

INSTRUCTIONS



Slide the clip onto the bottom and stand this card up with the full color side towards the players, and the side with attacks and abilities where only the GM can see it clearly.

The defenses are included on the player facing side so each can calculate the results of their own tests, including whether the result is Good (successful by 5 or more) or Outstanding (successful by 10 or more).

Only one card is needed per type of threat.

Blips (available separately) or tokens may be used to represent individual opponents and the status conditions for each.

GOSPOG

— INTIMIDATE

8 MANEUVER

— TAUNT

7 TRICK



MELEE 8

DODGE 8

UNARMED 10

TOUGHNESS 8

GOSPOG

— INTIMIDATE

MELEE 8

8 MANEUVER

DODGE 8

— TAUNT

UNARMED 10

7 TRICK

TOUGHNESS 8

— SHOCK

WOUNDS —

Bite/Claws (8): Damage Str +2 (10)

Fear: Test willpower/Spirit or become Very Stymied

Mindless: Immune to intimidation and taunt

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects that require "living" processes

RAVAGON

13 INTIMIDATE

15 MANEUVER

10 TAUNT

10 TRICK



MELEE 9

DODGE 12

UNARMED 15

TOUGHNESS 15
(3)

RAVAGON

13 INTIMIDATE

MELEE **9**

15 MANEUVER

DODGE **12**

10 TAUNT

UNARMED **15**

10 TRICK

TOUGHNESS **15**
(3)

11 SHOCK

WOUNDS **3**

Claws (15): Damage Str +2 (14)

Dread: Counts as a Dramatic Scene

Flight: Move 11 in the air

Reality (12): 3 Possibilities

Vengeful: Gain Up vs wounding foe

SOLDIER

9 INTIMIDATE

9 MANEUVER

7 TAUNT

7 TRICK



MELEE 9

DODGE 9

UNARMED 9

TOUGHNESS 12
(4)



SOLDIER

9 INTIMIDATE

MELEE 9

9 MANEUVER

DODGE 9

7 TAUNT

UNARMED 9

7 TRICK

TOUGHNESS 12
(4)

8 SHOCK

WOUNDS —

M4 Assault Rifle (10): Damage 13,
Short Burst, Range 50/100/200

Unarmed (9): Damage Str +0 (8)

Double Tap: Fire 2 shots for +1
to hit

DRAGON

15 INTIMIDATE

8 MANEUVER

13 TAUNT

10 TRICK

Very Large

+4

MELEE 8

DODGE 10

UNARMED 14

TOUGHNESS 21
(4)



DRAGON

15 INTIMIDATE

MELEE **8**

8 MANEUVER

DODGE **10**

13 TAUNT

UNARMED **14**

10 TRICK

TOUGHNESS **21**
(4)

16 SHOCK

WOUNDS **5**

Bite/Claws (14): Damage Str +2 (19)

Fire Breath (12): Damage 14,
Medium Blast, range 20/40/60, hits
lowest armor value

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or
become Very Stymied

Flight: Move 12 in the air

Reality (13): 5 Possibilities

Very Large: +4 attacks against

Whirlwind: Ignore -2 melee Multi-
Attack penalty

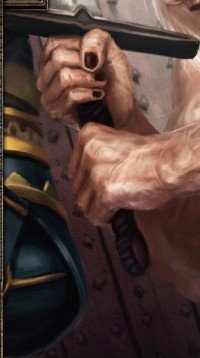
LURK

6 INTIMIDATE

8 MANEUVER

9 TAUNT

9 TRICK



MELEE 9

DODGE 9

UNARMED 9

TOUGHNESS 9
(2)



LURK

6 INTIMIDATE

MELEE 9

8 MANEUVER

DODGE 9

9 TAUNT

UNARMED 9

9 TRICK

TOUGHNESS 9
(2)

6 SHOCK

WOUNDS -

Mace (9): Strength +2 (9)

Short Bow (8): Damage 11, Range
10/25/40

Shadow Step: Stealth is Favored,
+2 damage vs Flat Footed foes

WIGHT

9 INTIMIDATE

9 MANEUVER

11 TAUNT

12 TRICK



MELEE 12

DODGE 12

UNARMED 9

TOUGHNESS 9 (2)

WIGHT

9 INTIMIDATE

MELEE 12

9 MANEUVER

DODGE 12

11 TAUNT

UNARMED 9

12 TRICK

TOUGHNESS 9
(2)

9 SHOCK

WOUNDS 1

Longsword (12): Strength +2 (9)

Possibility Rend (14): -1 Possibility/+1 Condition/-2 Possibilities

Disguise Spell (14): Change physical appearance

Fear Spell (14): Targets Stymied/
Very Stymied/2 Shock, Range 50

Frightening Aspect: Intimidation is Favored

Undead: Immune to poison/effects that require „living“ processes

CHURCH POLICE STREETBEATER

10 INTIMIDATE

8 MANEUVER

8 TAUNT

9 TRICK



MELEE 9

DODGE 9

UNARMED 8

TOUGHNESS 12
(4)

CHURCH POLICE STREETBEATER

10 INTIMIDATE

MELEE **9**

8 MANEUVER

DODGE **9**

8 TAUNT

UNARMED **8**

9 TRICK

TOUGHNESS **12**
(4)

7 SHOCK

WOUNDS **-**

Riot Stick (9): Strength +3 (11), Non-Lethal, +1 Shock

GodMeeter (10): Damage 15,
Range 10/25/40

CYBERPRIEST

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK



MELEE 9

DODGE 9

UNARMED 9

TOUGHNESS 9
(2)



CYBERPRIEST

12 INTIMIDATE

MELEE 9

9 MANEUVER

DODGE 9

11 TAUNT

UNARMED 9

10 TRICK

TOUGHNESS 9
(2)

11 SHOCK

WOUNDS 1

Hellfire (14): 13 damage/+1 BD/
+2 BD

Bless (14): +1 Attribute/1
Minute/+2 Attribute

Gloater: Taunt or intimidation
ignore Multi-Target penalty when
approved, lose random card from
hand

Reality (12): 2 Possibilities

DEMON, MINOR

16 INTIMIDATE

10 MANEUVER

12 TAUNT

13 TRICK



MELEE **15**

DODGE **12**

UNARMED **12**

TOUGHNESS **16**
(2)



DEMON, MINOR

16 INTIMIDATE

MELEE 15

10 MANEUVER

DODGE 12

12 TAUNT

UNARMED 12

13 TRICK

TOUGHNESS 16
(2)

12 SHOCK

WOUNDS 3

Bite/Claws (12): Damage Str +0 (14)

Lightning Spell (14): 16 damage AP 4/+1
BD/+2 BD, One target only, Range 100

Disguise Spell (14): Change physical appearance

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Insidious: Approved Action forces target to discard from Action Pool

Mage Dark Spell (14): -6 Visibility 5 meters/10 meters/Nothing eliminates penalty

HOST

16 INTIMIDATE

13 MANEUVER

13 TAUNT

15 TRICK



MELEE 15

DODGE 14

UNARMED 12

TOUGHNESS 20
(5)

HOST

16 INTIMIDATE

MELEE **15**

13 MANEUVER

DODGE **14**

13 TAUNT

UNARMED **12**

15 TRICK

TOUGHNESS **20**
(5)

15 SHOCK

WOUNDS **3**

Energy Lash/Sword (15): Damage Strength +3 (18), 5 meters, outstanding grapples or hits lowest armor

Energy Shield: Toughness +4 on Active Defense

Flight: Move 12 in the air.

Reality (16): 5 Possibilities

EDEINOS WARRIOR

10 INTIMIDATE

10 MANEUVER

5 TAUNT

6 TRICK

MELEE 11

DODGE 10

UNARMED 11

TOUGHNESS 11



EDEINOS WARRIOR

10 INTIMIDATE

MELEE 11

10 MANEUVER

DODGE 10

5 TAUNT

UNARMED 11

6 TRICK

TOUGHNESS 11

10 SHOCK

WOUNDS -

Bite/Claws (11): Damage Str +2 (12)

Hrockt shoot spear (11): Strength
+2 (12)

Hrockt shoot spear (10): Strength +2
(12), Range 10/20/40

Whirlwind: Ignore -2 melee Multi-
Attack penalty

TRICERATOPS

10 INTIMIDATE

7 MANEUVER

4 TAUNT

4 TRICK

Very Large

+4

MELEE 6

DODGE 11

UNARMED 10

TOUGHNESS 19
(3)



TRICERATOPS

10 INTIMIDATE

MELEE **6**

7 MANEUVER

DODGE **11**

4 TAUNT

UNARMED **10**

4 TRICK

TOUGHNESS **19**
(3)

12 SHOCK

WOUNDS **3**

Horns (10): Damage Strength +2 (18)

Charge: +2 damage after run

Very Large: +4 attacks against

TYRANNOSAURUS

15 INTIMIDATE

10 MANEUVER

(9) TAUNT

4 TRICK

Very Large

+4

MELEE 9

DODGE 10

UNARMED 12

TOUGHNESS 20
(3)



TYRANNOSAURUS

15 INTIMIDATE

MELEE **9**

10 MANEUVER

DODGE **10**

(9) TAUNT

UNARMED **12**

4 TRICK

TOUGHNESS **20**
(3)

14 SHOCK

WOUNDS **4**

Bite (12): Damage Str +3 (20)

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Very Large: +4 attacks against

CROCODILE

10 INTIMIDATE

7 MANEUVER

(9) TAUNT

(9) TRICK



MELEE 7

DODGE 18

UNARMED 10

TOUGHNESS 15
(3)



CROCODILE

10 INTIMIDATE

MELEE **7**

7 MANEUVER

DODGE **18**

(9) TAUNT

UNARMED **10**

(9) TRICK

TOUGHNESS **15**
(3)

8 SHOCK

WOUNDS **1**

Bite (10): Damage Str +2 (14)

Swim: Move 11 in the water

NILE EMPIRE SHOCKTROOPER

9 INTIMIDATE

8 MANEUVER

7 TAUNT

8 TRICK

MELEE 8

DODGE 8

UNARMED 7

TOUGHNESS 8



NILE EMPIRE SHOCKTROOPER

9 INTIMIDATE

MELEE 8

8 MANEUVER

DODGE 8

7 TAUNT

UNARMED 7

8 TRICK

TOUGHNESS 8

8 SHOCK

WOUNDS -

Short sword (8): Damage Str +2 (10)

MP-40 (8): Damage 13, Short Burst,
Range 10/25/40

MASKED MARAUDER

12 INTIMIDATE

9 MANEUVER

10 TAUNT

12 TRICK



MELEE 11

DODGE 11

UNARMED 9

TOUGHNESS 9



MASKED MARAUDER

12 INTIMIDATE

MELEE 11

9 MANEUVER

DODGE 11

10 TAUNT

UNARMED 9

12 TRICK

TOUGHNESS 9

14 SHOCK

WOUNDS 4

Electro-Ray: Damage 13, Range
10/25/50

Gloater: Taunt or intimidation
ignore Multi-Target penalty when
approved, lose random card from
hand

Reality (12): 3 Possibilities

Minions: Reality test to transfer
damage to nearby lackey

GHOST

12 INTIMIDATE

9 MANEUVER

8 TAUNT

8 TRICK

MELEE 7

DODGE 8

UNARMED 8

TOUGHNESS 5



GHOST

12 INTIMIDATE

9 MANEUVER

8 TAUNT

8 TRICK

10 SHOCK

MELEE 7

DODGE 8

UNARMED 8

TOUGHNESS 5

WOUNDS -

Disturbance (8): Damage Strength +1 (6), Large Blast

Cloak of Darkness: Gain Toughness equal to Darkness penalty

Ethereal: Move through wall, immune to non-magic, miracle, or psionic attacks

Fear: Test willpower/Spirit or become Very Stymied

Undead: Immune to poison/effects that require „living“ processes

WEREWOLF

12 INTIMIDATE

11 MANEUVER

(10) TAUNT

(10) TRICK



MELEE 11

DODGE 12

UNARMED 14

TOUGHNESS 17
(3)

WEREWOLF

12 INTIMIDATE

MELEE **11**

11 MANEUVER

DODGE **12**

(10) TAUNT

UNARMED **14**

(10) TRICK

TOUGHNESS **17**
(3)

8 SHOCK

WOUNDS **1**

Bite/Claws (14): Damage Str +2 (16)

Cloak of Darkness: Gain
Toughness equal to Darkness
penalty

Lycanthrope: Silver weapons deal
+4 damage, others heal after scene

INFECTED HUMAN

(10) INTIMIDATE

7 MANEUVER

(9) TAUNT

4 TRICK



MELEE 7

DODGE 7

UNARMED 9

TOUGHNESS 8



INFECTED HUMAN

(10) INTIMIDATE

MELEE 7

7 MANEUVER

DODGE 7

(9) TAUNT

UNARMED 9

4 TRICK

TOUGHNESS 8

5 SHOCK

WOUNDS -

Bite/Claws (9): Damage Str +1 (9)

Horde: Combined Action bonus applies to hit and damage

Infected: KO'ed Ords become infected

JIANGSHI

(13) INTIMIDATE

13 MANEUVER

(11) TAUNT

5 TRICK



MELEE 11

DODGE 13

UNARMED 13

TOUGHNESS 11



JIANGSHI

(13) INTIMIDATE

MELEE 11

13 MANEUVER

DODGE 13

(11) TAUNT

UNARMED 13

5 TRICK

TOUGHNESS 11

— SHOCK

WOUNDS 1

Bite/Claws (13): Damage Str +2 (13),
Attempt Grapple unless foe restrained

Fear: Test willpower/Spirit or
become Very Stymied

Infected: KO'ed Ords become
infected

Jump: Move Dex x2 but become
Vulnerable

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects
that require „living“ processes

KANAWA SECURITY TROOPER

11 INTIMIDATE

10 MANEUVER

6 TAUNT

8 TRICK

MELEE 10

DODGE 10

UNARMED 9

TOUGHNESS 12
(4)



KANAWA SECURITY TROOPER

11 INTIMIDATE

MELEE 10

10 MANEUVER

DODGE 10

6 TAUNT

UNARMED 9

8 TRICK

TOUGHNESS 12
(4)

8 SHOCK

WOUNDS -

Katana (9): Strength +3 (11)

SC Kyogo T11 (10): Damage 14, Long Burst, Range 50/100/200

GHUL

12 INTIMIDATE

8 MANEUVER

(15) TAUNT

(10) TRICK



MELEE 8

DODGE 8

UNARMED 11

TOUGHNESS 11
(2)

GHUL

12 INTIMIDATE

MELEE **8**

8 MANEUVER

DODGE **8**

(15) TAUNT

UNARMED **11**

(10) TRICK

TOUGHNESS **11**
(2)

— SHOCK

WOUNDS **—**

Cyber-tongue (11): Damage Str +2 (11), a Wound also Restrains

Thav-9 (10): Damage 14, Short Burst, Range 20/40/80

Fear: Test willpower/Spirit or become Very Stymied

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects that require „living“ processes

Zan Spinose Plating: Break out of Restrained

THRALL

6 INTIMIDATE

10 MANEUVER

8 TAUNT

8 TRICK

MELEE 10

DODGE 8

UNARMED 10

TOUGHNESS 10
(2)



THRALL

6 INTIMIDATE

MELEE **10**

10 MANEUVER

DODGE **8**

8 TAUNT

UNARMED **10**

8 TRICK

TOUGHNESS **10**
(2)

6 SHOCK

WOUNDS **—**

Thav-9 (10): Damage 14, Short Burst,
Range 20/40/80

TECHNODEMON

16 INTIMIDATE

8 MANEUVER

8 TAUNT

10 TRICK

Large

+2

MELEE 15

DODGE 12

UNARMED 12

TOUGHNESS 19
(3)



TECHNODEMON

16 INTIMIDATE

MELEE **15**

8 MANEUVER

DODGE **12**

8 TAUNT

UNARMED **12**

10 TRICK

TOUGHNESS **19**
(3)

— SHOCK

WOUNDS **—**

Alph Pulverizer (15): Damage 17, Range 20/40/80

Chains (14): Damage 15, Range 50 meters, may Grapple, Summoned

Chain Whip (15): Damage Str +3 (19), 5 meters

Digan Darksight Eyes: Ignore 6 points of Darkness penalty

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Flight: Move 10 in the air

Large: +2 attacks against

Minions: Reality test to transfer damage to nearby lackey

Reality (14): 3 Possibilities

Vav Sensation Suppressor: -1 Shock from all sources

Whirlwind: Ignore -2 melee Multi-Attack penalty

SABRETOOTH CAT

9 INTIMIDATE

11 MANEUVER

7 TAUNT

5 TRICK

MELEE 10

DODGE 12

UNARMED 11

TOUGHNESS 8



SABRETOOTH CAT

9 INTIMIDATE

MELEE **10**

11 MANEUVER

DODGE **12**

7 TAUNT

UNARMED **11**

5 TRICK

TOUGHNESS **8**

8 SHOCK

WOUNDS **2**

Bite/Claws: Str +2 (9)

WHITE WOLF

10 INTIMIDATE

8 MANEUVER

7 TAUNT

5 TRICK



MELEE 8

DODGE 10

UNARMED 10

TOUGHNESS 8



WHITE WOLF

10 INTIMIDATE

MELEE **8**

8 MANEUVER

DODGE **10**

7 TAUNT

UNARMED **10**

5 TRICK

TOUGHNESS **8**

8 SHOCK

WOUNDS **2**

Bite/Claws: Str +2 (10)

EDEINOS WARRIOR STORMER

12 INTIMIDATE

11 MANEUVER

8 TAUNT

9 TRICK



MELEE 11

DODGE 12

UNARMED 12

TOUGHNESS 14
(2)

EDEINOS WARRIOR STORMER

12 INTIMIDATE

MELEE **11**

11 MANEUVER

DODGE **12**

8 TAUNT

UNARMED **12**

9 TRICK

TOUGHNESS **14**
(2)

10 SHOCK

WOUNDS **3**

Bite/Claws (11): Damage Str +3 (15),
Favored, AP 2

Reality (12): 3 Possibilities

Vengeful: Up against foe who
caused a Wound

Whirlwind: Ignore -2 melee Multi-
Attack penalty

CRAZED HUMAN STORMER

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK



MELEE 8

DODGE 10

UNARMED 9

TOUGHNESS 13
(4)



CRAZED HUMAN STORMER

12 INTIMIDATE

MELEE **8**

9 MANEUVER

DODGE **10**

11 TAUNT

UNARMED **9**

10 TRICK

TOUGHNESS **13**
(4)

10 SHOCK

WOUNDS **3**

M-16 Assault Rifle (10): Damage 13,
Long Burst, Range 50/100/200

Negation: Spend 1 Possibility
to Counter a spent Possibility (not
Soaking)

Reality (12): 3 Possibilities

MOSASAURUS

13 INTIMIDATE

12 MANEUVER

(10) TAUNT

5 TRICK

Very Large

+4

MELEE 12

DODGE 10

UNARMED 12

TOUGHNESS 17
(1)



MOSASAURUS

13 INTIMIDATE

MELEE **12**

12 MANEUVER

DODGE **10**

(10) TAUNT

UNARMED **12**

5 TRICK

TOUGHNESS **17**
(1)

13 SHOCK

WOUNDS **4**

Bite (12): Damage Str +3 (19)

Dread: Counts as a Dramatic Scene

Swim: Move 12 in the water

Very Large: +4 attacks against

NIBIKRID

6 INTIMIDATE

12 MANEUVER

8 TAUNT

6 TRICK

MELEE 8

DODGE 9

UNARMED 9

TOUGHNESS 8



NIBIKRID

6 INTIMIDATE

MELEE 8

12 MANEUVER

DODGE 9

8 TAUNT

UNARMED 9

6 TRICK

TOUGHNESS 8

6 SHOCK

WOUNDS 1

Bite: Damage Str +1 (9), venom if damage exceeds Toughness

Venom: The target's Strength decreases by one