

Inspired Attack

+15 to one melee, missile, or elemental spell attack roll

Adrenaline Burst

+15 to one Adrenal Move with no preparation

The adrenal move is rolled immediately when you play this card, and the results take effect before your next action

Alertness

+20 to all Alertness rolls until you succeed. Place this card on the table in front of you. Once you succeed in an Alertness roll, discard this card.

Action!

+15 to any skill roll, attack roll, or maneuver

Haste!

You have 200% activity for this round.

Drama

You may role-play one *dramatic* solution to a problem. The effectiveness of this solution depends on how well you role-play, and how creatively your idea fits with the story

Willpower

+15 to any one roll involving Will, Self Discipline, or Presence

Perception

+15 to one roll involving active perception (searching, detecting, listening, etc.)

This does not apply to *inactive* perception skills like Alertness and Sense Ambush

Critical Hit!

Choose One: Your attack causes an A critical, even if the attack missed. Or, you may increase any critical you caused by one severity. Or, you may add +15 to your critical roll.

Master Plan

You may trade this card in for any card in the deck.

Seize Initiative!

You gain the initiative for this round.

This card may be used either before or after you roll initiative, but *not* after an opponent makes a successful attack.

Hero

You may perform a heroic action.

This action will always succeed, as long as it is heroic, fits well with the story, and is well role-played by you.

Opponent Fails!

This card completely negates an opponent's successful action against you.

Rally

All players immediately discard all cards and draw two new cards.

Second Chance

You may immediately re-attempt any action that you just failed.

Connection

You know someone in the area who can aid you. You must role-play this appropriately. This person cannot solve the problem or save the day, but they can provide aid, equipment, contacts, etc.

Idea

Use this card to gain clues about the next course of action you should take. You should role-play the source of this idea.

Monologue

All hostile actions cease while you make a dramatic speech. Any attack by you or an ally will cancel this effect, but your allies may calmly re-group, prepare spells, sneak about, etc. You must role-play this monologue.

Presence

Add +15 to any Interaction or Influence roll

Campaign

If the player and the GM agree, this card makes a sub-plot into a permanent branch of the story.

Coup De Grace

Add +25 to one critical hit roll against an opponent who was already stunned, unable to parry, or downed prior to this attack.

Romance

You may assert great influence over a member of the same (or similar) race and opposite gender. You must role-play this.

Martyr

You may defeat any opponent at the cost of your own life.

Mistaken Identity

One enemy or group of enemies who are present when you play this card will mistake you for someone else. You must role-play this misdirection.

Leadership

When you play this card you may give other players up to two cards from your hand.

Supporter

You may add +15 to any other character's action.

Escape!

You and your party escape from an encounter or situation. You must provide the details on how this happens.

This cannot have any effect on the enemy except your escape.

Research

The GM supplies needed, but unexpected, clues to a mystery when this is played.

Alternatively, this card can give +25 to one Research attempt.

Survival

+15 to any one action that avoids danger or overcomes an environmental hazard

Enough to be Dangerous

You know enough about one skill to get a *total* bonus of +30 for one roll or situation.

This will only work with a skill you otherwise know nothing about. You must role-play how or why you have experience relevant to the current situation.

Cold and Flu Season

Play this card immediately

Your character has a cold for the remainder of this game session. You must role-play being headachy, tired, sneezy, and generally miserable.

This card may influence your character's attitude, but will not affect skills.

Place this card in front of you. It remains in play until the end of the session.

Pic-a-nic Basket?

Wild animals get into your food. Your party loses most of their food supply.

This card cannot be played for any other purpose or discarded except by the use of a Rally card. You must play this card the next morning you wake up in camp.

Unfortunately, you were responsible for keeping the food safe last night.

Earthquake!

Play this card immediately

The area is hit by a significant earthquake. You may be far enough from the center to be safe, but your next destination is significantly affected.

Flood!

Play this card just prior to arriving at the next town. This card cannot be played for any other purpose or discarded except by the use of a Rally card.

The next town you arrive in is experiencing a flood. (If you arrive in a town that cannot flood, they are having the exact opposite problem: a drought.)

Fire!

The next town experiences a fire in the first building you visit.

This card cannot be played for any other purpose or discarded except by the use of a Rally card. You must play this card the next time you are in a building.

The building will be a total loss unless extraordinary measures are taken to combat the blaze.

It Comes Back to Haunt You

An ex-girlfriend or lover from your past shows up in your life at the next opportunity. You must role-play being distracted, grumpy, obsessed, etc. until you are well away from this person. The GM may use this to generate sub-plots.

This card cannot be played for any other purpose or discarded except by the use of a Rally card. You must play this card the next time you go into town, encounter a caravan, meet fellow travelers, etc.

It didn't work out well in the past, and you just know things aren't going to go well this time!

What's That Smell?

Something in your pack has contaminated the food. Whatever food you were carrying has gone bad.

This card cannot be played for any other purpose or discarded except by the use of a Rally card. You must play this card the next time your party stops to eat.

Throw a Shoe

Play this card immediately

If you have a horse, it throws a shoe and cannot be ridden until taken to a blacksmith. If you are on foot, the sole of one of your shoes begins to fall off, making it difficult to walk long distances.

Somebody Got There First

Play this card the next time you *should* obtain a valuable object or piece of information related to your mission.

This card cannot be played for any other purpose or discarded except by the use of a Rally card.

The object/information you want is already in the hands of competition you didn't know existed. Clues to their identity are very limited.

Celestial Oddity

The next spell cast by anyone in your party—other than you—will affect a random member of your party.

You must play this card the next time another character uses magic. This card cannot be played for any other purpose or discarded except by the use of a Rally card.