

9

Adrenalin

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

Skill A B

Act: Manoeuvre/Trick

S: V: ----
H: Flurry

D: V: ----
H: Fatigue

9 You try to outflank!

8

Adrenalin

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

Skill A B

Act: Manoeuvre/Trick

S: H: Flurry
V: ----

D: V: ----
H: Fatigue

8 You try to outflank!

7

Adrenalin

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

Skill A B

Act: Any

S: H: Up
V: ----

D: H: Inspiration
V: ----

7 They're on the run!

6

Adrenalin

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

Skill A B

Act: Any

S: V: ----
H: Up

D: V: ----
H: Inspiration

6 They're on the run!

5

Adrenalin

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

Skill A B

Act: Any

S: H: Flurry
V: ----

D: V: ----
H: Inspiration

5 They're on the run!

4

Adrenalin

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

Skill A B

Act: Any

S: H: Flurry
V: ----

D: H: Inspiration
V: ----

4 They're on the run!

3

Adrenalin

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

Skill A B D

Act: Any

S: V: ----
H: Up

D: V: ----
H: Inspiration

3 They're on the run!

2

Adrenalin

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

Skill A B C

Act: Any

S: H: Up
V: ----

D: V: ----
H: Inspiration

2 They're on the run!

1

Adrenalin

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

Skill A B

Act: Any

S: H: ----
V: Fatigue

D: H: Inspiration
V: ----

1 They're on the run!

10 You try to outflank!

S: H: Flurry V: ----

D: H: Fatigue V: ----

Act: Manoeuvre/Trick

Skill A B

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

10 Adrenalin

11 You try to outflank!

S: H: Flurry V: ----

D: V: ---- H: Fatigue

Act: Manoeuvre/Trick

Skill A B

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

11 Adrenalin

12 You try to outflank!

S: V: ---- H: Flurry

D: V: ---- H: Fatigue

Act: Manoeuvre/Trick

Skill A B D

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

12 Adrenalin

13 You try to outflank!

S: H: Flurry V: ----

D: H: Fatigue V: ----

Act: Manoeuvre/Trick

Critical Problem

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

13 Adrenalin

14 You try to outflank!

S: H: Flurry V: ----

D: V: ---- H: Fatigue

Act: Manoeuvre/Trick

Complication

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

14 Adrenalin

15 You try to outflank!

S: V: ---- H: Flurry

D: V: ---- H: Fatigue

Act: Manoeuvre/Trick

Possible Setback

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

15 Adrenalin

16 You spot a weakness!

S: H: Up V: ----

D: V: ---- H: Up

Act: Taunt/Intimidation

Skill B D

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

16 Adrenalin

17 You spot a weakness!

S: H: Up V: ----

D: V: Up H: ----

Act: Taunt/Intimidation

Skill B C

Add +3 to the value of
Perception or Mind
or a related skill

17 Willpower

18 You spot a weakness!

S: V: ---- H: Up

D: V: Up H: ----

Act: Taunt/Intimidation

Skill

Add +3 to the value of
Perception or Mind
or a related skill

18 Willpower

19 You spot a weakness!

S: H: Up V: -----

D: H: ----- V: Up

Act: Taunt/Intimidation

Skill A C

Add +3 to the value of
Perception or Mind
or a related skill

19 Willpower

20 You spot a weakness!

S: H: Up V: -----

D: V: Up H: -----

Act: Taunt/Intimidation

Skill A B

Add +3 to the value of
Perception or Mind
or a related skill

20 Willpower

21 You spot a weakness!

S: V: ----- H: Up

D: V: Up H: -----

Act: Taunt/Intimidation

Skill A B C

Add +3 to the value of
Perception or Mind
or a related skill

21 Willpower

22 You spot a weakness!

S: H: Up V: -----

D: H: ----- V: -----

Act: Taunt/Intimidation

Skill A B D

Add +3 to the value of
Perception or Mind
or a related skill

22 Willpower

23 You spot a weakness!

S: H: Up V: -----

D: V: ----- H: -----

Act: Taunt/Intimidation

Skill A B C D

Add +3 to the value of
Perception or Mind
or a related skill

23 Willpower

24 You're thrown back!

S: V: Up H: -----

D: V: ----- H: Fatigue

Act: Defend/Trick

Critical Problem

Add +3 to the value of
Perception or Mind
or a related skill

24 Willpower

25 You're thrown back!

S: H: ----- V: Up

D: H: Fatigue V: -----

Act: Defend/Trick

Complication

Add +3 to the value of
Perception or Mind
or a related skill

25 Willpower

26 You're thrown back!

S: H: ----- V: Flurry

D: V: Flurry H: -----

Act: Defend/Trick

Possible Setback

Add +3 to the value of
Perception or Mind
or a related skill

26 Willpower

27 You're thrown back!

S: V: Flurry H: -----

D: V: Flurry H: -----

Act: Defend/Trick

Skill B D

Add +3 to the value of
Perception or Mind
or a related skill

27 Willpower

28

You're thrown back!

S: H: -----

V: Flurry

D: H: Setback

V: Flurry

Act: Defend/Trick

Skill B C

Add +3 to the value of Perception or Mind or a related skill

28 Willpower

29

You're thrown back!

S: H: -----

V: -----

D: H: Setback

V: Flurry

Act: Defend/Trick

Skill A D

Add +3 to the value of Perception or Mind or a related skill

29 Willpower

30

You're thrown back!

S: V: -----

H: Fatigue

D: V: Flurry

H: -----

Act: Defend/Trick

Skill A C

Add +3 to the value of Perception or Mind or a related skill

30 Willpower

31

You're thrown back!

S: H: Fatigue

V: -----

D: H: Setback

V: -----

Act: Defend/Trick

Skill A B

Add +3 to the value of Perception or Mind or a related skill

31 Willpower

32

You seek an advantage!

S: H: -----

V: Stymied

D: V: -----

H: -----

Act: Manoeuvre/Test

Skill A B C

Add +3 to the value of Perception or Mind or a related skill

32 Willpower

33

You seek an advantage!

S: V: Stymied

H: -----

D: V: -----

H: -----

Act: Manoeuvre/Test

Skill A B D

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

33 Alertness

34

You seek an advantage!

S: H: -----

V: Stymied

D: H: Fatigue

V: -----

Act: Manoeuvre/Test

Skill A B C D

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

34 Alertness

35

You seek an advantage!

S: H: -----

V: Stymied

D: V: -----

H: -----

Act: Manoeuvre/Test

Critical Problem

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

35 Alertness

36

You seek an advantage!

S: V: Stymied

H: -----

D: V: -----

H: -----

Act: Manoeuvre/Test

Complication

+3 to the bonus of any action

36 Action

37

You seek an advantage!

S: H: -----

V: Stymied

D: H: Fatigue

V: -----

Act: Manoeuvre/Test

Possible Setback

+3 to the bonus

of any action

37

Action

38

You seek an advantage!

S: H: -----

V: Stymied

D: V: -----

H: Fatigue

Act: Manoeuvre/Test

Skill B D

+3 to the bonus

of any action

38

Action

39

You seek an advantage!

S: V: Stymied

H: -----

D: V: -----

H: Fatigue

Act: Manoeuvre/Test

Skill B C

+3 to the bonus

of any action

39

Action

40

They hesitate!

S: H: Flurry

V: -----

D: H: Fatigue

V: -----

Act: Attack/Taunt

Skill A D

You gain a bonus action at

anytime during the round

40

Haste

41

They hesitate!

S: H: Flurry

V: -----

D: V: -----

H: Fatigue

Act: Attack/Taunt

Skill A C

You gain a bonus action at

anytime during the round

41

Haste

42

They hesitate!

S: V: -----

H: Flurry

D: H: -----

V: -----

Act: Attack/Taunt

Skill A C

You gain a bonus action at

anytime during the round

42

Haste

43

They hesitate!

S: H: Flurry

V: -----

D: H: -----

V: -----

Act: Attack/Taunt

Skill A B C

You gain a bonus action at

anytime during the round

43

Haste

44

They hesitate!

S: H: Flurry

V: -----

D: V: -----

H: -----

Act: Attack/Taunt

Skill A B D

You gain a bonus action at

anytime during the round

44

Haste

45

They hesitate!

S: V: -----

H: Flurry

D: V: -----

H: -----

Act: Attack/Taunt

Skill A B C D

You gain a bonus action at

anytime during the round

45

Haste

46

They hesitate!

S: H: Flurry

V: -----

D: H: -----

V: -----

Act: Attack/Taunt

Critical Problem

You gain a bonus action at anytime during the round

46

Haste

47

They hesitate!

S: H: Flurry

V: -----

D: V: -----

H: -----

Act: Attack/Taunt

Complication

You gain a bonus action at anytime during the round

47

Haste

48

Closer to victory!

S: V: -----

H: Up

D: V: -----

H: Flurry

Act: Test/Intimidation

Possible Setback

You gain a bonus action at anytime during the round

48

Haste

49

Closer to victory!

S: H: -----

V: Fatigue

D: H: Flurry

V: -----

Act: Test/Intimidation

Skill B D

You gain a bonus action at anytime during the round

49

Haste

50

Closer to victory!

S: H: -----

V: Fatigue

D: V: -----

H: Flurry

Act: Test/Intimidation

Skill B C

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

50

Masterplan

51

Closer to victory!

S: V: Fatigue

H: -----

D: V: -----

H: Flurry

Act: Test/Intimidation

Skill A D

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

51

Masterplan

52

Closer to victory!

S: H: -----

V: Fatigue

D: H: Flurry

V: -----

Act: Test/Intimidation

Skill A C

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

52

Masterplan

53

Closer to victory!

S: H: -----

V: Fatigue

D: V: -----

H: Flurry

Act: Test/Intimidation

Skill A B

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

53

Masterplan

54

Closer to victory!

S: V: Fatigue

H: -----

D: V: -----

H: Flurry

Act: Test/Intimidation

Skill A B C

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

54

Masterplan

55 Closer to victory!

S: H: ----- V: Fatigue
D: H: Flurry V: -----

Act: Test/Intimidation

Skill A B D

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

55 Masterplan Action

56 They regroup!

S: H: ----- V: Fatigue
D: V: ----- H: -----

Act: Test/Trick

Skill A B C D

+3 to the bonus
of any action

56 Action

57 They regroup!

S: V: Fatigue H: -----
D: V: ----- H: -----

Act: Test/Trick

Critical Problem

+3 to the bonus
of any action

57 Action

58 They regroup!

S: H: ----- V: Fatigue
D: H: ----- V: Inspiration

Act: Test/Trick

Complication

+3 to the bonus
of any action

58 Action

59 They regroup!

S: H: ----- V: Fatigue
D: V: Inspiration H: -----

Act: Test/Trick

Possible Setback

+3 to the bonus
of any action

59 Action

60 They regroup!

S: V: Fatigue H: -----
D: V: Inspiration H: -----

Act: Test/Trick

Skill B D

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

60 Seize Initiative

61 They regroup!

S: H: ----- V: Fatigue
D: H: ----- V: Inspiration

Act: Manoeuvre/Trick

Skill B C

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

61 Seize Initiative

62 They regroup!

S: H: ----- V: Fatigue
D: V: Inspiration H: -----

Act: Manoeuvre/Trick

Skill A D

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

62 Seize Initiative

63 They regroup!

S: V: Fatigue H: -----
D: V: Up H: -----

Act: Manoeuvre/Trick

Skill A C

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

63 Seize Initiative

64 They strike!

S: H: Fatigue V: -----

D: H: ----- V: Up

Act: Defend/Taunt

Skill A B

May be played as an
additional possibility

64 Hero

65 They strike!

S: H: Fatigue V: -----

D: V: Up H: -----

Act: Defend/Taunt

Skill A B C

May be played as an
additional possibility

65 Hero

66 They strike!

S: V: ----- H: Fatigue

D: V: Up H: -----

Act: Defend/Taunt

Skill A B D

May be played as an
additional possibility

66 Hero

67 They strike!

S: H: Fatigue V: -----

D: H: ----- V: Up

Act: Defend/Taunt

Skill A B C D

May be played as an
additional possibility

67 Hero

68 They strike!

S: H: Fatigue V: -----

D: V: Up H: -----

Act: Defend/Taunt

Critical Problem

May be played as an
additional possibility

68 Hero

69 They strike!

S: V: ----- H: Fatigue

D: V: Up H: -----

Act: Defend/Taunt

Complication

May be played as an
additional possibility

69 Hero

70 They strike!

S: H: Fatigue V: -----

D: H: ----- V: Up

Act: Defend/Taunt

Possible Setback

May be played as an
additional possibility

70 Hero

71 They strike!

S: H: Fatigue V: -----

D: V: Up H: -----

Act: Defend/Taunt

Skill B D

May be played as an
additional possibility

71 Hero

72 Comeback!

S: V: ----- H: -----

D: V: ----- H: Inspiration

Act: Manoeuvre/Test

Skill B C

May be played as an
additional possibility

72 Hero

73Comeback!

S: H: -----V: -----
D: H: InspirationV: -----

Act: Manoeuvre/Test

Skill A B C

May be played as an additional possibility

73Hero

74Comeback!

S: H: -----V: -----
D: H: InspirationV: -----

Act: Manoeuvre/Test

Skill A B D

This card negates an opponent's successful action upon you

74Opponent Fails

75The going gets tough!

S: V: -----H: -----
D: V: -----H: Fatigue

Act: Manoeuvre/Test

Skill A B C D

This card negates an opponent's successful action upon you

75Opponent Fails

76The going gets tough!

S: H: -----V: -----
D: H: SetbackV: Flurry

Act: Manoeuvre/Test

Complication

This card negates an opponent's successful action upon you

76Opponent Fails

77The going gets tough!

S: H: -----V: -----
D: V: -----H: -----

Act: Manoeuvre/Test

Skill B D

This card negates an opponent's successful action upon you

77Opponent Fails

78The going gets tough!

S: V: -----H: Setback
D: V: -----H: Fatigue

Act: Manoeuvre/Test

Skill B C

All players may discard and immediately refill their hands

78Rally

79The going gets tough!

S: H: SetbackV: -----
D: H: -----V: Flurry

Act: Manoeuvre/Test

Skill A D

You may immediately re-attempt any action at which you just failed

79Second Chance

80You take it to them!

S: H: -----V: Breaks
D: V: UpH: Flurry

Act: Manoeuvre/Intimidation

Skill A C

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

80Alertness

81You take it to them!

S: V: FatigueH: -----
D: V: UpH: Flurry

Act: Manoeuvre/Intimidation

Skill A B

You know someone in the area who can aid you

81Connection

82

You take it to them!

S: H: -----

V: Fatigue

D: H: Flurry

V: Up

Act: Manoeuvre/Intimidation

Skill A B C

You know someone in the area who can aid you

82

Connection

83

You take it to them!

S: H: Flurry

V: -----

D: V: Up

H: Flurry

Act: Manoeuvre/Intimidation

Skill A B D

You know someone in the area who can aid you

83

Connection

84

You take it to them!

S: V: -----

H: Flurry

D: V: Up

H: Flurry

Act: Manoeuvre/Intimidation

Skill A B C D

You know someone in the area who can aid you

84

Connection

85

You take it to them!

S: H: -----

V: Breaks

D: H: Flurry

V: Up

Act: Manoeuvre/Intimidation

Skill A D

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

85

Idea

86

You take it to them!

S: H: Flurry

V: -----

D: V: Up

H: Flurry

Act: Manoeuvre/Intimidation

Skill A C

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

86

Idea

87

You take it to them!

S: V: -----

H: Flurry

D: V: Up

H: Flurry

Act: Manoeuvre/Intimidation

Skill A B

You may immediately re-attempt any action at which you just failed

87

Second Chance

88

You give up ground!

S: H: -----

V: -----

D: H: -----

V: Inspiration

Act: Defend/Taunt

Skill A B C

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

88

Idea

89

You give up ground!

S: H: -----

V: -----

D: V: Inspiration

H: -----

Act: Defend/Taunt

Skill A B D

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

89

Idea

90

You give up ground!

S: V: -----

H: -----

D: V: Inspiration

H: -----

Act: Defend/Taunt

Skill A B C D

You may immediately re-attempt any action at which you just failed

90

Second Chance

91 You give up ground!

S: H: ----- V: -----
D: H: ----- V: Inspiration

Act: Defend/Taunt

Complication

Played after a roll of 60+. This card increases the adventure award by three possibilities

91 Glory

92 You give up ground!

S: H: ----- V: -----
D: V: Inspiration H: -----

Act: Defend/Taunt

Skill B D

Played after a roll of 60+. This card increases the adventure award by three possibilities

92 Glory

93 You give up ground!

S: V: ----- H: -----
D: V: Inspiration H: -----

Act: Defend/Taunt

Skill B C

Played after a roll of 60+. This card increases the adventure award by three possibilities

93 Glory

94 You give up ground!

S: H: ----- V: -----
D: H: ----- V: Inspiration

Act: Defend/Taunt

Skill B C

Played after a roll of 60+. This card increases the adventure award by three possibilities

94 Glory

95 You give up ground!

S: H: ----- V: -----
D: V: Up H: -----

Act: Defend/Taunt

Skill A C

All hostile actions cease while you make a dramatic speech

95 Monologue

96 You're driven back!

S: V: ----- H: Fatigue
D: V: Flurry H: Confused

Act: Defend/Test

Skill A B

Add +3 to the value of Charisma, Spirit or a related skill

96 Presence

97 You're driven back!

S: H: Fatigue V: -----
D: H: Confused V: Flurry

Act: Defend/Test

Critical Problem

Add +3 to the value of Charisma, Spirit or a related skill

97 Presence

98 You're driven back!

S: H: Fatigue V: -----
D: V: Flurry H: Confused

Act: Defend/Test

Possible Setback

Add +3 to the value of Charisma, Spirit or a related skill

98 Presence

99 You're driven back!

S: V: ----- H: Fatigue
D: V: Flurry H: Confused

Act: Defend/Test

Complication

Add +3 to the value of Charisma, Spirit or a related skill

99 Presence

100 You're driven back!

S: H: Fatigue V: -----

D: H: Confused V: Flurry

Act: Defend/Test

Skill B D

Add +3 to the value
of Charisma, Spirit or
a related skill

100 Presence

101 You're driven back!

S: H: Fatigue V: -----

D: V: ----- H: Confused

Act: Defend/Test

Skill B C

Add +3 to the value
of Charisma, Spirit or
a related skill

101 Presence

102 You're driven back!

S: V: ----- H: Fatigue

D: V: ----- H: Confused

Act: Defend/Test

Skill A D

Add +3 to the value
of Charisma, Spirit or
a related skill

102 Presence

103 You're driven back!

S: H: Fatigue V: -----

D: V: Flurry H: Confused

Act: Defend/Test

Skill A C

Add +3 to the value
of Charisma, Spirit or
a related skill

103 Presence

104 Do you risk an opening?

S: H: Inspiration V: -----

D: V: Flurry H: -----

Act: Attack/Defend

Skill A B

Add +3 to the value
of Charisma, Spirit or
a related skill

104 Presence

105 Do you risk an opening?

S: V: Fatigue H: -----

D: V: Flurry H: -----

Act: Attack/Defend

Skill B C

Add +3 to the value
of Charisma, Spirit or
a related skill

105 Presence

106 Do you risk an opening?

S: H: ----- V: Stymied

D: H: ----- V: Flurry

Act: Attack/Defend

Skill A B C D

Add +3 to the value
of Charisma, Spirit or
a related skill

106 Presence

107 Do you risk an opening?

S: H: ----- V: Breaks

D: V: Flurry H: -----

Act: Attack/Defend

Skill B D

Add +3 to the value
of Charisma, Spirit or
a related skill

107 Presence

108 Do you risk an opening?

S: H: ----- V: Stymied

D: V: Flurry H: -----

Act: Attack/Defend

Skill A C

Add +3 to the value
of Charisma, Spirit or
a related skill

108 Presence

109 Do you risk an opening?

S: H: ----- V: Stymied

D: H: ----- V: Flurry

Act: Attack/Defend

Skill A D

Add +3 to the value
of Charisma, Spirit or
a related skill

109 Presence

110 Do you risk an opening?

S: H: ----- V: Stymied

D: V: Flurry H: -----

Act: Attack/Defend

Skill A C

Add +3 to the value
of Charisma, Spirit or
a related skill

110 Presence

111 Do you risk an opening?

S: V: Stymied H: -----

D: V: Flurry H: -----

Act: Attack/Defend

Skill A B

Add +3 to the value
of Charisma, Spirit or
a related skill

111 Presence

112 I have you now!

S: H: ----- V: Fatigue

D: H: Setback V: Trick
/Taunt

Act: Intimidation/Trick

Skill A B

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

112 Campaign

113 I have you now!

S: H: ----- V: Fatigue

D: V: Trick H: -----
/Taunt

Act: Intimidation/Trick

Skill A B D

This card allows you
to add +3 to
your effect value

113 Coup De Grace

114 I have you now!

S: V: Fatigue H: -----

D: V: Trick H: -----
/Taunt

Act: Intimidation/Trick

Skill A B C D

This card allows you
to add +3 to
your effect value

114 Coup De Grace

115 I have you now!

S: H: ----- V: Fatigue

D: H: Stymied V: Trick
/Taunt

Act: Intimidation/Trick

Skill B D

This card allows you
to add +3 to
your effect value

115 Coup De Grace

116 I have you now!

S: H: ----- V: Fatigue

D: V: Trick H: -----
/Taunt

Act: Intimidation/Trick

Skill B C

This card allows you
to add +3 to
your effect value

116 Coup De Grace

117 I have you now!

S: V: Fatigue H: -----

D: V: Trick H: -----
/Intimidation

Act: Intimidation/Trick

Skill A D

This card allows you
to add +3 to
your effect value

117 Coup De Grace

118 I have you now!

S: H: ----- V: Fatigue

D: H: Stymied V: Trick

/Intimidation

Act: Intimidation/Trick

Skill A C

118 Second Chance

You may immediately re-attempt any action at which you just failed

119 I have you now!

S: V: Fatigue H: -----

D: V: Trick H: -----

/Intimidation

Act: Manoeuvre/Taunt

Skill A B

119 Second Chance

You may immediately re-attempt any action at which you just failed

120 The battle is mine!

S: V: ----- H: -----

D: V: Trick H: -----

/Test

Act: Manoeuvre/Test

Skill A B C

120 Romance

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

121 The battle is mine!

S: H: ----- V: -----

D: H: Stymied V: Trick

/Test

Act: Manoeuvre/Test

Skill A B D

121 Romance

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

122 The battle is mine!

S: H: ----- V: -----

D: V: Trick H: -----

/Test

Act: Manoeuvre/Test

Skill A B C D

122 Martyr

Subplot. May defeat any opponent at the cost of your own life

123 The battle is mine!

S: V: ----- H: -----

D: V: Trick H: -----

/Test

Act: Manoeuvre/Test

Skill B D

123 Mistaken Identity

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

124 The battle is mine!

S: H: ----- V: -----

D: H: Stymied V: Trick

/Test

Act: Manoeuvre/Test

Skill B C

124 True Identity

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

125 The battle is mine!

S: H: ----- V: -----

D: V: Trick H: -----

/Intimidation

Act: Manoeuvre/Taunt

Skill A D

125 Personal Stake

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

126 The battle is mine!

S: H: ----- V: -----

D: V: Trick H: -----

/Intimidation

Act: Manoeuvre/Taunt

Skill A C

126 Nemesis

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

135 Drama

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

Skill A B

Act: Manoeuvre/Taunt

/Intimidation

D: V: Test
H: ----

S: V: Setback
H: ----

135 That old chestnut?

134 Drama

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

Skill A C

Act: Manoeuvre/Taunt

/Intimidation

D: V: Test
H: ----

S: H: ----
V: Setback

134 That old chestnut?

133 Drama

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

Skill A D

Act: Taunt/Test

/Taunt

D: H: Symied
V: Test

S: H: ----
V: ----

133 I shall Triumph!

132 Drama

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

Skill B C

Act: Taunt/Test

/Taunt

D: V: Test
H: ----

S: V: ----
H: ----

132 I shall Triumph!

131 Drama

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

Skill B D

Act: Taunt/Test

/Taunt

D: V: Test
H: ----

S: H: ----
V: ----

131 I shall Triumph!

130 Drama

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

Skill A B C D

Act: Taunt/Test

/Taunt

D: H: Symied
V: Test

S: H: ----
V: ----

130 I shall Triumph!

129 Drama

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

Skill A B D

Act: Taunt/Test

/Intimidation

D: V: Taunt
H: ----

S: V: ----
H: ----

129 I shall Triumph!

128 Drama

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

Skill A B C

Act: Taunt/Test

/Intimidation

D: V: Taunt
H: ----

S: H: ----
V: ----

128 I shall Triumph!

127 Suspicion

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

Skill A B

Act: Taunt/Test

/Intimidation

D: H: Setback
V: Taunt

S: H: ----
V: ----

127 I shall Triumph!

144 Leadership

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

Skill A B C

Act: Trick/Intimidation

D: V: Inspiration H: ----

S: V: Breaks H: ----

144 I'm not through yet!

143 Leadership

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

Skill A B

Act: Trick/Intimidation

D: V: Inspiration H: ----

S: H: ---- V: Breaks

143 I'm not through yet!

142 Leadership

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

Skill A C

Act: Trick/Intimidation

D: H: ---- V: Inspiration

S: H: ---- V: Breaks

142 I'm not through yet!

141 Leadership

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

Skill A D

Act: Trick/Intimidation

D: V: Inspiration H: ----

S: V: Styried H: ----

141 I'm not through yet!

140 Drama

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

Skill B C

Act: Trick/Intimidation

/Intimidation

D: V: Taunt H: ----

S: H: ---- V: Flury

140 That old chestnut?

139 Drama

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

Skill B D

Act: Trick/Intimidation

/Intimidation

D: H: Styried V: Taunt

S: H: ---- V: Flury

139 That old chestnut?

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

Act: Manoeuvre/Taunt

/Intimidation

D: V: Test H: ----

S: V: Flury H: ----

138 That old chestnut?

137 Drama

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

Skill A B D

Act: Manoeuvre/Taunt

/Intimidation

D: V: Test H: ----

S: H: ---- V: Flury

137 That old chestnut?

136 Drama

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

Skill A B C

Act: Manoeuvre/Taunt

/Taunt

D: H: Setback V: Test

S: H: ---- V: ----

136 That old chestnut?

145 I'm not through yet!

S: H: -----

V: Breaks

D: H: -----

V: Inspiration

Act: Trick/Intimidation

Skill A B D

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

145 Leadership

146 I'm back!

S: H: -----

V: Breaks

D: V: Inspiration

H: -----

Act: Trick/Intimidation

Skill A B C D

+3 to any other character's
bonus for any action

146 Supporter

147 Oh no!

S: V: Breaks

H: -----

D: V: Setback

H: -----

Act: Trick/Intimidation

Skill B D

+3 to any other character's
bonus for any action

147 Supporter

148 Oh no!

S: H: -----

V: Breaks

D: H: -----

V: Setback

Act: Trick/Intimidation

Skill B C

+3 to any other character's
bonus for any action

148 Supporter

149 You warily engage.

S: H: -----

V: -----

D: V: -----

H: -----

Act: Intimidation/Trick

Skill A D

+3 to any other character's
bonus for any action

149 Supporter

150 You warily engage.

S: V: -----

H: -----

D: V: -----

H: -----

Act: Intimidation/Trick

Skill A C

+3 to any other character's
bonus for any action

150 Supporter

151 You warily engage.

S: H: -----

V: -----

D: H: -----

V: -----

Act: Intimidation/Trick

Skill A B

+3 to any other character's
bonus for any action

151 Supporter

152 You warily engage.

S: H: -----

V: -----

D: V: -----

H: -----

Act: Intimidation/Trick

Skill A B C

+3 to any other character's
bonus for any action

152 Supporter

153 You warily engage.

S: V: -----

H: -----

D: V: -----

H: -----

Act: Intimidation/Trick

Skill A B D

+3 to any other character's
bonus for any action

153 Supporter

154 You warily engage.

S: H: ----- V: -----

D: H: ----- V: -----

Act: Intimidation/Trick

Skill A B C D

+3 to any other character's
bonus for any action

154 Supporter

155 You warily engage.

S: H: ----- V: -----

D: V: ----- H: -----

Act: Intimidation/Trick

Skill A D

+3 to any other character's
bonus for any action

155 Supporter

156 You warily engage.

S: V: ----- H: -----

D: V: ----- H: -----

Act: Intimidation/Trick

Skill A C

You and your party may
escape an encounter.
Must be first card
played into pool

156 Escape!

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

Act: Manoeuvre/Trick

S: V: -----
H: Setback
D: H: Breakdown V: ----

161 Feel the tension!

160 Quest

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

Infiniverse

Critical Problem

Act: Attack/Defend

S: H: Setback V: Setback
D: V: Up H: Fatigue

160 When suddenly...

159 Research

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

Infiniverse

Skill A B C D

Act: Manoeuvre/Trick

S: V: Test H: Flee
D: H: ----- V: Breaks

159 Run away!

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

Act: Any Multi-Action

S: H: Danger V: -----
D: V: Trick H: Danger

158 The pace quickens!

157 Survival

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

Infiniverse

Skill A B D

Act: Attack/Manoeuvre

S: V: ----- H: Life Rage
D: H: ----- V: Life Rage

157 The will of Lanalai!

171 Murphy's Law

If played, the GM may negate a hero's successful action. If played, gain four Possibilities at the end of the adventure

Taylor v2.0a1 20/6/1997

Possible Setback

Act: None

D: V: Inspiration H: Setback

S: H: ----- V: Flurry

171 They strike!

170 Fate

When played, player may discard as many cards as desired, and draw that number of cards to replace them

Taylor v2.0a1 20/6/1997

Skill A B

Act: None

D: H: Stymied V: Up

S: H: Confused V: -----

170 I'm not through yet!

169 Event

A new Event happens and will affect all parties involved. This card must be the next card to be played when drawn.

Taylor v2.0a1 20/6/1997

Skill C

Act: Defend/Trick

D: V: ----- H: Fatigue

S: V: ----- H: -----

169 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

Taylor v2.0a1 20/6/1997

Skill B C

Act: Manoeuvre/Taunt

D: H: Fatigue V: -----

S: V: ----- H: -----

168 They regroup!

167 New Hope

You must spend a full round roleplaying an inspirational act or speech. All players who can trade cards are inspired

Taylor v2.0a1 20/6/1997

Skill A C D

Act: Attack/Taunt

D: V: Flurry H: Up

S: H: Flurry V: Breaks

167 They're on the run!

166 Breakthrough

Add +3 to any one skill that you do not have, and roll as if you were skilled

Taylor v2.0a1 20/6/1997

Skill D

Act: Attack/Manoeuvre

D: V: ----- H: Confused

S: H: ----- V: Fatigue

166 They hesitate!

165 Resolve

Add +6 to all Willpower skill totals this round.

Taylor v2.0a1 20/6/1997

Skill C

Act: Defend/Test

D: V: Flurry H: Fatigue

S: V: Flurry H: -----

165 The going gets tough!

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

Taylor v2.0a1 20/6/1997

Skill A B C D

Act: Manoeuvre/Trick

D: H: Inspiration V: Flurry

S: H: Flurry V: -----

164 Comeback!

163 Super Hero

May be played as an additional Possibility with no minimum. Roll twice, player chooses the better of the two

Taylor v2.0a1 20/6/1997

Complication

Act: Any Multi-Action

D: H: Flurry V: Up

S: H: Up V: -----

163 You take it to them!

180 Precision

Add +3 to one skill that uses
Dexterity, Agility or Intellect

Taylorl v2.1 18/12/1997

Skill B D

Act: Attack/Taunt

S: V: -----
H: Flurry
D: V: Flurry
H: -----

180 I shall triumph!

179 Fortitude

Add +3 to one skill that uses
Stanima, Mind or Spirit

Taylorl v2.1 18/12/1997

Skill A C D

Act: Manoeuvre/Taunt

S: H: Flurry
V: -----
D: V: Flurry
H: -----

179 The going gets tough!

178 EverLaw

Add +3 to a Reality based
skill total

Taylorl v2.1 18/12/1997

Skill A B

Act: Test/Intimidation

S: H: -----
V: Fatigue
D: H: Fatigue
V: -----

178 Do you risk an opening?

177 Divine Intervention

Add one Success level to any
one Miracle by a person of
compatible Faith

Taylorl v2.1 18/12/1997

Complication

Act: Manoeuvre/Trick

S: H: Inspiration
V: Flurry
D: V: Inspiration
H: Flurry

177 When suddenly...

176 Defiance

+ 1 bonus to all skills used to
defend against one opponent until
the end of an Event or a Scene,
whichever comes first

Taylorl v2.1 18/12/1997

Skill C D

Act: Defend/Test

S: V: Flurry
H: Up
D: V: Taunt
H: Stymlid
/Intimidation

176 You're driven back!

175 Reckoning

+ 1 bonus to all skills used to
attack one opponent until the end
of an Event or a Scene,
whichever comes first

Taylorl v2.1 18/12/1997

Skill B C

Act: Attack/Manoeuvre

S: H: Up
V: Breaks
D: V: -----
H: Stymlid

175 You take it to them!

174 Clone

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

Taylorl v2.0a1 20/6/1997

Skill A D

Act: Trick/Intimidation

S: H: Fatigue
V: Inspiration
D: V: Taunt
H: Breakdown
/Intimidation

174 You're driven back!

173 Desperation

All players must move all cards
from hands into their pools

Taylorl v2.0a1 20/6/1997

Skill C D

Act: Trick/Intimidation

S: H: -----
V: Fatigue
D: V: Fatigue
H: Flurry

173 You spot a weakness!

172 Retrospection

Cannot be played in combat.
Meditate for one turn, discard
card, then take one card from
Discard stack

Taylorl v2.0a1 20/6/1997

Skill A C

Act: Test/Intimidation

S: V: -----
H: -----
D: V: -----
H: -----

172 You give up ground!

Super Hero

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

Taylor v2.0a1 1/1/2000

Murphys Law

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

Event

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

Taylor v2.0a1 1/1/2000

Hope

Acts as Inspiration for the entire group

Taylor v2.0a1 1/1/2000

Break Thru

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

Taylor v2.0a1 1/1/2000

666 Certain Death

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

Taylor v2.0a1 1/1/2000

Complication

Act: Die Horribly

D: V: Up H: Setback

S: V: Up H: Setback

666 You're doomed!

183 Diplomacy

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

A B C D

Act: Anything but Attack

D: V: ---- H: ----

S: H: ---- V: ----

183 Things calm down

182 Blood Thirst!

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

Taylor v2.1 18/12/1997

Critical Problem

D: V: Flurry /up H: Flurry /up

S: H: Flurry/up V: Flurry/up

182 All hell breaks loose!

181 Storm Surge

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 v2.1 18/12/1997

Skill B C D

Act: Defend/Trick

D: V: Flurry H: Confused

S: H: Flurry V: ----

181 They strike!

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

Reckoning

+6 to any combat action

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

Opportunity

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

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 interests
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

S: P: -----
G: Breaks
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

S: P: -----
G: Stymlied
D: G: Flurry P: Confused

10 Double Cross

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

Masterbook

Critical Problem

Act: Attack/Trick

S: P: -----
G: Stymlied
D: G: Flurry P: Confused