



The Deck

If you have a standard Savage Masterdeck set, it is made up of 104 cards. Of these cards, 83 are Enhancement cards, 17 are Subplot cards, and 4 are picture cards. All are used differently at some point during the game. But all have some similarities as well. Both Enhancement and Subplot Cards are structured the same and are the primary focus of this section.

Enhancement Cards

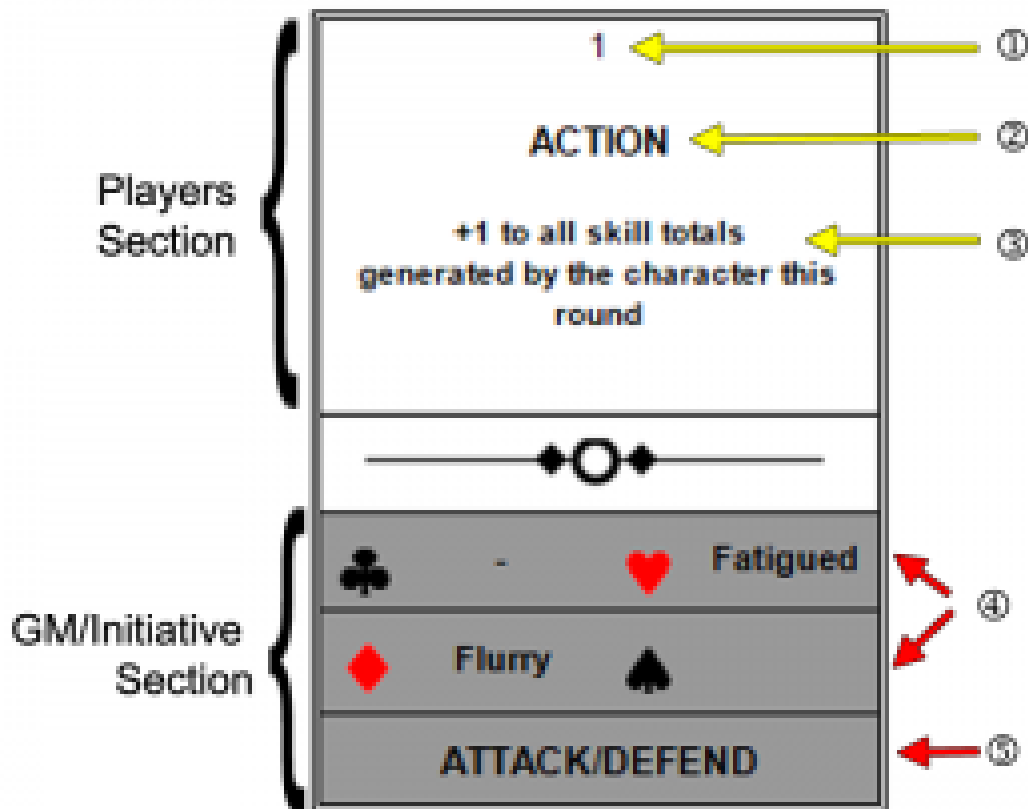
Enhancement cards have a top half that is white and a bottom half that is gray. The top area of the card is the Enhancement side. When the Players have these cards in their hands, they only have to worry about the top of the card.

Subplot Cards

Subplot cards are distinctive because they have the word PLOT on them first. When a player is dealt a Plot card, he should turn it face up on the table and alert the gamemaster *immediately*. The gamemaster will then tell the player whether or not that particular subplot can be used during the adventure. If it can, then the player keeps the card in front of him for later use. Otherwise, he puts it in the discard pile and the player draws an additional card. If it's a subplot card, repeat the process. If it's an enhancement card, the player keeps the card in his hand. If the player draws a subplot card and simply has no interest in pursuing it, he may choose to discard it. No character can have more than two subplots in effect at any one time.

Subplot cards *do not* count as cards in the character's pool/ hand (see The Hand vs. The Pool). A character who receives a subplot card should draw another to put into his hand - regardless of what happens to the subplot.

The Basic Card Structure



There are 3 types of Cards - Enhancements, Subplot and Wild Cards. The Enhancement and Subplot cards have the same general structure but different effects if in the players hands. Wild Cards are also called Picture cards and have wildly different effects when in play.

1. **The Card Number** -The Card Number is at the top of the card's face. Each card has a unique number. There are 100 Enhancement/Plot Cards and 4 Wild cards (not numbered)
2. **The Card Name** - This identifies the type of card.
3. **The Enhancement/Subplot Line** - This short paragraph outlines the effect the card has on gameplay. There are 2 types of cards in this respect: **Subplot** and **Enhancement**. Both are explained below.
4. **Initiative Effects** - Here is where the Savage Masterdeck makes its major change to Savage Worlds. After distributing the Initiative Cards as normal in Savage Worlds, a single card is then flipped and accompanies the GM's initiative cards. The Card's initiative effect that round according to the effects and the suits of each initiative card distributed. This is explained more below.



5. **Approved Actions** - The last section on the card lists the Approved Actions for that round. This shows what actions, if any, are approved during a particular combat round. This line is explained later.

1 thru 3 are explained in the Enhancement or Subplot section, while 4 and 5 are explained in the Initiative section

How Many Cards do Players Get

The number of cards given to each character is based on the number of player characters in the party.

Card Distribution Chart

Number of Player Characters	Number of Cards for Each
1	5
2-5	3
6+	2

Trading Cards

Cards may be traded between players on a one-for-one basis only. No player may give or receive a card without receiving or giving an equal number of cards.

The Hand vs. The Pool

The card “hand” and the “pool” are mentioned several times. It is a major part of the Savage Masterdeck system.

In and Out of Rounds

Most of the time, characters are “out” of rounds during an adventure. A round is any time period where something very important to the adventure is happening - or, at least, something very intense. Whenever fighting breaks out in an adventure, the characters are automatically “in” rounds; sometimes, the gamemaster will put the characters “in” rounds when the tension of the adventure has grown to a peak, or when something time-critical is



happening (called interaction rounds, which can cover any period of time from five seconds to representing much longer periods of time).

Out of Rounds: Whenever player characters are not in combat rounds, All the players cards are considered in their **Pool** and playable. They can be played at any time simply by placing the card into the discard pile and applying their bonuses or effects. Any number of cards may be played in this manner, as long as this does not violate any other rule. However, in Combat Rounds, it is explained below.

In Rounds: Once the action of the adventure enters a *round* sequence, the players *pick up* their cards and should hold them in their **Hand** (unplayable). At this point, players cannot play or trade any of their cards until they have been put into the player's **Pool**. After a character performs an action during a round, he may place a card face up into his **Pool** (on the table in front of him). At this point, all the players and the gamemaster can see the card. At time after the player has placed the card into his pool, he can then play it or trade it with other players on a one-for-one basis.

There is no limit to the number of cards a player may have in his character's **Pool** at any one time. Cards received as part of a **trade** are placed in the character's **Pool**. Cards received from approved actions must go into the player's **Hand** first, and can only be played into a hand at least one round later. Other means of receiving cards (use of *leadership or rally* cards, or the *inspiration* effect) are discussed in other areas of the text.

During rounds, there is no limit to the number of cards a player may have in his hand or pool. After rounds are over, the players pick up their cards. They may have to discard cards because cards in their hands may not exceed the total on the Card Distribution Chart. Subplot (all red) cards and most joker cards *never* count toward the player's hand total (the *wild* card is an exception).

The Card Piles

The Card Deck - The card deck is the remaining cards after player characters have been given their cards. It should be set out on the table where everyone can see it. This deck will be used to draw cards from to determine initiative and to replenish player character hands at different times. When this, card deck runs out, shuffle the discard pile and the initiative pile and start over again.

The Initiative Pile - The top card on the pile is always the card effecting the current initiative for the current round. The Claim card cannot remove a card from the initiative



pile.

The Discard Pile - When a card is used by a player, or discarded for some reason, it ends up on top of the discard pile. This is the pile referred to in the description regarding the Claim card.



Updated for SWADE

This section contains the information that players will use when they play their cards. All of the Enhancements and Subplots are explained in alphabetical order below.

Action (!)

By playing an action card, the player gains +1 (or +2 for **Action!**) to **ALL** rolls for the rest of that round. This includes actions, Trait rolls, and damage rolls. The card can be played after the player has rolled the dice. The card is discarded at the end of the combat round during which it is played. Outside of combat, the action card can only be used to modify one action.

Adrenaline (!)

These cards add a bonus of +1 (or +2 for **Adrelanline!**) to the action of any one Agility, Strength or Vigor Trait roll or related skill roll. When playing the card, the player must state which Attribute or skill roll he wishes to affect.

Breakthrough (!)

Using the breakthrough card, the player may make a Skill roll to any one skill total in which the character is unskilled, at either d4 (or d6 with **Breakthrough!**) level (depending on the text of the card).

Claim

The player who throws the claim card may take the top card on the Action card discard pile in exchange for this one. The top card then goes into the player's hand.

Double Cross

A character who wishes to betray his party or one of his party members may play the double cross card to add +1d6 (and this die can Ace) to any one action in that vein. The action should be taken to the detriment of another player character, and the player using the card must state what single value he wishes to affect when he plays the card. Unlike other cards, the double cross card does not have to be played into the pool during combat - it can be



played directly from the player's hand at any time.

Drama/Hero

Both a Drama and Hero card act as a Benny that can be played at anytime. *Neither have to be in the Pool to be played.*

Effect

This card can be played to add +2 to the Trait Roll or Damage Roll of any single action. The effect in question must be declared upon throwing the card. The card must be played before the results of the action have been interpreted.

Haste

When this card is played, the character may immediately perform one extra action, on the players turn. This card may not be used to interrupt an action already in progress. This card stacks with the extra action from the *Flurry* condition.

Idea

When a player throws this card, he may ask a question of the GM regarding the development of the story-line, and the GM should provide related hints that help the players move the plot along. The GM has sole judgement over what hints are appropriate. The hints should be acquired in some way through the story-line, like previously unmentioned contacts, or a relation to the story previously unexplored.

Leadership

By using leadership, the player who throws this card may play up to two cards (total) into one or two other players' pools and/or draw two cards into his hand from the Action Deck. These cards can be given from the character's hand, his pool, or a combination of both.

Opponent Fails

After an opponent or enemy has completed an action against the cardholder's character, this card may be played to cancel the effects entirely. The action then fails, and play continues. This card may not be played to cancel an action that is not directed at least partially at the cardholder. The GM has sole judgement over when this card can be played and how it works into the story.



Presence (!)

These cards add +1 (or +2 for **Presence!**) to the Trait roll involving Spirit or related skills. When playing the card, the player must state which Trait roll he wishes to affect. The card can only modify one number value per play.

Rally

When a character plays the rally card, all players (including the one who played the card) may draw one card each into their **Pools**.

Second Chance

Playing this card allows the character to attempt any action he has just tried again, from the very beginning. The character merely gets another chance, immediately following the first attempt, to perform the action again. All effects from the first attempt are negated.

Seize Initiative

In Savage Worlds, this card can be played in three ways.

1. By playing this card, the player may either flip over a new card onto the **Savage Masterdeck initiative stack** or keep the current card on the top of the stack for another round. The card must be played either at the beginning of the round or before the beginning of the next round respectively.
2. The card can be played at the beginning of the round after **Savage World Initiative Cards** are dealt, to cause a new set of cards to be dealt by the GM.
3. The card can be played at the beginning of the round after **Savage World Initiative Cards** are dealt, allowing the players to trade initiative cards.
4. The card can be played at the beginning of the round before **Savage World Initiative Cards** are dealt, allowing the players to keep their current cards.

It may not be played during a round in which the card holder's character is **Confused**. This card cannot be used outside of combat.

Supporter (!)

To play the supporter card, the character must be trying to help someone else - but no action need be attempted or used in this support. The "help" should be described in role-playing terms as the card is being thrown. It adds an automatic +1 (or +2 with the



Supporter! card) to the bonus number of any other character's action during the same round - but must be thrown as the other character is performing the action. The card adds to both the skill use and the damage (if any). This card also stacks with other Support efforts, including

Willpower (!)

These cards add +1 (or +2 with Willpower!) to the action of any one Smarts trait rolls or related skills. When playing the card, the player must state which Attribute or skill total he wishes to affect. The card can only modify one number value per play.

Type	Effect	Notes
Action(!)	+1/+2	All rolls the rest of that round or one action outside of rounds
Adrenaline(!)	+1/+2	Bonus to one Agility, Strength or Vigor Trait roll or related Skill roll
Breakthrough(!)	+d4/+d6	Gain a previous unknown skill for a round
Claim		Claim the top card from the discard pile
Double Cross	+d6	Betray the character to gain die bonus to all actions.
Drama/Hero		Benny
Effect	+2	To all Trait Rolls or Damage Rolls
Haste		Perform an extra action
Idea		Ask the GM one question, gain a clue
Leadership		In combat only. Play 2 cards into players pool, gain two cards.
Opponent Fails		Cause Opponent to fail
Presence(!)	+1/+2	Bonus to Spirit or related skills rolls
Rally		All players draw a card to their pool
Second Chance		Attempt a new action from the beginning
Seize Initiative		Special. Effects Initiative Cards
Supporter(!)	+1/+2	Add bonus to another character's Trait roll.
Willpower(!)	+1/+2	Bonus to Smarts or related skills rolls



Alertness

When this card is placed face up in front of a player's character, that person has a special *sixth sense* outside of all other rules and roleplaying situations that will help him to spot a previously unseen item, character, or clue selected by the GM. It is normally used to allow a character to spot something he missed before; something that is important to the adventure.

Campaign

This card can be used to make another subplot permanent. The subplot must be one that could be made permanent - such as nemesis, romance, or personal stake (not alertness) - and the use of the card must be approved by the gamemaster. The *permanency* of the subplot is only as long as the gamemaster decides it is fun - or until the player character takes steps toward ending it.

Unlike other subplot cards, the campaign card can be held in the player's hand until an appropriate subplot comes up. It does count as a card in the character's hand until it is played. When it is played or discarded, the character receives another card.

Common Ground

When a character has this subplot in effect, the gamemaster uses it to establish a common relationship between that character and an otherwise alien or strange person, environment, or culture.

Connection

Played face up, this card means that, sometime during the adventure, the gamemaster will introduce a NPC(s) who will help the player character in some way.

Martyr

A *last-ditch effort* card, the martyr card has two major uses. After every full Episode or so (GM's judgment) that the martyr has been face up in front of a character, that character receives one extra Benny as an award. However, sometime in the adventure, the character must sacrifice his life to perform some gamemaster-designated (and usually heroic/normally impossible) action.

When a player draws the martyr card, he must immediately decide whether or not it is going to be used. If, later on, the player changes his mind, he must immediately *pay back* the extra



Bennies he received (if any) plus 1. If he doesn't have that many, he has to give up all the Bennies he does have, all his cards, and he has to pay back the rest he owes immediately upon receiving them. This includes getting **Hero** or **Drama** cards.

The martyr card should be used selectively. It means killing off a character in a high-profile, exciting way. The player shouldn't do it if he doesn't want to, and the gamemaster should let the player know if there is likely to be some heroic/exciting way the character can die.

Mistaken Identity

According to this subplot, either the character becomes convinced that someone he meets is someone else (intentionally or unintentionally) or the character is mistaken for another person. At the end of every Episode the subplot is in play, award the character 1 Benny (if the subplot is played in an interesting manner).

Nemesis

Someone the character meets during the adventure (or interacts with, or who is hanging around) has or develops a grudge against the character - of dangerous intensity. At the end of every Episode the subplot is in play, award the character one Benny (if the subplot is played in an interesting manner).

Personal Stake

This makes a mission, situation, or occurrence much more personal for the character. Somehow, possibly through the characters background, or even through situations arising at the moment, the character has more riding on the adventure than anybody else. If the player roleplays this personal stake, acting in accordance to the situation, the character gets an award of 1 Benny at the end of the adventure, depending on how well he does.

Romance

The character attracts a romantic interest and must roleplay the situation. This does not mean the character has to "fall in love" - love might not even be the issue. But, there must be roleplaying involved in the acceptance, rejection, or combination of the two. If the player roleplays the situation, at the end of the adventure, the character receives an award between two bonus Character Points to a Force Point - depending on whether the gamemaster feels the player roleplayed adequately.

Suspicion



Savage Masterdeck 02b: Subplot Cards (Top)

The character who plays this subplot card will be *under a cloud of suspicion* sometime during the adventure. Some NPC, or PC, will suspect that the character is not who he seems. For every Episode that the suspicion subplot comes into play, give the character one Benny if he roleplays it in an interesting manner.



Updated to SWADE

Initiative Effects

There are four Initiative effects on each card, corresponding to the four suits of the Initiative Deck - Spades (♠), Hearts (♥), Diamonds (♦), and Clubs (♣). These effects are applied to those with the player's initiative card suit. For example, if the Heart has Fatigued, all players and GM characters with a Heart card are affected by the Fatigue effect (see below) for that round.

Each round, flip a new Savage Masterdeck card. When an Savage Worlds Initiative card is flipped, so is a Savage MasterDeck card. If the card is a picture card, the picture card can either effect play or be ignored, based on the GMs judgement. Then another card must be drawn for initiative. These initiative effects simulate the dramatic, changing, and often dangerous nature of adventures; the uncontrollable contingencies that affect abilities and actions. Here are the different effects that can come up -

Breaks

Note: This effect only comes up for GM characters.

When this comes up on the initiative line, the effect depends on whether there is a Wild Card GM character or not.

No Wild Card GM character Present - the Extras have one round to either cause damage to the PC, significantly improve their situation, or severely affect their opponents negatively, else they must break off the combat or the interaction, if at all possible. If they do cause damage, etc., even if they only manage to affect one character on the player side, then play continues as normal next round. If it is not possible for them to depart, or if the player characters make it impossible, then they will resume the interaction or combat as normal, but all difficulties will be a level higher until they improve their situation significantly.

Wild Card GM character is Present - This effect simply causes a -1 to all Extras actions for one round.

Confused



Note: This effect only comes up for PCs.

The player characters are confused and their plans are disrupted. They may not perform any card play this round. They may not play cards, trade cards, put cards in their pools, or draw cards from the deck. A Seize Initiative card cannot be played to remove this condition, and it is in effect for the whole round. In addition, gamemaster characters acting on the players' side act confused and have difficulty following orders or making plans this round.

Down

When the character is under an *Down-Condition*, it applies to only Wild Cards (PCs or GM characters). For all actions this round, the Wild Card must reroll the highest die in a Trait roll when performing an action. After the result, the PC or NPC must take the lowest of the two. Extras suffer a -1 penalty to all actions.

Fatigued

Due to the stress of the situation, every character with this suit must make a Vigor roll or receive a level of Fatigued damage.

Flurry

Every character every character with this suit gets one extra action this round with no Multi-Action penalty. Characters can receive cards for performing approved actions during either or both actions. Characters can also play cards from their **Hands** into their **Pools** twice if they perform two actions.

Inspiration

When this effect comes up, all characters with this suit can remove all Fatigued levels. Unconscious characters wake up, but are considered prone. In addition, any player character on an inspired suit **receives a card** at the beginning of the round.

Setback

Something bad happens to the characters with the suit. This can take two forms. The easiest setback to play is that everyone on the affected side loses one action this round. Second and subsequent actions can be taken, but with a multi-action penalty. The more interesting method of enforcing a setback is to figure out an appropriate "disaster" the side suffers. Combinations of disasters for some characters and missed actions for others is also



appropriate (maybe one character misses an action, another's gun jams, and a third finds the catwalk he is standing on collapsing), but no character should suffer more than one setback from this result.

Tests

Note: This effect only comes up for GM characters, Extras and Wild Cards.

The GM characters may have Test such as Intimidate, Trick, or Taunt listed on the action line.

Test	Rolls
Intimidate	Intimidate vs. Spirit
Taunt	Taunt vs Spirit
Trick	Persuasion vs Smarts or Spirit*

*Which ever is higher

[Edit](#)

During the round, if a GM character performs one of these actions successfully on a player character, the GM can take one card from that player (either from his hand or pool - but hand cards are chosen randomly) and place it in the discard pile. This effect is valid for the entire round, so if the GM characters are enjoying the benefits of a Haste card, they could have more than one opportunity.

Stymied

The side that is *stymied* loses one Wild-Die re-roll during his next action. If they get a six on the Wild Die, they cannot re-roll. This condition lasts only for the single action and then goes away after, even if it has not come into play during that action phase. This only applies to Wild Cards. Otherwise, Extras suffer a -1 to a single action.

Up

When the character is under an *Up-Condition*, it applies to only Wild Cards (PCs or GM characters). For all actions this round, the Wild Card can reroll the lowest die in a Trait roll when performing an action. After the result, the PC or NPC can take the highest of the two.



Type	Effect
Breaks	GM characters only. Without Wild Card, GM Extras retreat if no progress or -1 to Rolls if with Wild Card
Confused	No Card Play this Round
Down	Reroll Highest roll, after all aces. Take the lowest of the two.
Fatigued	Add a level of Fatigue
Flurry	Preform one free extra action.
Inspiration	Gain a card, clear all Fatigue levels
Setback	Something disastrous happens. Ex: Gun jam, stumble, etc.
Tests	GM characters only. Must perform a given Test.
Stymied	Lose one Wild Die Re-roll during next action (-1 to Extras)
Up	For all actions, reroll the lowest die in a Trait roll

[Edit](#)

Approved Actions

At the bottom of the cards is a line called the Approved Actions. An approved action is a action that is randomly determined as *appropriate* for this round. Approved actions are an incentive for players to do more than just blaze away with their guns. Most of the approved actions are not directly combat-oriented, and they stress inventiveness and roleplaying.

Any player character that SUCCEEDS at an approved action during the round receives a new card off the top of the Action Deck.

In order to win a card by performing an approved action, all the character has to do is **SUCCEED**. The action may end up having little or no effect and still be a success. However, the action must move the story along. It is important to remember that approved action means approved action. Only actions that **require skill rolls** can be approved actions - no matter how appropriate a simple action may be.

He then puts the card into his hand and may play it into his pool as per the normal rules. Characters **can only receive one card** a round in this manner unless they play a Haste card or a Flurry action is in effect. Note, however, that a multi-action does allow the player to get more than one card if they are performing two different approved actions, like Attack and Defend or Trick and Maneuver. This must be roleplayed out and make sense for the



scene.

The following list explains the Approved Actions and what they mean in Savage Worlds terms

Attack

Use an offensive combat skill, such as Fighting or Shooting. The GM may even approve other skill uses if appropriate.

Defend

Defensive actions include actions like Defend, Disarm, or Evasion.

Intimidation

Make others back down or fear you. In Savage Worlds, use an *Intimidation Test* (*Intimidation vs. Spirit*) in combat to determine the result. This is considered an action.

Maneuver

A Maneuver Test (*Athletics vs Agility*) in combat attempts to put your opponent at a disadvantage by getting behind someone, ducking to take advantage of cover, and psyching someone out with fancy footwork. Maneuvering can include skill uses such as climbing, driving, riding, piloting, and swimming. Particularly dangerous uses of Agility may also fall into the maneuver approved action category as well.

Taunt

Characters who taunt intend to insult, upset and annoy a target so that he will think less clearly and will not be able to react with good judgement. In Savage Worlds, use the Taunt Test (*Taunt vs. Smarts*) rules in combat to determine the result. This is considered an action.

Trick

The character tries to unbalance or deceive a target briefly, using misdirection, deception, and outright bluster. In Savage Worlds, use the Test (*Persuasion vs. Smarts*) rules in combat to determine the result. This is considered an action.



Other Ways to Get Cards

There are other ways of getting cards.

The End of a Scene or Act

When an adventure Scene or an Episode ends every player is allowed to replenish/discard cards.

Exceptional Roleplaying

Sometimes, when a player does an exceptional job of planning, roleplaying, or leadership, the gamemaster may choose to award that player with an extra card.

Buying Cards

Players can buy cards with Bennys if they so choose. They spend the Benny and draw two cards. They then pick the best of the two, shuffling the other back into the Savage Masterdeck.



Also known as the jokers, the Picture Cards are special cards that can be used in several ways. When a character is dealt a particular picture card, it has the results described below. In Star Wars, they have specific meanings, and they are listed below.

Wild Card

When a character gets the wild card, he can look through this chapter and use the card as any card in the deck except another picture card. In addition, the character does not have to decide what card the wild card will be until he needs it. The wild card is used exactly like whatever card it becomes.



Interloper Cards (Dark & Light)

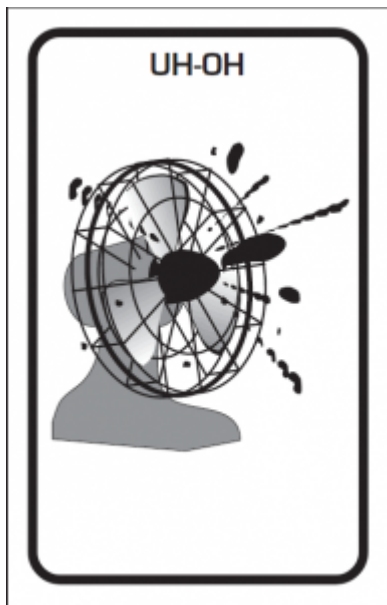
When a character is given this card, it must be played face up as if it were a subplot card. Sometime during the adventure (hopefully soon, but the timing is up to the GM), a *third party* should show up. The third party might show up to help the player characters, the GM characters, or to pursue their own interests. When they show up, the card is discarded, and they act normally. The Light and Dark aspect of the card can be interpreted by the GM.

Disaster or *Uh Oh* Card



Savage Masterdeck 04: Picture Cards

When a character draws this card, something really bad happens - not necessarily to the character, but in general. If this card comes up outside of combat or in a situation where it is unlikely something bad would happen, then the player should put it in front of him and draw another card (as if it were a subplot card). When the gamemaster can work the disaster in, the card is discarded and something bad happens.



1
ACTION

+1 to all Trait Rolls generated by the character this round

♣
♥
Fatigue

♦
♠
Flurry

ATTACK / DEFEND

2
ACTION

+1 to all Trait Rolls generated by the character this round

♣
♥
Flurry

♦
♠
Fatigue

ATTACK / DEFEND

3
ACTION

+1 to all Trait Rolls generated by the character this round

♣
♥
Flurry

♦
♠
Fatigue

ATTACK / DEFEND

4
ACTION

+1 to all Trait Rolls generated by the character this round

♣
♥
Fatigue

♦
♠
Flurry

ATTACK / DEFEND

5
ACTION!

+2 to all Trait Rolls generated by the character this round

♣
♥
Fatigue

♦
♠
Fatigue

ATTACK / DEFEND

6
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

♣
♥
Fatigue

♦
♠
Inspiration

ATTACK / TAUNT

7
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

 **Fatigue** 

 **Inspiration** 

ATTACK / TAUNT

8
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

 **Inspiration** 

 **Fatigue** 

ATTACK / TAUNT

9
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll



  **Inspiration**



  **Fatigue**

ATTACK / TRICK

10
DOUBLE CROSS

Gain +1d6 to any action performed that directly betrays the rest of the party. This die can Ace. Can be played at anytime.



  **Stymied**



 **Flurry**  **Confused^{PC}**

ATTACK / TRICK

11
BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4



 **Flurry** 



 **Confused^{PC}**  **Stymied**

DEFEND / TAUNT

12
BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4

  **Flurry**

 **Stymied** 

DEFEND / TAUNT

13

BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4

♣ Stymied ♥

♦ ♠ Flurry

DEFEND / TAUNT

14

BREAKTHROUGH!

Roll any unskilled attempt as if skilled at d6

♣ ♥ Stymied

♦ ♠ Inspiration

DEFEND / TAUNT

15

SUBPLOT

COMMON GROUND

Establish *common ground* with an otherwise alien or unknown being or group.

♣ Inspiration ♥

♦ ♠ Breaks^{GM}

DEFEND / TAUNT

16

SUBPLOT

COMMON GROUND

Establish *common ground* with an otherwise alien or unknown being or group.

♣ Breaks^{GM} ♥

♦ ♠ Down Inspiration

17

SUBPLOT

COMMON GROUND

Establish *common ground* with an otherwise alien or unknown being or group.

♣ Down ♥ Breaks^{GM}

♦ ♠ Inspiration

18

SUBPLOT

COMMON GROUND


Establish *common ground* with an otherwise alien or unknown being or group.

♣ ♥ Inspiration

♦ ♠ Breaks^{GM} Down

19
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll


 Breaks^{GM}

 Down
 Flurry

DEFEND / MANEUVER

20
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll



 Breaks^{GM}




 Flurry
 Down

DEFEND / MANEUVER

21
ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

 Down
 Flurry

 Breaks^{GM}


DEFEND / MANEUVER

22
ADRENALINE!

+2 to any Agility, Strength, Vigor, or related Skill Trait Roll

 Flurry


 Up
 Breaks^{GM}

DEFEND / MANEUVER

23
SUBPLOT



ALERTNESS

You notice a previously unseen item, character or clue.

 Flurry
 Down

 Trick^{GM}


DEFEND / MANEUVER

24
SUBPLOT



ALERTNESS

You notice a previously unseen item, character or clue.

 Flurry

 Down
 Trick^{GM}

DEFEND / MANEUVER

25
SUBPLOT



ALERTNESS
You notice a previously unseen item, character or clue.

♣ Trick^{GM} ♥ Down

♦ ♠ Flurry

MANEUVER / TAUNT

26
SUBPLOT

CAMPAIGN
Play on another subplot.
If the player and GM both agree, this card makes a subplot permanent.

♣ Flurry ♥

♦ ♠ Fatigue

TRICK / TAUNT

27
SUBPLOT



SUSPICION
Character is suspected of being guilty of an act he may or may not have performed.



♣ ♥ Flurry

♦ ♠ Fatigue

TRICK / TAUNT

28
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ Flurry ♥

♦ Up ♠ Flurry

TRICK / TAUNT

29
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ ♥ Flurry

♦ Flurry ♠ Up

TRICK / TAUNT

30
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



♣ Flurry ♥ Up



♦ ♠ Flurry

TRICK / TAUNT

31
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



 Up 



 Up 

TRICK / TAUNT

32
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



  Up



  Up

TRICK / TAUNT

33
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



 Up  Up



 

TRICK / TAUNT

34
WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



 



 Up  Up

TRICK / TAUNT

35
WILLPOWER!

Add +2 to any Smarts Trait Roll or related Skill.



  Up



 Down  Up

TAUNT / INTIMIDATION

36
DRAMA


This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

 Fatigue 

  Down

TAUNT / INTIMIDATION

37
SUBPLOT



PERSONAL STAKE
Character has some vested interest in the situation.

♣ ♥ Down

♦ Fatigue ♠

MANEUVER / TRICK

38
RALLY

All players may draw one card into their pools in exchange for this card.

♣ Fatigue ♥

♦ ♠ Down

MANEUVER / TRICK

39
RALLY

All players may draw one card into their pools in exchange for this card.

♣ ♥ Fatigue

♦ Down ♠

MANEUVER / TRICK

40
SEIZE INITIATIVE

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

♣ Fatigue ♥

♦ ♠

MANEUVER / TRICK

41
SEIZE INITIATIVE

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

♣ Fatigue ♥

♦ ♠

MANEUVER / TRICK

42
SEIZE INITIATIVE

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

♣ ♥ Setback

♦ ♠

MANEUVER / INTIMIDATION

43
OPPONENT FAILS

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

 **Setback**



 **Fatigue**

MANEUVER / INTIMIDATION

44
OPPONENT FAILS

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

 **Fatigue**






 **Confused^{PC}**

MANEUVER / INTIMIDATION

45
OPPONENT FAILS

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

 **Fatigue**



 **Intimidate^{GM}**

MANEUVER / INTIMIDATION

46
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.




 **Flurry**


 **Fatigue**

DEFEND / TRICK

47
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.








 **Fatigue**
 **Flurry**


DEFEND / TRICK

48
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.



 **Fatigue**


 **Flurry**


DEFEND / TRICK

49
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.







 Inspiration	
	 Fatigue
MANEUVER / TAUNT	

50
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.








	 Inspiration
 Fatigue	
MANEUVER / TAUNT	

51
DRAMA

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.





 Fatigue	
 Setback	 Inspiration
MANEUVER / TAUNT	

52
HASTE

You may perform one extra action this round in exchange for this card.






	
 Up	 Flurry
TAUNT / INTIMIDATION	

53
HASTE


You may perform one extra action this round in exchange for this card.





 Up	 Flurry
	
TAUNT / INTIMIDATION	

54
HASTE

You may perform one extra action this round in exchange for this card.



	 Up
 Flurry	 Down
TAUNT / INTIMIDATION	

55
HASTE

You may perform one extra action this round in exchange for this card.

♣ ♥ Down

♦ Trick^{GM} ♠ Taunt^{GM}

TAUNT / INTIMIDATION

56
HASTE

You may perform one extra action this round in exchange for this card.

♣ Taunt^{GM} ♥ Trick^{GM}

♦ Up ♠

TAUNT / INTIMIDATION

57
HASTE

You may perform one extra action this round in exchange for this card.

♣ Trick^{GM} ♥ Down

♦ Taunt^{GM} ♠

TAUNT / INTIMIDATION

58
HASTE

You may perform one extra action this round in exchange for this card.

♣ Down ♥ Taunt^{GM}

♦ Trick^{GM} ♠

TAUNT / INTIMIDATION

59
SUBPLOT

 CONNECTION

You know someone in the area who can aid you.

♣ Trick^{GM} ♥

♦ Fatigue ♠ Taunt^{GM}

MANEUVER / INTIMIDATION

60
SUBPLOT

 CONNECTION

You know someone in the area who can aid you.

♣ Fatigue ♥ Taunt^{GM}

♦ Trick^{GM} ♠

MANEUVER / INTIMIDATION

61
SUBPLOT




CONNECTION
You know someone in the area who can aid you.

♣ ♥ **Fatigue**

♦ ♠ **Setback**

MANEUVER / INTIMIDATION

62
SUBPLOT



MARTYR
Your character sacrifices his life to perform a noble task. (GM-approved)




♣ ♥ **Flurry**

♦ **Setback** ♠

MANEUVER / INTIMIDATION

63
SUBPLOT



ROMANCE
You attract a romantic interest

♣ - ♥ **Flurry**

♦ ♠ **Stymied**

MANEUVER / INTIMIDATION

64
LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

♣ ♥ **Flurry**

♦ **Taunt^{GM}** ♠ **Intimidate^{GM}**

TRICK / INTIMIDATION

65
LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

♣ **Taunt^{GM}** ♥ **Flurry**

♦ **Intimidate^{GM}** ♠ **Flurry**

TRICK / INTIMIDATION

66
LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

♣ **Intimidate^{GM}** ♥ **Flurry**

♦ **Taunt^{GM}** ♠

TRICK / INTIMIDATION

67
EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣ Fatigue ♥

♦ Stymied ♠ Trick^{GM}

TRICK / INTIMIDATION

68
EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣ Fatigue ♥

♦ Setback ♠

TRICK / MANEUVER

69
EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣ Fatigue ♥

♦ Setback ♠

TRICK / MANEUVER

70
CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣ Fatigue ♥

♦ Setback ♠ Trick^{GM}

TRICK / MANEUVER

71
CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣ Fatigue ♥

♦ Flurry ♠

TRICK / MANEUVER

72
CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool



♣ Fatigue ♥



♦ Setback ♠

TRICK / MANEUVER

73
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.

 Stymied


 Setback
 Taunt^{GM}


ANY

74
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.











ANY

75
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.



-






ANY

76
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.



Up

 Stymied
 Trick^{GM}

ANY

77
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.



 Stymied




 Taunt^{GM}
 Up

ANY

78
PRESENCE

Use this card to gain a +1 to Spirit Roll
or related Skill Roll for one action.

 Inspiration^{GM}

Stymied

 Up


NONE

79
PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣ Flurry ♥ Up

♦ Inspiration ♠

NONE

80
PRESENCE!

Use this card to gain a +2 to Spirit Roll or related Skill Roll for one action.


♣ Breaks^{GM} ♥

♦ Down ♠ Inspiration

ATTACK / MANEUVER

81
SUBPLOT

NEMESIS
Someone in the area has a grudge against the character or vice versa.



♣ ♥ Setback

♦ Inspiration ♠

ATTACK / MANEUVER

82
SUBPLOT

MISTAKEN IDENTITY
Someone mistakes you for someone else, or you mistake someone in the area for someone you know.



♣ ♥ Flurry

♦ Setback ♠

ATTACK / MANEUVER

83
IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.

♣ Up ♥

♦ Flurry ♠

ATTACK / MANEUVER

84
IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.


♣ ♥ Inspiration

♦ Flurry ♠

ATTACK / MANEUVER

85
IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.



♣ Flurry ♥

♦ Confused^{PC} ♠

ATTACK / MANEUVER

86
HERO

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.




♣ Fatigue ♥ Down

♦ ♠ Flurry

ATTACK / MANEUVER

87
HERO

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.



♣ Flurry ♥

♦ Fatigue ♠ Down

ATTACK / MANEUVER

88
HERO

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.



♣ ♥

♦ Fatigue ♠

INTIMIDATION/ DEFEND

89
HERO

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.




♣ Fatigue ♥

♦ ♠

INTIMIDATION/ DEFEND

90
HERO

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.



♣ ♥

♦ ♠

INTIMIDATION/ DEFEND

91
CLAIM

Put the top card from the discard pile
in your hand in exchange for this one
from your pool

♣
♥

♦
♠

INTIMIDATION/ DEFEND

92
SECOND CHANCE

Reroll an action you have just
attempted from the very beginning.

♣
♥

♦
♠

INTIMIDATION/ DEFEND

93
SECOND CHANCE

Reroll an action you have just
attempted from the very beginning.

♣
♥

♦
Inspiration
♠

INTIMIDATION/ DEFEND

94
SECOND CHANCE

Reroll an action you have just
attempted from the very beginning

♣
♥
Inspiration

♦
Inspiration
♠

INTIMIDATION / DEFEND

95
SUPPORTER

Add +1 to the Trait Roll of another
character's action by providing role-
played support and playing this card.

♣
Inspiration
♥

♦
♠
Inspiration

TRICK / ATTACK

96
SUPPORTER

Add +1 to the Trait Roll of another
character's action by providing role-
played support and playing this card.

♣
♥

♦
Setback
♠
Flurry

TRICK / ATTACK

97
SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣ Inspiration	♥	
♦	♠	Up
TRICK / ATTACK		

98
SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣ Up	♥	
♦	♠	Inspiration
TRICK / INTIMIDATION		

99
SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣	♥	Up
♦	♠	Inspiration
TRICK / INTIMIDATION		

100
SUPPORTER!

Add +2 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣	♥	Inspiration
♦	♠	Up
TRICK / INTIMIDATION		

