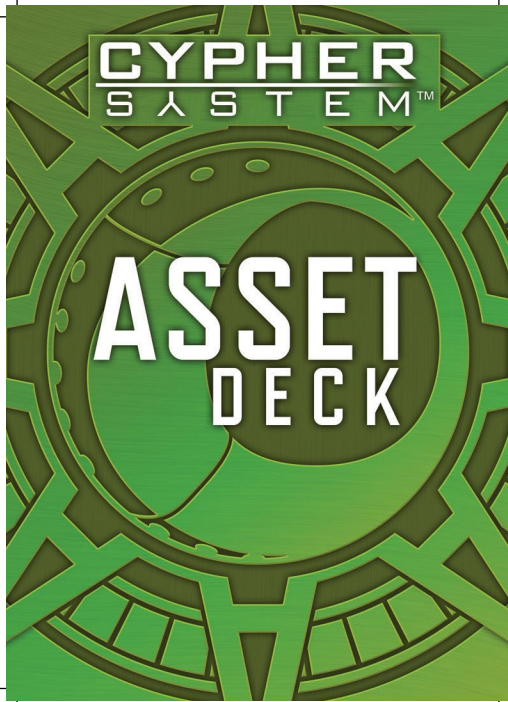




To print your Asset Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

## THE ASSET DECK

This deck of cards is meant for use by Cypher System players, not game masters (GMs). At the end of an adventure, at the end of an important encounter, or really anytime they wish, GMs award a player with a card from this deck. This can be a random card or not—it's up to the GM. The card provides an asset that the player can hang onto and play whenever they wish, on a specific task. The asset offered by the card is above and beyond any other (but still can never decrease a task's difficulty by more than two steps).

These cards allow a character to be a bit inspired even when the player is not, and to have a bit more influence in the game.

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**MonteCook**  
Games

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### **VIVID MEMORY**

You remember doing this once before (or reading about it). The difficulty of any task is decreased by one step.

### **REJUVENATED**

You're rested and ready. The difficulty of the first task you attempt after a recovery roll or a night's sleep is decreased by one step.

### **LET'S USE A DISTRACTION**

You have a great idea on how to sneak past or distract someone. The difficulty of any task involving stealth or distraction is decreased by one step.

### **CHANNEL THAT ANGER**

You're peeved, but you can use that. The difficulty of any Might-based task is decreased by one step.

### **DOOR TRICK**

You've seen a door very much like this before. The difficulty of any task involving getting past a locked, stuck, or sealed door is decreased by one step.

### **FEELING LIMBER**

Your body is like a spring. The difficulty of any Speed-based task is decreased by one step.

### **PERFECT ONE-LINER**

You have the perfect joke, anecdote, reply, comeback, or story to make the person you're talking to laugh, or at least charm them a bit. The difficulty of any interaction task is decreased by one step.

### **JUST THE RIGHT WORDS**

You know precisely what to say to the person you are talking to. The difficulty of any interaction task is decreased by one step.



### HEARD THIS ONE BEFORE

You see where this is going. The difficulty of any task related to figuring out a riddle, puzzle, or mystery is decreased by one step.

### WARMTH OF THE SUN

Feels good to be outside. The difficulty of any task attempted outdoors is decreased by one step.

### KNOWING WHAT TO LOOK FOR

You figured out what to look for. Now you just have to find it. The difficulty of any perception task is decreased by one step.

### GET UP THERE

You are motivated to get some height. The difficulty of any jumping or climbing task is decreased by one step.

### MOMENT OF CLARITY

For a moment, you see everything clearly. The difficulty of any Intellect-based task is decreased by one step.

### GOOD LISTENER

You understand precisely what someone is saying and know just what to say in response. The difficulty of any interaction task with that person is decreased by one step.

### SELF-PRESERVATION INSTINCT

You don't want to die. The difficulty of any defense task is decreased by one step.

### SURE-FOOTED

You are balanced, stable, and fast. The difficulty of any movement-related task is decreased by one step.



### **I SEE IT**

The size, shape, and configuration seem intuitive. The difficulty of any task involved in identifying something is decreased by one step.

### **FEELING GOOD**

You're feeling healthy and strong. The difficulty of any Might defense task is decreased by one step.

### **MECHANICALLY MINDED**

Today's a good day to tinker. The difficulty of any mechanical or repair task is decreased by one step.

### **HOLD YOUR BREATH**

The difficulty of any task involving stealth is decreased by one step.

### **SURPRISE!**

You have a great plan to catch a foe off guard. The difficulty of any attack is decreased by one step if it is made outside of initiative.

### **A STIRRING SPEECH**

Some moving words come to you. The difficulty of any interaction task is decreased by one step.

### **OUT OF THE BRIGHT SUN**

Feels good to be inside. The difficulty of any task attempted indoors is decreased by one step.

### **EAGLE EYED**

Blink. Blink. Your vision is clear. The difficulty of any ranged attack is decreased by one step.



### PARANOID

You're ready and waiting when they come to get you. The difficulty of any initiative task is decreased by one step.

### NIMBLE FINGERS

You're feeling tricky. The difficulty of any pickpocketing or sleight of hand task is decreased by one step.

### SOMETIMES YOU'VE JUST GOT TO HIT SOMETHING

Take that! The difficulty of any melee attack is decreased by one step.

### HELPING HAND

If you use your action to help someone else, the difficulty of their task is decreased by one step.

### INDOMITABLE

Your mind is like a fortress. The difficulty of any Intellect defense task is decreased by one step.

### HANDS OFF

You figure a way out. The difficulty of any task related to escaping or avoiding bonds or someone's grip is decreased by one step.

### JUMPY

You're nervous, but that's not a bad thing. The difficulty of any Speed defense task is decreased by one step.

### THEY'VE GOT A TELL

You can see it in their eyes. The difficulty of any task involving determining motive or seeing through deception is decreased by one step.



### **NURTURING TOUCH**

You're a caregiver. The difficulty of any healing task is decreased by one step.

### **MASTERFUL**

You feel like being in control. The difficulty of any riding or driving task is decreased by one step.

### **SCARY VOICE**

You almost scare yourself a little bit. The difficulty of any intimidation task is decreased by one step.

### **BLOODTHIRSTY**

There will be blood. The difficulty of any attack made against a living creature is decreased by one step.

### **YOU SLY DOG**

You see the best way to fool someone. The difficulty of any deception task is decreased by one step.

### **SMASH!**

Sometimes you've just got to take it out on a nonliving object. The difficulty of any task involving attacking or damaging an inanimate object is decreased by one step.

### **SUDDEN MEMORY**

You remember something useful you read or heard once. The difficulty of any lore or knowledge task is decreased by one step.

### **INSPIRATION**

You've got an idea for making something. The difficulty of any crafting task is decreased by one step.



### **YOU KNOW WOOD**

You know a trick or a bit of trivia that helps you when interacting with wood. The difficulty of any task involving crafting, destroying, or climbing wood, or using a wooden object or weapon, is decreased by one step.

### **NOT AFRAID**

You're feeling brave. The difficulty of any task involving resisting fear is decreased by one step.

### **WALLS ARE NO BARRIER**

You know a trick involving walls. The difficulty of any task involving climbing, smashing, or searching a wall is decreased by one step.

### **YOU KNOW WEIRD**

You're inspired by the inexplicable. The difficulty of any task involving the mysterious or unknown is decreased by one step.

### **ONE STEP AHEAD**

You think of a way to get the jump on them. The difficulty of any initiative task is decreased by one step.

### **YOU KNOW STONE**

You know a trick or a bit of trivia that helps you when interacting with stone. The difficulty of any task involving crafting, destroying, or climbing stone, or using a stone object or weapon, is decreased by one step.

### **ANIMAL INSTINCTS**

You are at one with the beast. The difficulty of any noncombat task involving animals is decreased by one step.

### **YOU KNOW METAL**

You know a trick or a bit of trivia that helps you when interacting with metal. The difficulty of any task involving crafting, destroying, or climbing metal, or using a metal object or weapon, is decreased by one step.



### **NEOPHILE**

You embrace the new. The difficulty of any task that you've never tried before is decreased by one step.

### **STOP. LOOK. LISTEN.**

You take a moment and assess the situation. The difficulty of any perception task is decreased by one step.

### **USELESS TRIVIA**

That bit of trivia you remember actually comes in handy. The difficulty of any lore or knowledge task is decreased by one step.

### **SPECIALIZE IN GROUPS**

In a round in which it appears you will be attacked more than once, the difficulty of all your defense rolls is decreased by one step.

### **HEALING INSIGHT**

You see the best way to help an injured friend. The difficulty of any healing task is decreased by one step.

### **TWO ARE BETTER THAN ONE**

You're better when someone's helping. The difficulty of any task that someone is helping you with is decreased by one step.

### **MIMICRY**

You just follow their lead. The difficulty of any task you undertake that another character has just succeeded at is decreased by one step.

### **PRACTICE MAKES PERFECT**

The difficulty of any task that is the same as the one you performed last round is decreased by one step.



### LOW PROFILE

You figure out a way to use your surroundings to help you hide or sneak. The difficulty of any task involving stealth is decreased by one step.

### LOOKING AHEAD

You get a good feel for the terrain and the surroundings. The difficulty of any movement-related task is decreased by one step.

### INTERRUPTION

You stop someone from speaking with the perfect interjection. It's rude, but effective. The difficulty of any interaction task is decreased by one step.

### SHARP MIND

You have an idea that can make things easier. The difficulty of any Intellect-based task is decreased by one step.

### CALM THOUGHTS

You take a deep breath and focus. The difficulty of any noncombat task is decreased by one step.

### LEVERAGE

You think of how best to use your circumstances to perform a feat of strength. The difficulty of any Might-based task is decreased by one step.

### JUST THE THING

You improvise a tool for the situation. The difficulty of any applicable task is decreased by one step.

### NO IMPEDIMENTS

You think of how best to navigate or use your surroundings to move quickly. The difficulty of any Speed-based task is decreased by one step.



### **THAT'S WHAT IT LOOKS LIKE**

Your instincts tell you what it looks like. The difficulty of any task involved in identifying something is decreased by one step.

### **STEELING YOURSELF**

You saw it coming a moment ahead of time, so you're ready. The difficulty of any Might defense task is decreased by one step.

### **KNOWING THE UNKNOWNABLE**

You remember an old legend that is applicable to this situation. The difficulty of any task related to the supernatural (or the appearance of such) is decreased by one step.

### **THE BIG GUNS**

You determine that a heavy weapon is best suited for this fight. The difficulty of any attack with a heavy weapon is decreased by one step.

### **MECHANICAL INTUITION**

It seems obvious how this thing should work. The difficulty of any task related to machines or devices is decreased by one step.

### **STRAIGHTFORWARD APPROACH**

You determine that a medium weapon is best suited for this fight. The difficulty of any attack with a medium weapon is decreased by one step.

### **DOING THE MATH IN YOUR HEAD**

An assessment of the situation lets you know just when and where to leap. The difficulty of any jumping task is decreased by one step.

### **QUICK STRIKES**

You determine that a light, fast weapon is best suited for this fight. The difficulty of any attack with a light weapon is decreased by one step.



### GET OUT OF MY HEAD

You were prepared, so you're ready for the attack. The difficulty of any Intellect defense task is decreased by one step.

### MIND OF THE BEAST

You have an idea of how to better relate to an animal. The difficulty of any noncombat task involving animals is decreased by one step.

### REALLY GOOD GUESS

You don't know the answer, but you can make a decent hypothesis. The difficulty of any lore or knowledge task is decreased by one step.

### FEELING CREATIVE

You have an idea for making something. The difficulty of any crafting task is decreased by one step.

### SECOND TIME'S THE CHARM

You learn and improve. The difficulty of any task that is the same as the one you performed last round is decreased by one step.

### WHERE DID THAT COME FROM?

You get the idea for a horrific way to threaten someone. The difficulty of any intimidation task is decreased by one step.

### GUARD! TURN! PARRY! DODGE! SPIN!

You think of how best to navigate or use your surroundings to avoid being struck. The difficulty of any Speed defense task is decreased by one step.

### SOMETHING'S FISHY

Your instincts are suggesting there might be something wrong here. The difficulty of any task involving determining motive or seeing through deception is decreased by one step.



### **UNDER FIRE**

You're good when the pressure's on. The difficulty of any task that occurs during combat, other than attacking or defending, is decreased by one step.

### **IN THE DARK**

You figure out a way to have your other senses compensate for the lack of light. The difficulty of any task attempted in the dark is decreased by one step.

### **ALL ALONE**

Sometimes you have to go it alone. The difficulty of any task attempted with no allies in sight is decreased by one step.

### **VENGEANCE**

You have to avenge your friend. The difficulty of any attack made against a foe who has successfully harmed your ally is decreased by one step.

### **EASY PEASY**

You dispatch with the simple stuff. The difficulty of any task with a starting difficulty of 1 is decreased by one step (making it routine, so no roll is needed).

### **FOR YOUR FRIEND**

It's up to you now. The difficulty of any task attempted with an impaired ally nearby is decreased by one step.

### **ATTEMPT THE IMPOSSIBLE**

You feel up to a challenge. The difficulty of any task with a starting difficulty of 7 or more is decreased by one step.

### **WHEN THE GOING GETS TOUGH**

You're motivated to succeed. The difficulty of any task attempted while you are impaired is decreased by one step.



### LEARNING FROM THEIR MISTAKE

You can see what they did wrong. The difficulty of any task that someone else failed at in the previous round is decreased by one step.

### SEEING AN OPPORTUNITY

You see a way to use someone else's action to your benefit, whether they are a friend or an enemy. The difficulty of any task that is similar to what someone else is attempting at the same time (in the same round) is decreased by one step.

### READY FOR THEM

You'll be better with a little time to prepare. The difficulty of any task related to setting or building a trap, planning or executing an ambush, or attempting a similar task is decreased by one step.

### AQUATIC

The difficulty of any task attempted in, under, or next to a significant amount of water is decreased by one step.

### LEARNING FROM YOUR MISTAKE

You failed, but it was a learning experience. The difficulty of any task that you failed at in the previous round is decreased by one step.

### NIGHT OWL

Sometimes you're better at night. The difficulty of any task attempted at night is decreased by one step.

### REMEMBERING THE BASICS

You recall your earliest lessons. The difficulty of any task that uses an ability gained at first tier is decreased by one step.

### EARLY BIRD

You woke up on the right side of the bed today. The difficulty of any task attempted within an hour of waking is decreased by one step.



### **WORDS OF ENCOURAGEMENT**

You recall a stirring, motivating speech you once heard. The difficulty of any one task is decreased by one step.

### **FEELING OFFENSIVE**

You see an opening. The difficulty of any attack is decreased by one step.

### **SCHMOOZING**

You see a way to strike up an informal relationship with someone. The difficulty of any interaction task is decreased by one step.

### **ORATORY**

You see a way to influence many at once. The difficulty of any interaction task made to influence or persuade more than one person or creature is decreased by one step.