

GODSEND AGENDA Booster Deck!™

Instruction

The Booster Deck is very easy to use and enhances any GODSEND Agenda game.

- All players are dealt 3 cards for the scene. A scene is described as ONE entire combat (not combat round) or
- New cards are dealt at the beginning of every scene to replenish a players hand back up to three.
- Cards can be discarded for new cards at the beginning of the scene.
- At the beginning of the scene players may confer and trade cards among one another but after this is done no further trading between players is allowed.
- The Game master is dealt 2 cards for every player. His cards are not attached to any one NPC and may be used freely among all NPCs
- One card per player may be played per round at any time on any appropriate situation. The game master may play one card per NPC per round as well.
- Once a card is used it goes into the discard pile.



Once a scene is over all discarded cards are shuffled into the deck.

All player actions while using the cards must be described in cinematic detail or the benefit of the card is forfeit.

Anatomy of the Card

Archetype Bonus: If the character's archetype appears at the top of the card he may make willpower roll and receive double the cards benefit. The difficulty of the roll is printed in the upper right hand corner. If the roll is a success double the effect of the card, if the roll is a failure the character must take penalty (printed in red at the bottom of the card).

Difficulty Number: (See Archetype bonus) the Character must make a willpower roll in order to receive double the benefit of the card.

Benefit: any character playing the card receives the benefit or the benefit can be played on another player bestowing the benefit there. If the character's archetype appears at the top of the card she may roll a willpower roll and double the benefit.

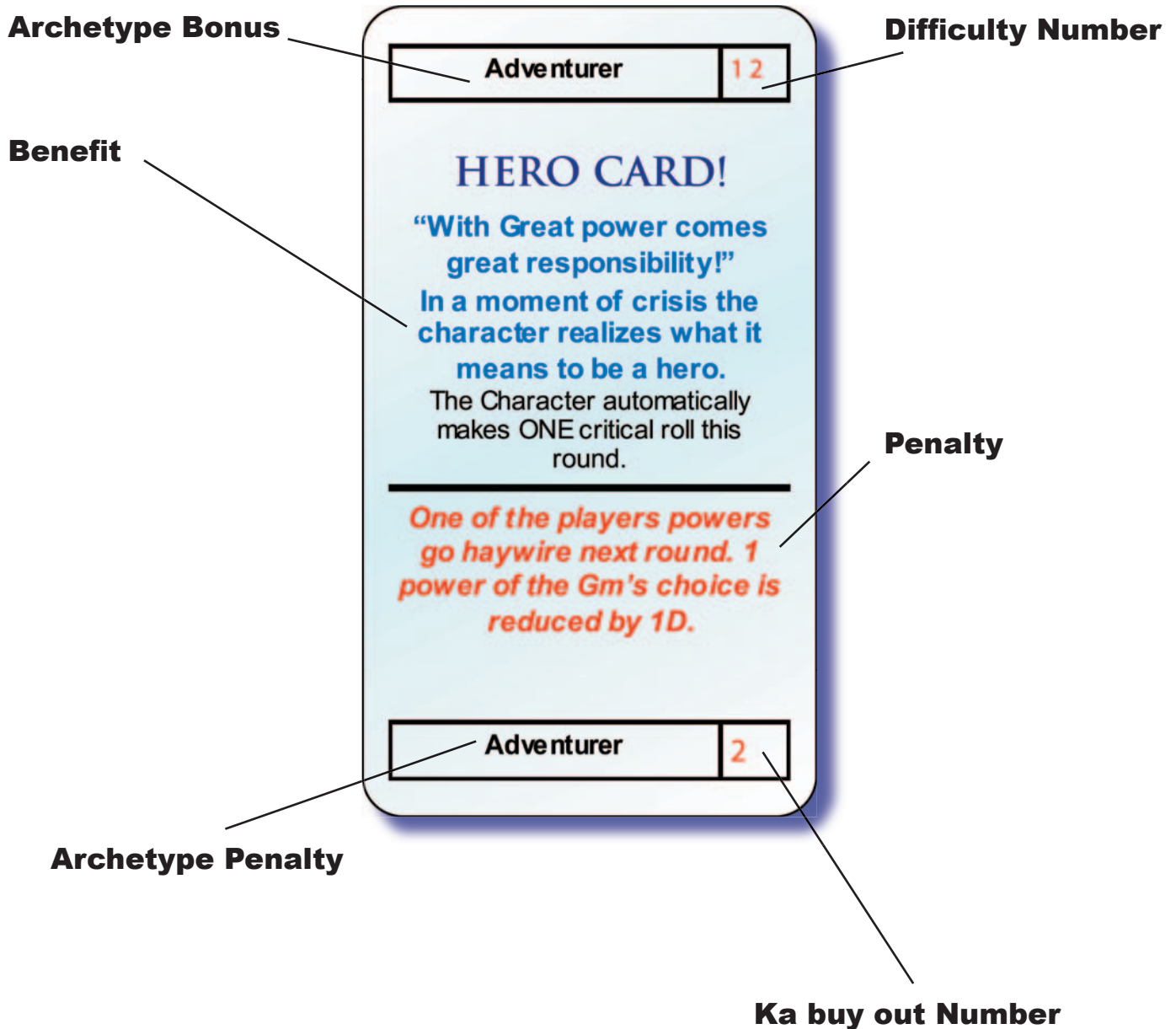
Penalty: when a character rolls a one on her wild die the game master flips the top card on the draw deck and the character must take this penalty.

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Archetype Penalty: If the character is receiving the penalty printed on the card and his archetype is at the bottom, he receives double the penalty.

Ka buy out Number: If a character doesn't want to accept the penalty printed at the bottom of a card she may spend this many Ka points to negate the effects.

The cards are PDF formatted and can be printed using any business card paper found at any stationary store that carries computer supplies



GODSEND Agenda: Booster deck

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GODSEND Agenda: Booster Deck

Card Listing

A listing of all the cards in the deck

HERO CARD!

“With Great power comes great responsibility!”

In a moment of crisis the character realizes what it means to be a hero.

The Character automatically makes ONE critical roll this round.

INITIATIVE BONUS!

“I’m one step ahead of you!”

The Character has his wits about him. Add +1D to his initiative total this round.

REFLEX BONUS!

“You can’t hit what you cant catch”

The character performs with incredible dexterity. +1D to any one Reflex skill this round.

PHYSIQUE BONUS!

“What are you gonna do when the 26 inch pythons are bearing down on you?!”

The character digs deep and performs a Herculean feat! +1D to any one Physique skill this round

COORDINATION BONUS!

“”A chainsaw, nitro glycerin, and an egg? Yeah I can juggle that, no prob””

The character’s hand eye coordination is astounding allowing her to perform a feat of unearthly precision!

+1D to any one Coordination skill this round

PRESENCE BONUS!

“I am the one”

The hero posses an air of authority, swaying those around her.

+1D to any one Presence skill this round.

KNOWLEGDE BONUS!

“The answer is right here under our noses”

The character has a moment of uncanny mental power.

+1D to any one Knowledge skill this round

PERCEPTION BONUS!

“Wait, I found a clue”

The character’s keen awareness skills become even sharper.

+1D to any one Perception skill this round

FLURRY!

The hero pushes forward with abandon!

The character may take one additional action without penalty this round.

MIND OVER MATTER!

Work through the pain

The Character may act this round ignoring all wound penalties.

RALLY!

The hero may draw two additional card immediately even if it takes the character over her card limit.

2ND CHANCE!

“I don’t believe in failure”

The character may reroll any one failed roll this round.

2ND WIND!

“I’m ok, its just a flesh wound”

The Character Receives 1 wound level or 5 Body points back if he is wounded.

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KA RESERVES!

“Need... more... POWER!!!”

The hero digs deep and funnels more elemental Ka through her body.

Receive 1D Ka points that may be used this or Next round. If the points aren't used then they dissipate and are reabsorbed into the universe.

HERO WITHIN!

“With Great power comes great responsibility!”

In a moment of crisis the character realizes what it means to be a hero.

The character receives 1D Character points that must be used this round.

AMPED!

“I have the POWER!!!”

The hero manages to channel additional Ka into her powers making them more effective.

One of the characters powers is enhanced by 1D-2 ranks (minimum of 1 rank) for one round.

CLAIM!

Looking for every opportunity the hero seizes on a plan!

The hero may claim one card from the discard pile and replace it with this one.

EPIPHANY!

“The answer is right here under our noses”

The player may ask the GM for one relevant hint concerning the current plan session.

BEFUDDLED!

The Hero stuns an adversary!

The character's opponent may not act offensively towards the character for one round.

WILD!

“I can do anything!”

This card acts like any one card from the deck

with the GM's approval.

YOU WONT GET AWAY WITH THIS!

Engage the villain in conversations during the course of the game sessions.

+1D to any one roll versus that villain.

BEFRIEND

Befriend or interact with a character or NPC and try to get to know them.

+1D on any one social interaction.

ALACRITY

The character moves with the swiftness of the wind.

The hero may move double her movement rate at no penalty.

HUMAN SHIELD

The character jumps in front of an attack intended for someone else. She takes the damage instead of the intended victim.

Gain one Fate point

TELL THEM WHAT YOUR NAME IS!

Introduce yourself to a crowd of people of a villain, describing who you are and what you are about.

+2D on any one Presence roll

INSTANT KARMA IS GONNA GET YOU

“I'm rubber, your glue..”

The hero manages to deflect the next attack back at the attacker!!!

BOOYA!

The character's attack is very precise and effective!

The character does an extra 1D of damage for one attack this round

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RESHUFFLE THE HAND OF FATE!

“I have a feeling someone is looking out for me”

The player may look at the Game masters Drama deck hand and have him either discard one card or trade it to the player.

LAZARUS EFFECT!

I cannot die yet...there is too much to do!

The character can suffer one fatal wound and only drops to incapacitated.

TRUMPED!

Not This time buster!

Prevent a character from playing any one drama card this round.

COMBINER

The character may use this card to play two cards at once and combine the effects!

FOCUSED ATTACK

Acting as a team the players coordinate their attack with astonishing effects!

+1D to the teams next attack against a SINGLE opponent

TEAM INITIATIVE BONUS!

“We are one step ahead of you!”

The Team has their wits about them.

Add +1D to his initiative total this round.

FLAILING ATTACK

The hero thrashes at his opponent in the hopes of hitting him.

The character receives a bonus of +1D to hit his opponent but suffers a reduction in damage of -3

KNOCK BACK

With a mighty blow you send your opponent reeling!

The next person you attack is knocked back

1Dx2 meters regardless of the wild die roll.

UNTOUCHABLE

Nothing can harm you! One roll directed at the hero fails

Dilemma Rolls

One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.

The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).

-1D on the character's next roll

The hero is befuddled and may take no offensive action against his target next round.

The hero's opponent gets one extra action next round at no penalty.

The villain recovers 1D of body points or one wound level up to his maximum limit

The hero's team is thrown into disarray and goes on the lowest initiative total next round.

The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.

The hero slips and falls. She must spend one action getting her footing back.

Game Master's choice

GODSEND Agenda: Booster Deck

Adventurer **12**

HERO CARD!

“With Great power comes great responsibility!”
In a moment of crisis the character realizes what it means to be a hero.
The Character automatically makes ONE critical roll this round.

One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.

Adventurer **2**

Bravo **12**

INITIATIVE BONUS!

“I’m one step ahead of you!”
The Character has his wits about him. Add +1D to his initiative total this round.

The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).

Adventurer **2**

Warrior **12**

REFLEX BONUS!

“You can’t hit what you can’t catch”
The character performs with incredible dexterity. +1D to any one Reflex skill this round.

The hero is befuddled and may take no offensive action against his target next round.

Adventurer **2**

Protector **12**

PHYSIQUE BONUS!

“What are you gonna do when the 26 inch pythons are bearing down on you?!”
The character digs deep and performs a Herculean feat! +1D to any one Physique skill this round

-1D on the character's next roll

Adventurer **2**

Comedian **12**

COORDINATION BONUS!

“A chainsaw, nitro glycerin, and an egg? Yeah I can juggle that, no prob”
The character's hand eye coordination is astounding allowing her to perform a feat of unearthly precision!
+1D to any one Coordination skill this round

The hero's opponent gets one extra action next round at no penalty.

Adventurer **2**

Dark Avenger **12**

MIND OVER MATTER!

Work through the pain
The Character may act this round ignoring all wound penalties.

The hero slips and falls. She must spend one action getting her footing back.

Adventurer **2**

Adventurer **12**

FLURRY!

The hero pushes forward with abandon!
The character may take one additional action without penalty this round.

The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.

Adventurer **2**

Outsider **12**

PERCEPTION BONUS!

“Wait, I found a clue”
The character's keen awareness skills become even sharper.
+1D to any one Perception skill this round

Game Master's choice

Adventurer **2**

Scientist **12**

KNOWLEDGE BONUS!

“The answer is right here under our noses”
The character has a moment of uncanny mental power.
+1D to any one Knowledge skill this round

The hero's team is thrown into disarray and goes on the lowest initiative total next round.

Adventurer **2**

Icon **12**

PRESENCE BONUS!

“I am the one”
The hero possesses an air of authority, swaying those around her.
+1D to any one Presence skill this round.

The villain recovers 1D of body points or one wound level up to his maximum limit

Adventurer **2**

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<p>Adventurer 14</p> <p>HERO CARD!</p> <p>“With Great power comes great responsibility!” In a moment of crisis the character realizes what it means to be a hero. The Character automatically makes ONE critical roll this round.</p> <p>One of the players powers go haywire next round. 1 power of the Gm’s choice is reduced by 2D.</p> <p>Scientist 2</p>	<p>Bravo 14</p> <p>INITIATIVE BONUS!</p> <p>“I’m one step ahead of you!” The Character has his wits about him. Add +1D to his initiative total this round.</p> <p>The character’s connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).</p> <p>Scientist 2</p>	<p>Warrior 14</p> <p>REFLEX BONUS!</p> <p>“You can’t hit what you cant catch” The character performs with incredible dexterity. +1D to any one Reflex skill this round.</p> <p>The hero is befuddled and may take no offensive action against his target next round.</p> <p>Scientist 2</p>	<p>Protector 14</p> <p>PHYSIQUE BONUS!</p> <p>“What are you gonna do when the 26 inch pythons are bearing down on you?!” The character digs deep and performs a Herculean feat! +1D to any one Physique skill this round</p> <p>-1D on the character’s next roll</p> <p>Scientist 2</p>	<p>Comedian 14</p> <p>COORDINATION BONUS!</p> <p>““ A chainsaw, nitro glycerin, and an egg? Yeah I can juggle that, no prob”” The character’s hand eye coordination is astounding allowing her to perform a feat of unearthly precision! +1D to any one Coordination skill this round</p> <p>The hero’s opponent gets one extra action next round at no penalty.</p> <p>Scientist 2</p>
<p>Dark Avenger 14</p> <p>MIND OVER MATTER!</p> <p>Work through the pain The Character may act this round ignoring all wound penalties.</p> <p>The hero slips and falls. She must spend one action getting her footing back.</p> <p>Scientist 3</p>	<p>Adventurer 14</p> <p>FLURRY!</p> <p>The hero pushes forward with abandon! The character may take one additional action without penalty this round.</p> <p>The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn’t have the Ka to spend she may spend 1D in Body Points of one wound level.</p> <p>Scientist 3</p>	<p>Outsider 14</p> <p>PERCEPTION BONUS!</p> <p>“Wait, I found a clue” The character’s keen awareness skills become even sharper. +1D to any one Perception skill this round</p> <p>Game Master’s choice</p> <p>Scientist 3</p>	<p>Scientist 14</p> <p>KNOWLEDGE BONUS!</p> <p>“The answer is right here under our noses” The character has a moment of uncanny mental power. +1D to any one Knowledge skill this round</p> <p>The hero’s team is thrown into disarray and goes on the lowest Initiative total next round.</p> <p>Scientist 3</p>	<p>Icon 14</p> <p>PRESENCE BONUS!</p> <p>“I am the one” The hero posses an air of authority, swaying those around her. +1D to any one Presence skill this round.</p> <p>The villain recovers 1D of body points or one wound level up to his maximum limit</p> <p>Scientist 3</p>

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<p>Protector 13</p> <p>RALLY!</p> <p>The hero may draw two additional cards immediately even if it takes the character over her card limit.</p> <p><i>The hero slips and falls. She must spend one action getting her footing back.</i></p> <p>Warrior 2</p>	<p>Dark Avenger 14</p> <p>2ND WIND!</p> <p><i>"I'm ok, it's just a flesh wound"</i></p> <p>The Character Receives 1 wound level or 10 Body points back if he is wounded.</p> <p><i>The hero's team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <p>Warrior 2</p>	<p>Dark Avenger 14</p> <p>2ND CHANCE!</p> <p><i>"I don't believe in failure"</i></p> <p>The character may reroll any one failed roll this round.</p> <p><i>The hero's opponent gets one extra action next round at no penalty.</i></p> <p>Warrior 2</p>	<p>Icon 18</p> <p>KA RESERVES!</p> <p><i>"Need... more... POWER!!!"</i></p> <p>The hero digs deep and funnels more elemental Ka through her body.</p> <p>Receive 1D Ka points that may be used this or Next round. If the points aren't used then they dissipate and are reabsorbed into the universe.</p> <p><i>-1D on the character's next roll</i></p> <p>Warrior 2</p>	<p>Outsider 14</p> <p>HERO WITHIN!</p> <p><i>"With Great power comes great responsibility!"</i></p> <p>In a moment of crisis the character realizes what it means to be a hero.</p> <p>The character receives 1D Character points that must be used this round.</p> <p><i>The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).</i></p> <p>Warrior 2</p>
<p>Bravo 15</p> <p>WILD!</p> <p><i>"I can do anything!"</i></p> <p>This card acts like any one card from the deck with the GM's approval.</p> <p><i>Game Master's choice</i></p> <p>Warrior 3</p>	<p>2Comedian 14</p> <p>BEFUDDLED!</p> <p>The Hero stuns an adversary!</p> <p>The character's opponent may not act offensively towards the character for one round.</p> <p><i>The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.</i></p> <p>Warrior 3</p>	<p>Scientist 14</p> <p>EPPHANY!</p> <p><i>"The answer is right here under our noses"</i></p> <p>The player may ask the GM for one relevant hint concerning the current play session.</p> <p><i>The villain recovers 1D of body points or one wound level up to his maximum limit</i></p> <p>Warrior 3</p>	<p>Warrior 14</p> <p>CLAIM!</p> <p>Looking for every opportunity the hero seizes on a plan!</p> <p>The hero may claim one card from the discard pile and replace it with this one.</p> <p><i>The hero is befuddled and may take no offensive action against his target next round.</i></p> <p>Warrior 3</p>	<p>Warrior 14</p> <p>AMPED!</p> <p><i>"I have the POWER!!!"</i></p> <p>The hero manages to channel additional Ka into her powers making them more effective.</p> <p>One of the characters powers is enhanced by 1D-2 ranks (minimum of 1 rank) for one round.</p> <p><i>One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.</i></p> <p>Warrior 3</p>

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Dark Avenger **18**

YOU WONT GET AWAY WITH THIS!

Engage the villain in conversations during the course of the game sessions.

+1D to any one roll versus that villain.

Game Master's choice

Comedian **2**

Comedian **13**

BEFRIEND

Befriend or interact with a character or NPC and try to get to know them.

+1D on any one social interaction.

The hero slips and falls. She must spend one action getting her footing back.

Comedian **2**

ANY **N/A**

LAZARUS EFFECT!

I cannot die yet...there is too much to do!

The character can suffer one fatal wound and only drops to Incapacitated.

One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.

Comedian **3**

Warrior **13**

ALACRITY

The character moves with the swiftness of the wind.

The hero may move double her movement rate at no penalty.

The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.

Comedian **2**

Warrior **14**

BOOYAI!

The character's attack is very precise and effective!

The character does an extra 1D of damage for one attack this round

The hero is befuddled and may take no offensive action against his target next round.

Comedian **3**

Protector **13**

HUMAN SHIELD

The character jumps in front of an attack intended for someone else. She takes the damage instead of the intended victim.

Gain one Fate point

The hero's team is thrown into disarray and goes on the lowest initiative total next round.

Comedian **2**

Outsider **14**

CLAIM!

Looking for every opportunity the hero seizes on a plan!

The hero may claim one card from the discard pile and replace it with this one.

-1D on the character's next roll

Comedian **3**

Icon **14**

TELL THEM WHAT YOUR NAME IS!

Introduce yourself to a crowd of people or a villain, describing who you are and what you are about.

+2D on any one Presence roll

The villain recovers 1D of body points or one wound level up to his maximum limit

Comedian **2**

Comedian **18**

INSTANT KARMA IS GONNA GET YOU

"I'm rubber, your glue.."

The hero manages to deflect the next attack back at the attack!!!

The hero's opponent gets one extra action next round at no penalty.

Comedian **3**

GODSEND Agenda: Booster Deck

<p>Adventurer 18</p> <p>TRUMPED! Not This time buster! Prevent a character from playing any one drama card this round.</p> <p><i>The hero's opponent gets one extra action next round at no penalty.</i></p> <p>Icon 2</p>	<p>Scientist 18</p> <p>COMBINER The character may use this card to play two cards at once and combine the effects!</p> <p><i>The hero is befuddled and may take no offensive action against his target next round.</i></p> <p>Icon 2</p>	<p>Bravo 14</p> <p>FOCUSED ATTACK Acting as a team the players coordinate their attacks with astonishing effects! +1D to the teams next attack against a SINGLE opponent</p> <p><i>-1D on the character's next roll</i></p> <p>Icon 2</p>	<p>Icon 15</p> <p>TEAM INITIATIVE BONUS! "We are one step ahead of you!" The Team has their wits about them. Add +1D to his initiative total this round.</p> <p><i>The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).</i></p> <p>Icon 2</p>	<p>Outsider 14</p> <p>FLAILING ATTACK The hero thrashes at his opponent in the hopes of hitting him. The character receives a bonus of +1D to hit his opponent but suffers a reduction in damage of -3.</p> <p><i>One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.</i></p> <p>Icon 2</p>
<p>Scientist 13</p> <p>BEFRIEND Befriend or interact with a character or NPC and try to get to know them. +1D on any one social interaction.</p> <p><i>The villain recovers 1D of body points or one wound level up to his maximum limit</i></p> <p>Icon 3</p>	<p>Comedian 13</p> <p>BEFRIEND Befriend or interact with a character or NPC and try to get to know them. +1D on any one social interaction.</p> <p><i>The hero's team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <p>Icon 3</p>	<p>Bravo 13</p> <p>BEFRIEND Befriend or interact with a character or NPC and try to get to know them. +1D on any one social interaction.</p> <p><i>The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.</i></p> <p>Icon 3</p>	<p>Scientist 16</p> <p>UNTOUCHABLE Nothing can harm you! One roll directed at the hero fails</p> <p><i>The hero slips and falls. She must spend one action getting her footing back.</i></p> <p>Icon 3</p>	<p>Protector 14</p> <p>KNOCK BACK With a mighty blow you send your opponent reeling! The next person you attack is knocked back 1Dx2 meters regardless of the wild die roll.</p> <p><i>Game Master's choice</i></p> <p>Icon 3</p>

GODSEND Agenda: Booster Deck

Scientist **14**

INITIATIVE

BONUS!

"I'm one step ahead of you!"

The Character has his wits about him. Add +1D to his initiative total this round.

One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.

Dark Avenger **2**

Outsider **13**

BEFFRIEND

Befriend or interact with a character or NPC and try to get to know them.

+1D on any one social interaction.

The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).

Dark Avenger **2**

Outsider **14**

ALACRITY

The character moves with the swiftness of the wind.

The hero may move double her movement rate at no penalty.

-1D on the character's next roll

Dark Avenger **2**

Comedian **14**

RALLY!

The hero may draw two additional cards immediately even if it takes the character over her card limit.

The hero is befuddled and may take no offensive action against his target next round.

Dark Avenger **2**

Icon **14**

TELL THEM WHAT YOUR NAME IS!

Introduce yourself to a crowd of people of a villain, describing who you are and what you are about.

+2D on any one Presence roll

The hero's opponent gets one extra action next round at no penalty.

Dark Avenger **2**

Outsider **13**

PERCEPTION

BONUS!

"Wait, I found a clue"

The character's keen awareness skills become even sharper.

+1D to any one Perception skill this round

Game Master's choice

Dark Avenger **3**

Adventurer **14**

MIND OVER MATTER!

Work through the pain

The Character may act this round ignoring all wound penalties.

The hero slips and falls. She must spend one action getting her footing back.

Dark Avenger **3**

Comedian **14**

2ND CHANCE!

"I don't believe in failure"

The character may reroll any one failed roll this round.

The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.

Dark Avenger **3**

Protector **14**

PERCEPTION

BONUS!

"Wait, I found a clue"

The character's keen awareness skills become even sharper.

+1D to any one Perception skill this round

The hero's team is thrown into disarray and goes on the lowest initiative total next round.

Dark Avenger **3**

Protector **14**

PRESENCE

BONUS!

"I am the one"

The hero posses an air of authority, swaying those around her.

+1D to any one Presence skill this round.

The villain recovers 1D of body points or one wound level up to his maximum limit

Dark Avenger **3**

GODSEND Agenda: Booster Deck

<p>Adventurer 18</p> <p>TRUMPEDED!</p> <p>Not This time buster! Prevent a character from playing any one drama card this round.</p> <p><i>The hero's opponent gets one extra action next round at no penalty.</i></p> <p>Outsider 2</p>	<p>Bravo 18</p> <p>COMBINER</p> <p>The character may use this card to play two cards at once and combine the effects!</p> <p><i>The hero is befuddled and may take no offensive action against his target next round.</i></p> <p>Outsider 2</p>	<p>Comedian 18</p> <p>FOCUSED ATTACK</p> <p>Acting as a team the players coordinate their attack with astonishing effects! +2D to the teams next attack against a SINGLE opponent</p> <p><i>-1D on the character's next roll</i></p> <p>Outsider 2</p>	<p>Dark Avenger 18</p> <p>TEAM INITIATIVE BONUS!</p> <p>"We are one step ahead of you!" The Team has their wits about them. Add +2D to their initiative total this round.</p> <p><i>The character's connection to the elemental Ka is disrupted. Loose 1D-2 Ka points (minimum of 1).</i></p> <p>Outsider 2</p>	<p>Icon 18</p> <p>FAILING ATTACK</p> <p>The hero thrashes at his opponent in the hopes of hitting him. The character receives a bonus of +2D to hit his opponent but suffers a reduction in damage of —6</p> <p><i>One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D.</i></p> <p>Outsider 2</p>
<p>Outsider 18</p> <p>BEFRIEND</p> <p>Befriend or interact with a character or NPC and try to get to know them. +3D on any one social interaction.</p> <p><i>The villain recovers 1D of body points or one wound level up to his maximum limit</i></p> <p>Outsider 3</p>	<p>Protector 18</p> <p>BEFRIEND</p> <p>Befriend or interact with a character or NPC and try to get to know them. +2D on any one social interaction.</p> <p><i>The hero's team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <p>Outsider 3</p>	<p>Scientist 18</p> <p>BEFRIEND</p> <p>Befriend or interact with a character or NPC and try to get to know them. +2D on any one social interaction.</p> <p><i>The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn't have the Ka to spend she may spend 1D in Body Points of one wound level.</i></p> <p>Outsider 3</p>	<p>Warrior 18</p> <p>UNTOUCHABLE</p> <p>Nothing can harm you! One roll directed at the hero fails</p> <p><i>The hero slips and falls. She must spend one action getting her footing back.</i></p> <p>Outsider 3</p>	<p>Adventurer 18</p> <p>KNOCK BACK</p> <p>With a mighty blow you send your opponent reeling! The next person you attack is knocked back 2DX2 meters regardless of the wild die roll.</p> <p><i>The hero is befuddled and may take no offensive action against his target next round.</i></p> <p>Outsider 3</p>

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Outsider **18**

HERO CARD!

“With Great power comes great responsibility!”

In a moment of crisis the character realizes what it means to be a hero.

The Character automatically makes ONE critical roll this round.

One of the players powers go haywire next round. 1 power of the Gm's choice is reduced by 1D+2.

Protector **2**

Bravo **18**

TEAM INITIATIVE

BONUS!

“I’m one step ahead of you!”

The Hero Team has their wits about them. Add +2D to their initiative total this round.

The character's connection to the elemental Ka is disrupted. Loose 2D Ka points (minimum of 1).

Protector **2**

Protector **18**

MIND OVER

MATTER!

Work through the pain

The Character may act this round ignoring all wound penalties.

The hero slips and falls. She must spend one action getting her footing back.

Protector **3**

Comedian **18**

REFLEX BONUS!

“You can’t hit what you can’t catch”

The character performs with incredible dexterity. +2D to any one Reflex skill this round.

The hero is befuddled and may take no offensive action against his target next round.

Protector **2**

Warrior **18**

PERCEPTION

BONUS!

“Wait, I found a clue”

The character’s keen awareness skills become even sharper.

+2D to any one Perception skill this round

Game Master’s choice

Protector **3**

Dark Avenger **18**

PHYSIQUE

BONUS!

“What are you gonna do when the 26 inch pythons are bearing down on you?!”

The character digs deep and performs a Herculean feat! +2D to any one Physique skill this round

-2D on the character's next roll

Protector **2**

Adventurer **18**

KNOWLEDGE

BONUS!

“The answer is right here under our noses”

The character has a moment of uncanny mental power.

+2D to any one Knowledge skill this round

The hero's team is thrown into disarray and goes on the lowest initiative total next round.

Protector **3**

Icon **18**

COORDINATION

BONUS!

“A chainsaw, nitro glycerin, and an egg? Yeah I can juggle that, no prob”

The character’s hand eye coordination is astounding allowing her to perform a feat of unearthly precision!

+2D to any one Coordination skill this round

The hero's opponent gets one extra action next round at no penalty.

Protector **2**

Adventurer **18**

PRESENCE

BONUS!

“I am the one”

The hero possesses an air of authority, swaying those around her.

+2D to any one Presence skill this round.

The villain recovers 2D of body points or one wound level up to his maximum limit

Protector **3**

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<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Protector 13 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">RALLY!</p> <p>The hero may draw two additional cards immediately even if it takes the character over her card limit.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>he hero slips and falls. She must spend one action getting her footing back.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 2 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Dark Avenger 14 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">2ND WIND!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">“I’m ok, its just a flesh wound”</p> <p>The Character Receives 2 wound levels or 20 Body points back if he is wounded.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The hero’s team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 2 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Dark Avenger 14 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">2ND CHANCE!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">“I don’t believe in failure”</p> <p>The character may reroll any one failed roll this round.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The hero’s opponent gets one extra action next round at no penalty.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 2 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Icon 24 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">KA RESERVES!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">“Need... more... POWER!!!”</p> <p>The hero digs deep and funnels more elemental Ka through her body.</p> <p>Receive 3D Ka points that may be used this or Next round. If the points aren’t used then they dissipate and are reabsorbed into the universe.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>-1D on the character’s next roll</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 2 </div>
<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Bravo 15 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">2ND WIND!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">“I’m ok, its just a flesh wound”</p> <p>The Character Receives 2 wound levels or 20 Body points back if he is wounded.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The hero’s team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 3 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> 2Comedian 14 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">BEFUDDLED!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">The Hero stuns an adversary!</p> <p>The character’s opponent may not act offensively towards the character for one round.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The character must spend 1D-2 Ka points (minimum of 1) in order to use his next Drama card. If the character doesn’t have the Ka to spend she may spend 1D in Body Points of one wound level.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 3 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Scientist 14 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">COORDINATION BONUS!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">““A chainsaw, nitro glycerin, and an egg? Yeah I can juggle that, no prob””</p> <p>The character’s hand eye coordination is astounding allowing her to perform a feat of unearthly precision!</p> <p>+1D to any one Coordination skill this round</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The hero’s opponent gets one extra action next round at no penalty.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 3 </div>	<div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 14 </div> <p style="text-align: center; font-weight: bold; font-size: 1.2em;">2ND WIND!</p> <p style="color: blue; font-weight: bold; font-size: 1.1em;">“I’m ok, its just a flesh wound”</p> <p>The Character Receives 2 wound levels or 20 Body points back if he is wounded.</p> <hr/> <p style="color: red; font-weight: bold; font-size: 1.1em;"><i>The hero’s team is thrown into disarray and goes on the lowest initiative total next round.</i></p> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-between;"> Warrior 3 </div>
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Card Backs

