Your character gets an additional turn this round, after every hero has acted. A character may not benefit from more than one *Flurry* each round, either as a *Destiny* card or from the Conflict Line of the *Drama Deck*.

17



MASTER PLAN

Pick up any *Destiny* card just played or discarded in exchange for this one. The recovered card may either replace *Master Plan* in your *Action Pool* or go straight into your hand. You may play the new card immediately.

18



MASTER PLAN

Pick up any *Destiny* card just played or discarded in exchange for this one. The recovered card may either replace *Master Plan* in your *Action Pool* or go straight into your hand. You may play the new card immediately.

19



INSPIRE

Play to give all *Storm Knights* their choice of 1 *Possibility*, a draw from the *Destiny Deck*, or they can recover 3 *Shock*.

20



SEIZE INITIATIVE

Play at the beginning of the round to keep the current *Drama* card for another round, or flip a new one after the card for this round is revealed.

21



SEIZE INITIATIVE

Play at the beginning of the round to keep the current *Drama* card for another round, or flip a new one after the card for this round is revealed.

22



HERO

Play this card as a *Possibility*. You may not spend more than one *Hero* card per test, but you may spend it in addition to regular *Possibilities* and a *Drama Card*.

23



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



HERO

Play this card as a Possibility. You may not spend more than one Hero card per test, but you may spend it in addition to regular Possibilities and a Drama Card.

24



HERO

Play this card as a Possibility. You may not spend more than one Hero card per test, but you may spend it in addition to regular Possibilities and a Drama Card.

25



HERO

Play this card as a Possibility. You may not spend more than one Hero card per test, but you may spend it in addition to regular Possibilities and a Drama Card.

26



OPPONENT FAILS

Play after an opponent has successfully completed a test. The test fails. If this is a contest, reverse the results.

27



OPPONENT FAILS

Play after an opponent has successfully completed a test. The test fails. If this is a contest, reverse the results.

28



RALLY

All players may discard as many cards as they wish from their hands. Players may then immediately refill their hands.

29



SECOND CHANCE

Immediately reattempt any action. The new test takes the place of the failed one. This may be played after a Mishap, negating any effects before they occur.

30



SECOND CHANCE

Immediately reattempt any action. The new test takes the place of the failed one. This may be played after a Mishap, negating any effects before they occur.

31



SECOND CHANCE

Immediately reattempt any action. The new test takes the place of the failed one. This may be played after a Mishap, negating any effects before they occur.

32



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



CONNECTION

Your hero knows someone in the area who can lend aid.

33



IDEA

Gain a clue or insight indicating the next course of action your hero should take, or play to make the Approved Action of the Drama Deck "Any."

34



ATTUNED

Play to draw a Cosm Card.

"We're in the Living Land. Roll with it. Get savage."

—Aidan McAllister

35



GLORY

Play after a die roll of 60+ to refill all the Ords in a zone with Possibility Energy. All player characters immediately receive one Possibility and draw a Destiny Card. Hand size is increased by one until the end of the next act. Only one Glory card may be played per die roll.

36



GLORY

Play after a die roll of 60+ to refill all the Ords in a zone with Possibility Energy. All player characters immediately receive one Possibility and draw a Destiny Card. Hand size is increased by one until the end of the next act. Only one Glory card may be played per die roll.

37



GLORY

Play after a die roll of 60+ to refill all the Ords in a zone with Possibility Energy. All player characters immediately receive one Possibility and draw a Destiny Card. Hand size is increased by one until the end of the next act. Only one Glory card may be played per die roll.

38



GLORY

Play after a die roll of 60+ to refill all the Ords in a zone with Possibility Energy. All player characters immediately receive one Possibility and draw a Destiny Card. Hand size is increased by one until the end of the next act. Only one Glory card may be played per die roll.

39



COUP DE GRACE

Play to add a bonus die to the damage of your successful attack. May be played after rolling other bonus dice (including other Coup De Grace cards) and seeing the results.

40



COUP DE GRACE

Play to add a bonus die to the damage of your successful attack. May be played after rolling other bonus dice (including other Coup De Grace cards) and seeing the results.

41



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



COUP DE GRACE

Play to add a bonus die to the damage of your successful attack. May be played after rolling other bonus dice (including other *Coup De Grace* cards) and seeing the results.

42



COUP DE GRACE

Play to add a bonus die to the damage of your successful attack. May be played after rolling other bonus dice (including other *Coup De Grace* cards) and seeing the results.

43



ROMANCE

Play to encourage an amorous relationship between your character and a nonplayer character. Gain three Possibilities. You may spend Possibilities for this character.

Alternatively, discard for a Possibility and draw a new card.

44



NEMESIS

Play to make a particular reality-rated character a personal enemy of your Storm Knight. You and the foe both gain 3 Possibilities.

Alternatively, discard for a Possibility and draw a new card.

45



DRAMA

Play this card as a Possibility. You may not spend more than one *Drama* card per test, but you may spend it in addition to regular Possibilities and a *Hero Card*.

46



DRAMA

Play this card as a Possibility. You may not spend more than one *Drama* card per test, but you may spend it in addition to regular Possibilities and a *Hero Card*.

47



DRAMA

Play this card as a Possibility. You may not spend more than one *Drama* card per test, but you may spend it in addition to regular Possibilities and a *Hero Card*.

48



DRAMA

Play this card as a Possibility. You may not spend more than one *Drama* card per test, but you may spend it in addition to regular Possibilities and a *Hero Card*.

49



LEADERSHIP

Play to place two cards into other characters' card pools directly from your hand or pool. Immediately refill your hand.

50



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



LEADERSHIP

Play to place two cards into other characters' card pools directly from your hand or pool. Immediately refill your hand.

51



SUPPORTER

Play to add +3 to any other character's total. *Supporter* may be played after determining the success level of the test.

52



SUPPORTER

Play to add +3 to any other character's total. *Supporter* may be played after determining the success level of the test.

53



SUPPORTER

Play to add +3 to any other character's total. *Supporter* may be played after determining the success level of the test.

54



SUPPORTER

Play to add +3 to any other character's total. *Supporter* may be played after determining the success level of the test.

55



SECOND WIND

Play to recover 5 Shock.

56



SECOND WIND

Play to recover 5 Shock.

57



TRANSFER

Play to give any number of your Possibilities to other Storm Knights.

58



REALITY SURGE

When played, the character's axioms and World Laws are in effect for him as if he were in a Mixed Zone for the remainder of the scene. This only affects the character and any items he's using.

59



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



DESTINY



MAELSTROM

Until the end of the Heroes' next turn, no one may spend Possibilities or use abilities from Eternity Shards or Darkness Devices—including travel via dimthread.

60



LOOK WHAT I FOUND!

Play after your hero or an ally opens a container or searches a fallen foe. An item from the Magic Treasure Table (see *Torg Eternity*) is found along with other goods or belongings.

1



FACE ME!

Play on a *reality*-rated foe. His attacks against your character are Favored for the rest of the scene.

Gain Possibilities equal to his remaining Wounds.

2



TRAP!

A deadly trap or hazard appears somewhere in this act. It affects one of the party randomly, and deals 1BD Wounds. These wounds may be soaked normally.

Gain three Possibilities after the trap is resolved.

3



COURTLY INTRIGUE

The party is the target of nasty rumors. Nonplayer characters react negatively or are outright hostile, and *persuasion* rolls suffer a -4 penalty until the group plays a Glory card or otherwise dispels the rumors.

All Storm Knights gain two Possibilities.

4



COURTLY ROMANCE

Present a gift, recite a poem, sing a song, or otherwise make a public declaration of amorous intent to a potential or current love interest.

Gain two Possibilities.

5



WANDERING MONSTER

Aggressive opponents happen into the area and attack. A dragon swoops down from above, a war band of wights burst up from below, or some vile creature is just passing through.

All participating Storm Knights gain one to three Possibilities after the battle, depending on the strength of the attackers.

6



FICKLE MAGIC

Play immediately when drawn. The first player character who rolls a Mishap while casting a spell has the opposite of the intended effect instead (GM's call).

All Storm Knights gain one Possibility once the effect triggers. If there are no spellcasters in the party draw a new Cosm card.

7



LOOT THE BODY!

Play after your hero or an ally opens a container or searches a fallen foe. An item from the Magic Treasure Table (see *Torg Eternity*) is found along with other goods or belongings.

8



COSM



COSM



DESTINY



COSM



COSM



COSM



COSM



COSM



COSM





MANA SURGE

Magical energies are abundant, perhaps due to ley lines, an astral conjunction, or a vortex of power.

Magical skills become Favored for the next three rounds.

9



FINDERS KEEPERS

Play on a reality-rated foe at the beginning of a combat. The foe is armed with a random item from Magic Treasure Table (see Torg Eternity).

All Storm Knights gain one Possibility.

10



SPURRED ON!

Play when any hero is KO'ed or defeated. All other Storm Knights are Up on their next turn.

1



KEEP FIGHTING

Play when any character must test Defeat. She automatically receives an Outstanding result without a roll. She may say a few encouraging words before being KO'ed.

All Storm Knights gain one Possibility from her heroic sentiment.

2



ROUSING SPEECH

Make a short speech designed to inspire allies. If played during combat the speech is a simple action.

The speaker and everyone who can hear her gains two Possibilities.

3



THE LAW OF HOPE

Play at any time. Any Storm Knight who wishes may immediately refresh his Possibilities.

4



WELCOME TO OUR WORLD!

Play on a reality-rated foe. The target must make an immediate Near Impossible (DN 20) reality roll or be disconnected.

5



ESCALATION!

Play at any time during an encounter. Enemy reinforcements arrive, including a reality-rated foe.

All Storm Knights gain one to three Possibilities after the adversaries are dealt with, depending on the strength of the forces who appeared.

6



THERE'S ALWAYS HOPE

All tests related to a Dramatic Skill Resolution are Favored for the rest of the scene.

7





COSM



COSM



COSM



COSM



COSM



COSM



COSM



COSM



COSM





SEIZE THE DAY

Play when a new Drama card is revealed. Swap the Conflict lines for the Heroes and Villains (including Initiative).

8



GO FOR BROKE

All Storm Knights may ignore up to 4 points of penalties this round for any and all actions.

9



LUCKY BREAK

Play to negate all Wounds and Shock from a single attack.

10



GOD IN THE MACHINE

Play when using technology connected to the GodNet (most machines in the Cyberpapacy, even appliances). The interaction may draw the authorities.

The Storm Knights gain one to three Possibilities based on the severity of the response (GM's call).

1



LA RESISTANCE!

The Resistance comes to the heroes' aid. This might bring allies to a fight, distract Church Police from pursuing the Storm Knights, or provide information, items, or other resources to the team.

2



CONJUNCTION

Strong magical energy resonates through the area for the remainder of this scene. The Law of Heretical Magic is negated.

If there are no spellcasters in the group discard and draw a new Cosm card.

3

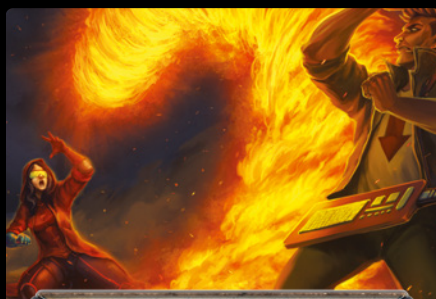


HERETICAL MAGIC

Play immediately when drawn. The first player character who rolls a Mishap while casting a spell summons a minor demon (see *Torg Eternity*).

All Storm Knights gain two Possibilities after the demon is defeated. If there are no spellcasters in the group discard and draw a new Cosm card.

4



MALRAUX'S WRATH

Play when your hero or an ally fails a casting test with magic or miracles. The caster suffers 4 Shock instead of the usual 2. All other allies within 20 meters suffer 2 Shock.

All those affected gain one Possibility.

5



HEIGHTENED PARANOIA

Play in a populated area. The people there are on high alert. *Intimidation*, *persuasion*, and *streetwise* tests are Hard (-4) until a Glory card is played in that area. A Mishap when using any of these skills alerts the Church Police.

All player characters gain one Possibility.

6







DENOUNCED

A nonplayer character is mistrustful of another player character. He watches closely and is suspicious of everything. Unless convinced otherwise by the end of the scene, he betrays, denounces, or reports the accused.

Your hero and the targeted Storm Knight gain two Possibilities.

7



WANTED

Play after committing a crime against the Cyberchurch (including battle against Church forces). The Church Police send a strike team to attack sometime this act.

All Storm Knights involved gain one to three Possibilities after the strike team is repulsed, depending on the strength of the strike team.

8



MANDATORY UPGRADE

An ill-timed upgrade or glitch causes a piece of Tech 26 technology to malfunction and fail for the remainder of the scene.

If the item belonged to an ally, your Storm Knight and the target gain one to three Possibilities based on the severity of the loss (GM's call).

9



RAGE

Play on any character with Cyberware or Occultech. She suffers an outburst of cyberpsychosis for the remainder of the scene. She adds +1BD to damage results, but on a Mishap, a random target is hit instead.

Alternatively, discard this card and draw a new one.

10



DINO ATTACK!

Creatures of the Living Land attack sometime this act.

All Storm Knights gain one to three Possibilities once the beasts are repulsed, depending on the strength of the attack.

1



THE LAW OF DECAY

The heroes' gear falls apart, is ruined, or lost. Each character must lose something valuable, such as all the ammo for one gun, a weapon, his armor, or some other important equipment. Each Storm Knight gains one to three Possibilities depending on the value of the loss (GM's call).

2

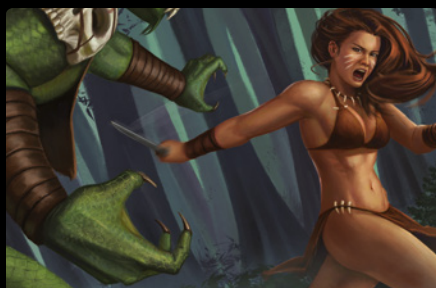


THE BEST DEFENSE

Tests for Active Defense don't generate a minimum +1 bonus for the remainder of the battle.

All Storm Knights gain one Possibility.

3



SURVIVAL OF THE FITTEST

All allies ignore Wound penalties when making skill or attribute totals for the remainder of the battle.

4



PERILS OF THE LIVING LAND

Play when traveling the Living Land. The party must negotiate a dangerous obstacle such as a massive waterfall they must climb, a raging river they must swim, etc. All Storm Knights gain one to three Possibilities once the obstacle is overcome, based on the danger introduced (GM's call).

5





COSM



COSM



COSM



COSM



COSM



COSM



COSM



COSM



COSM





THE DEEP MIST

Play when traveling the Living Land. Your group becomes lost in the Deep Mist, taking three times longer to reach its destination and meeting additional encounters or obstacles.

All Storm Knights gain one to three Possibilities based on the complications this causes.

6



THE LAW OF LIFE

You and the group find a restful site with plentiful food and drink. Everyone heals one Wound. All Storm Knights gain one Possibility.

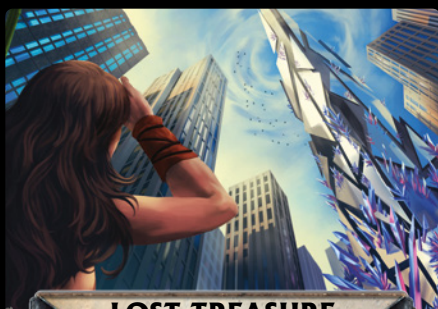
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PRIMAL INSTINCTS

The Storm Knights embrace the primal allure of the Living Land. Clothing rips in the most flattering way and passions are greatly amplified during the next lull in the action. Storm Knights who have an amorous encounter gain two Possibilities.

8



LOST TREASURE

You uncover a forgotten treasure, item, or artifact. It might be ammo for your firearm, a couple of grenades, sealed MREs, a weapon, a lost object of art, or even a tank with a few working rounds. Work with the GM to come up with a suitable item.

9



THE LAW OF DECAY

The heroes' gear falls apart, is ruined, or lost. Each player must lose something valuable, such as all the ammo for one gun, a weapon, his armor, or some other important equipment. Each Storm Knight gains one to three Possibilities depending on the value of the loss (GM's call).

10



PARTING SHOT

The opponent may take one immediate action and then escape.

All Storm Knights gain two Possibilities. The villain may not reappear until next scene.

1



IN THE CROSSFIRE

Play during any battle to add +1BD innocent bystanders to the area. These individuals need saving (more than most other civilians).

A character gains one Possibility for each innocent he rescued.

2



CAPTURED!

Play when any Storm Knight is slain. He is instead KO'ed, captured, and immediately taken from the area by his foes. Any allies who perish in this scene share a similar fate.

3



ROUND TWO!

Play during any encounter. Heroes recover all Shock, but a new twist is added for the rest of the encounter (a storm, a fire, etc). When any Dilemma appears on the Drama Card, all characters (including villains) must make an appropriate roll (dodge if falling rocks, Strength if resisting smoke, etc) or suffer a Wound.

4



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SUDDENLY...

Random violence erupts as a crew of villainous henchmen rampage through the area. The attack may be related to a larger plot or a complete coincidence.

All players gain one to three Possibilities once the villains are stopped, depending on the strength of the foes.

5



DRAMATIC REVEAL

A villain reveals some dramatic secret or advantage over your hero, such as a captured loved one, that he's a blood relative, or some other sinister secret. Your hero suffers a -4 penalty to all tests when acting directly against this villain for the rest of the scene. Gain two Possibilities.

6



TEMPORARY REPRIEVE

Play at any time to avert a catastrophe, including failing a Dramatic Skill Resolution. Any combat ends and the villains withdraw, allowing the heroes time to recover Shock before the situation resumes or an alternative problem arises.

7



TRIUMPHANT BOAST

Play when face to face with a villain. The villain must explain his scheme in some detail. If the villain isn't in charge, he explains who is and what he knows of any master plan.

8



INEVITABLE RETURN

Play to bring any deceased character immediately back to life. Where or how she reappears is up to the GM. All Storm Knights gain two Possibilities if this card is used to restore a villain.

9



THE LAW OF ACTION

All Storm Knights may immediately play two Destiny cards into their Action Pool.

10



DAMNED

Take one to three Possibilities from another player character. Make a Corruption Test at a penalty equal to the number of Possibilities taken.

1



TEMPTATION

Play to make any one skill Favored for the remainder of the scene. Make a Corruption test.

2



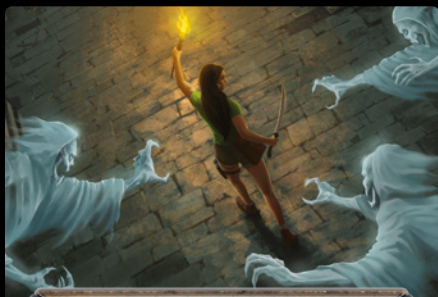
OMINOUS PORTENTS

The party happens upon a grisly discovery or sees a dark omen of some kind. For the rest of the scene (or the next if the GM feels this is too near the end of the current scene), die rolls from Possibilities stand as rolled (they aren't at least a 10). All Storm Knights gain three Possibilities.

3







JUMP SCARE

The GM rolls a die. Odd, the scare was merely a frightened cat or other harmless trigger. Even, the threat is real and some insidious thing attacks! All Storm Knights gain one Possibility.

4



MARKED FOR DEATH

Play as your hero suffers one or more Wounds. The injury is completely negated, but you may not Soak further Wounds or Shock this scene. Shock and Wounds may be recovered by other means normally.

5



SUNSET?!

Play when traveling to some sinister destination. Due to delays, strange weather, storms, etc, it is dusk or otherwise dark when the party arrives. All Storm Knights gain two Possibilities.

6



SINISTER SECRETS

Play to gain all the information available on some foe, mystery, or secret. Make a Corruption test.

7



UNHOLY INTEREST

Play on a villain. He or she takes a special interest in your hero and does everything possible not to cause her permanent harm. This might be a romantic connection or a brotherly kinship. This ends only when the fiend perishes. Make a Corruption test once per scene when the villain is encountered.

8



MARK OF TERROR

Play after witnessing some horrible event or creature. Your character gains a physical mark, such as a white streak in his hair, a strangely intense stare, or some other tell. Gain one Possibility.

9



LIGHTS OUT!

All light sources in the area are extinguished. This may only be played in combat and when it matters; it has no effect in broad daylight, for example.

All Storm Knights gain one Possibility.

10



VENGEANCE IS MINE

Play on a *reality*-rated foe. He may not Soak Wounds caused by your character for the next three rounds.

1



BLOODBATH

A whirlwind of shots, blows, slashes or other attacks causes 2 Shock to every non *reality*-rated foe in a combat encounter.

2





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FEUD!

Someone is out to get your hero. A nondescript bystander might recognize him for some past misdeed or a vengeful foe might stalk him from the shadows.

The foe might attempt an ambush, frame him for some crime or offense, or simply tarnish his reputation.

Gain one to three Possibilities depending on the strength of the foe (GM's call).

3



MUTATION

Play when encountering infected creatures, such as jiangshi. One of them mutates into a more powerful monster. All Storm Knights gain one Possibility.

4



OUTBREAK

Play at any time. A rampaging horde of infected appear and are headed your way.

All Storm Knights gain one to three Possibilities after they deal with the creatures, depending on the size of the horde.

5



FISTS OF FURY

For the remainder of the scene, *unarmed combat* is a Favored skill for all player characters.

6



IS THAT A BITE?

Play when in a public place and not in combat. A Kanawa patrol arrives and attempts to take in anyone who is wounded, sick, or may have been exposed to infection. This applies to the heroes, allies, and random bystanders.

All Storm Knights gain one Possibility.

7



YOU DON'T LOOK SO GOOD

Play immediately when drawn. Your Storm Knight shows symptoms of possible infection. You do not roll again on 10s until the end of the act.

If your hero perishes during this time he rises soon after as a jiangshi.

Gain three Possibilities.

8



SOLD OUT

Play immediately when drawn. Your hero will be betrayed by a nonplayer character he considers an ally this adventure.

Gain one to three Possibilities depending on the severity of the betrayal (GM's call). All other Storm Knights in the party gain one Possibility.

9



HARDBOILED

Play while taking a Recovery. Your Storm Knight stares at his foes, wipes the blood from his mouth, and signals that he's not done yet.

All foes are Very Stymied.

10



LOOKS LIKE TROUBLE

Hostile characters or creatures head your way looking for trouble. They might be thralls, raiders, or horrific aberrations.

All Storm Knights gain one to three Possibilities once the enemies are dealt with, depending on the strength of the foes.

11





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SUPREMACY

Play against a *reality*-rated foe. For the rest of the Scene, your attacks against him add +1BD. The effect ends if the foe manages to successfully uses *intimidation* against your character.

2



SCOURGE

Play on the first round of a combat. All combatants (enemies and allies) add twice their Wound penalties to *melee weapons* or *unarmed combat* damage results for the remainder of the fight. This stacks with other similar abilities.

3



IRRADIATED

Your character is subjected to a temporary but powerful dose of occult radiation. He suffers 1 Wound that cannot be healed until the end of the act.

Gain three Possibilities.

4

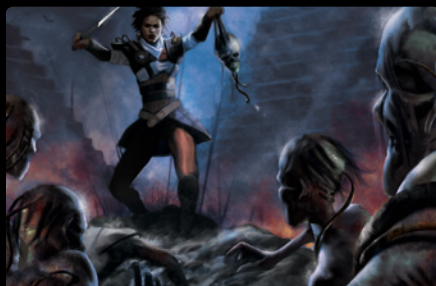


CYBERPSYCHOSIS

Play immediately when drawn. Player characters with Occultech suffer 2 Shock every time a Dilemma appears on the Drama card for the remainder of the act.

All Storm Knights with Occultech gain two Possibilities. If no characters have Occultech discard this and draw a new Cosm card.

5



KNEEL!

Play at any time. For the rest of the scene, *intimidation* is Favored.

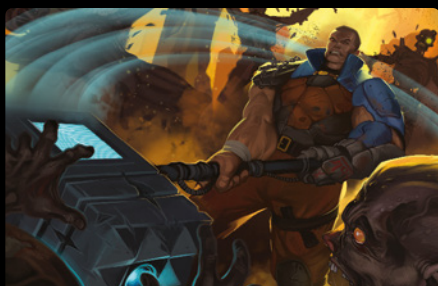
6



YOU WORK FOR ME NOW

Play on any Ord your character has successfully *intimidated*. The Ord becomes your lackey for the remainder of the act.

7



ENRAGED

Play on any character with Cyberware or Occultech. She suffers an outburst of cyberpsychosis for the remainder of the scene. She adds +1BD to damage results, but on a Mishap, a random target is hit instead.

Alternatively, discard this card and draw a new one.

8



SALVAGE!

Make a *Charisma* or *streetwise* test. Gain an item of that value or less. The item is found in the ruins, traded from the black market, etc.

9



TORTUROUS VISIONS

Play immediately when drawn. The party experiences psychic flashes of grim potential futures. For the rest of the act, if Fatigue appears on the Conflict line the characters are also Stymied, and psionics are Very Stymied.

All Storm Knights gain one Possibility, or two if they have the Psionics Perk.

10



