







To print your decks, set your double-sided printer to short-edge binding and print on a cardstock material. Then, with child-safe scissors, use the outlines as guides to cut out the cards.

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 space between each card gives you a little bit of leeway if the two sides do not line up exactly.

ASTRONAUT

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	4
 Awesome	1

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Blastoff (costs 1 Fast): When you want to jump, leap, or otherwise leave the ground, you succeed.

Stuff: Your space suit, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

CREATURE

Trait Pool	Starting Value
 Tough	4
 Fast	2
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Rawr! (costs 1 Tough): You are scary. When you want to scare or intimidate a bad guy, you succeed.

Stuff: Your hide, fur, or scales, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

ASTRONAUT

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	4
 Awesome	1

Fun: 3 **Armor** ☒ **Hustle** ☐





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Blastoff (costs 1 Fast): When you want to jump, leap, or otherwise leave the ground, you succeed.

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CHARACTER

CREATURE

Trait Pool	Starting Value
 Tough	4
 Fast	2
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐

Knack





Rawr! (costs 1 Tough): You are scary. When you want to scare or intimidate a bad guy, you succeed.

Stuff: Your hide, fur, or scales, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER



FIGHTER

Trait Pool	Starting Value
 Tough	5
 Fast	1
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐

Knack





Knockout (costs 1 Tough):

You're a great fighter. When you yell "Knockout!" and try to knock out a bad guy who is already hurt, you succeed. (A knockout means the bad guy loses his next turn.)

Stuff: Armor, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

KiD

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	2
 Awesome	3

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Scramble (costs 1 Fast): You're great at scrambling up and over things. Whenever you adjust your sneakers and use 1 **Fast** to jump, climb, or leap, you automatically succeed.

Stuff: A regular outfit, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

FIGHTER

Trait Pool	Starting Value
 Tough	5
 Fast	1
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐

Knack





Knockout (costs 1 Tough):

You're a great fighter. When you yell "Knockout!" and try to knock out a bad guy who is already hurt, you succeed. (A knockout means the bad guy loses his next turn.)

Stuff: Armor, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

KiD

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	2
 Awesome	3

Fun: 3 **Armor** ☐ **Hustle** ☒

Knack





Scramble (costs 1 Fast): You're great at scrambling up and over things. Whenever you adjust your sneakers and use 1 **Fast** to jump, climb, or leap, you automatically succeed.

Stuff: A regular outfit, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER



PIRATE

Trait Pool	Starting Value
 Tough	3
 Fast	4
 Smart	2
 Awesome	1

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Plunder (costs 1 Fast): You always seem to spot treasure—especially if it belongs to someone else. Anytime you want to open a locked chest or box, you automatically succeed.

Stuff: Your pirate best, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 3 coins.

CHARACTER

PRINCESS/PRINCE

Trait Pool	Starting Value
 Tough	2
 Fast	1
 Smart	2
 Awesome	5

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Charm (costs 1 Smart): Everyone loves you. Whenever you sing or tell a joke and then use 1 **Smart** to charm a bad guy, you automatically succeed. (Being charmed means the bad guy won't attack you for one round.)

Stuff: Royal clothing, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 2 coins.

CHARACTER

PIRATE

Trait Pool	Starting Value
 Tough	3
 Fast	4
 Smart	2
 Awesome	1

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Plunder (costs 1 Fast): You always seem to spot treasure—especially if it belongs to someone else. Anytime you want to open a locked chest or box, you automatically succeed.

Stuff: Your pirate best, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 3 coins.

CHARACTER

PRINCESS/PRINCE

Trait Pool	Starting Value
 Tough	2
 Fast	1
 Smart	2
 Awesome	5

Fun: 3 **Armor** ☐ **Hustle** ☒

Knack





Charm (costs 1 Smart): Everyone loves you. Whenever you sing or tell a joke and then use 1 **Smart** to charm a bad guy, you automatically succeed. (Being charmed means the bad guy won't attack you for one round.)

Stuff: Royal clothing, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 2 coins.

CHARACTER



ROBOT

Trait Pool	Starting Value
 Tough	3
 Fast	2
 Smart	3
 Awesome	2

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Solve (costs 1 Smart): Figuring things out is your specialty. Whenever you say “Bleep-bloop!” and use 1 **Smart** to try to figure out the answer to a problem, you automatically succeed.

Stuff: A robot body, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

SPY

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	3
 Awesome	2

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Sneak (costs 1 Fast): You are the sneakiest of them all. Whenever you crouch into a tiny ball and use 1 **Fast** to stay hidden, you automatically succeed.

Stuff: A ninja outfit, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

ROBOT

Trait Pool	Starting Value
 Tough	3
 Fast	2
 Smart	3
 Awesome	2

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Solve (costs 1 Smart): Figuring things out is your specialty. Whenever you say “Bleep-bloop!” and use 1 **Smart** to try to figure out the answer to a problem, you automatically succeed.

Stuff: A robot body, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

SPY

Trait Pool	Starting Value
 Tough	2
 Fast	3
 Smart	3
 Awesome	2

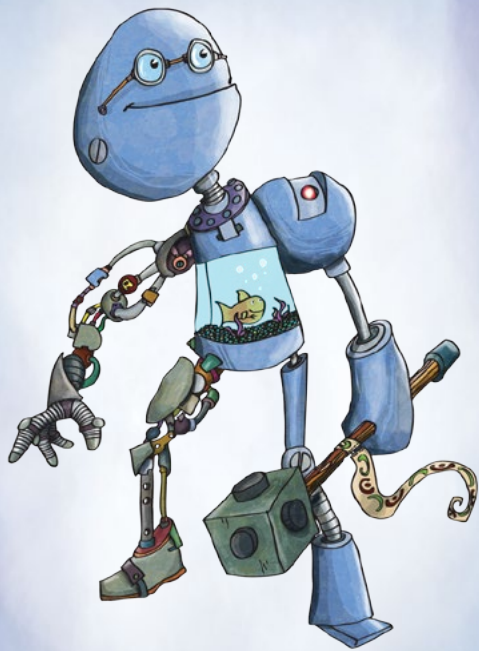
Fun: 3 **Armor** ☐ **Hustle** ☒

Knack





Sneak (costs 1 Fast): You are the sneakiest of them all. Whenever you crouch into a tiny ball and use 1 **Fast** to stay hidden, you automatically succeed.

Stuff: A ninja outfit, a melee weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER



SUPERHERO

Trait Pool	Starting Value
 Tough	4
 Fast	2
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Smash! (costs 1 Tough): No one is as strong as you are. When you yell, "I'll save the day!" and use 1 **Tough** in a non-fight action, you automatically succeed.

Stuff: A superhero costume, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

WIZARD

Trait Pool	Starting Value
 Tough	2
 Fast	4
 Smart	3
 Awesome	1

Fun: 3 **Armor** ☐ **Hustle** ☒





Knack

Ta-da! (costs 1 Smart): Whenever you want to make someone see something that isn't there, you automatically succeed.

Stuff: Your magical outfit, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

SUPERHERO

Trait Pool	Starting Value
 Tough	4
 Fast	2
 Smart	1
 Awesome	3

Fun: 3 **Armor** ☒ **Hustle** ☐





Knack

Smash! (costs 1 Tough): No one is as strong as you are. When you yell, "I'll save the day!" and use 1 **Tough** in a non-fight action, you automatically succeed.

Stuff: A superhero costume, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER

WIZARD

Trait Pool	Starting Value
 Tough	2
 Fast	4
 Smart	3
 Awesome	1

Fun: 3 **Armor** ☐ **Hustle** ☒

Knack

Ta-da! (costs 1 Smart): Whenever you want to make someone see something that isn't there, you automatically succeed.

Stuff: Your magical outfit, a ranged weapon, an I Gotchyer Back pack, Hero Stuff, and 1 coin.

CHARACTER



AWESOME ALIEN

You may or may not know where your alien came from, but it's been with you for as long as you can remember. It speaks gibberish to most people, but you can understand it.

Treat: Tiny planets

Anything weird and unexplainable fits into this category: gibbering ball of goo, jabberwocky, mutated creature, and so on.

COMPANION

CLUMSY GHOST

Your clumsy ghost doesn't just say "Boo!" It says "Boo-hoo!" Probably because it stubbed its toe. It still looks scary to the bad guys. Just don't ask it to carry anything fragile.

Treat: Scareberries with whipped scream

Anything dead or spooky fits into this category: ghouls, skeletons, liches, zombies, and so on.

COMPANION

BIG BAD WOLF

Nothing keeps you safe like your big bad wolf. For bad guys, it's all teeth and claws—but for you, it's all heart.

Treat: Ruby hearts

Any wild hunters fit into this category: red fox, brown bear, bald eagle, mountain lion, and so on.

COMPANION

DUST BUNNY

You and your dust bunny are the best of friends and go everywhere together. Having him by your side always makes you feel safe and loved.

Treat: Carrot-shaped clouds

Anything that is a common pet or companion animal fits into this category: stuffed bunny, pet rabbit, guinea pig, hamster, kitten, puppy, snake, and so on.

COMPANION



FAST CAR

Your car is your favorite friend. It goes *vroom vroom* and it gets you out of jams. You probably have designed it to look like your favorite race car or toy car. The license plate might even have your name on it.

Treat: Juice boxes filled with gas

Anything that you can drive fast fits into this category: spaceship, rocket ship, boat, motorcycle, bike, scooter, big truck, and so on.

COMPANION

FLYING OCTOPUS

Your flying octopus doesn't fly so much as he climbs and jumps so fast that it seems like he's flying. He uses his suckers and tentacles, and the next thing you know, he's on the roof somewhere.

Treat: Snail's mail

Any creature that doesn't normally fly fits into this category: flying fish, soaring dog, gliding cat, winged kangaroo, and so on.

COMPANION

FIERY DRAGON

Dragons are the fieriest of creatures. Sometimes your dragon just opens its mouth to speak and a rush of fire comes out instead. But you've trained it to be careful and blow fire only when you ask it to. Mostly.

Treat: Crispy critters

Anything that could be fiery fits into this category: fiery lizard, monster, flaming bike, miniature pet sun, and so on.

COMPANION

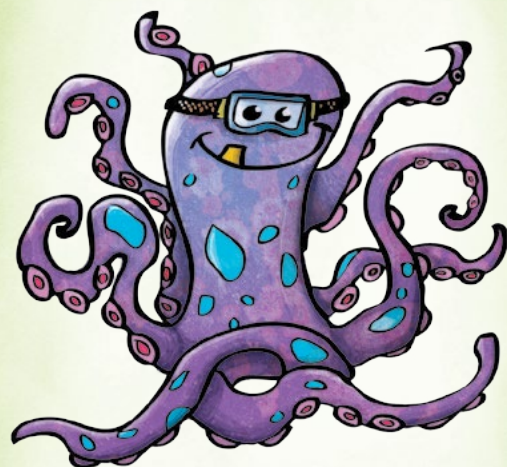
INVISIBLE FRIEND

No one can see, hear, or talk to your invisible friend except for you. What does she look like? What's her name? Does she also have an invisible friend? Only you know—and whether or not you tell is up to you.

Treat: Shadow cookies

Anything that can't be seen by everyone else fits into this category: pocket pet, amoeba, tiny spider, living toy, ghost, and so on.

COMPANION



LITTLE BROTHER/SISTER

You may not have wanted a little brother or sister, but now you have one. He or she thinks you're awesome and follows you around, wanting to help you on your adventures.

Treat: Edible toys

Any other person or creature that adores you fits into this category: older sibling, grandparent, pet dog, favorite toy, and so on.

COMPANION

ROBOT DOG

Your robot dog is your best friend. He loves to be scratched behind his metallic ears, get a belly rub, and sleep next to you on your adventures. He comes when you call his name and loves to fetch.

Treat: Bone-shaped batteries

Anything robotic, remote controlled, or doglike fits into this category.

COMPANION

PRETTY PONY

Your pretty pony is the prettiest, with a long mane and tail. She might be the color of cotton candy with a rainbow mane, or an all-black shadow creature of the night.

Treat: Silver apples

Any other horselike creature fits into this category: unicorn, pegasus, zebra, camel, llama, carousel horse, and so on.

COMPANION

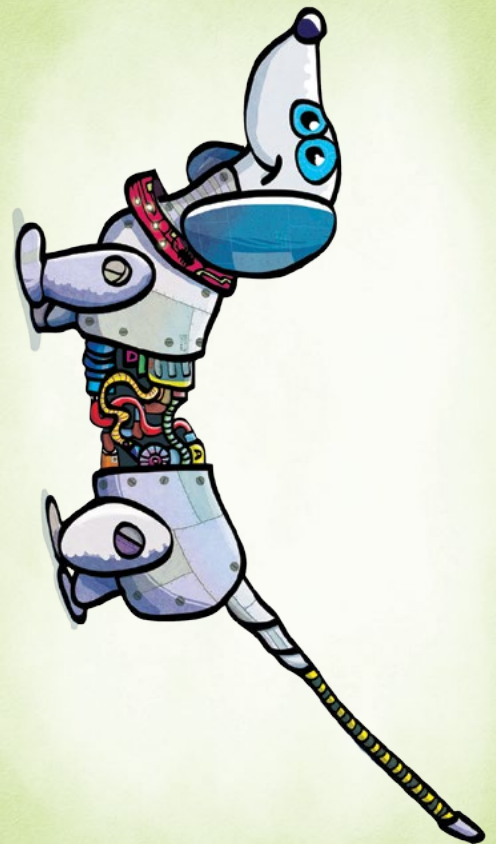
SCARY MONSTER

Your scary monster seems scary only if you don't know him very well. To you and your friends, he's a big softie, always following you around and making you laugh with his antics.

Treat: Monster munch

Anything that seems scary to other people but is really just fun-loving and goofy would work for this category: ghost, ghoul, dinosaur, tiger, and so on.

COMPANION



TINY T. REX

This little creature fits right in your pocket or your pack. He's just as fierce as those big dinosaurs, though. Rawr-squeak!

Treat: Bite-sized comets

Any pocket-sized creature fits into this category: mouse, mini-monkey, microbe, ant, and so on.

COMPANION

ARGLE-BARGLE

Who knows what argle-bargles are made of? Eyeballs and gelatin is what the description at the Monster Museum says. When they open their mouths, they sound like sucking the last of a milkshake through a straw. You can find them anywhere, but they seem to really like Snow's Cones.

Level: 3

Health: 3

Damage: 2 (melee bounce or body bump)

Skill: Licks you with its spotted tongue and gives you blue spots until the next time you do something that adds more Fun to your Fun pool.

Quirk: If you suck the end of a milkshake through a straw, you can "talk" to an argle-bargle.

Stuff: 1 coin per player. Plus eyeballs. Lots and lots of eyeballs.

CREATURE

AMINAL CRACKERS

They might smell like cinnamon and butter and look as cute as cookies, but don't try to bite their heads off. Amino crackers come in many forms: lions, tigers, giraffes, bears, rhinos, or other wild creatures. They typically move in packs of two to four creatures.

Level: 2

Health: 2

Damage: 2 (bite or claw)

Skill: Spits cookie crumbs that do 2 points of damage to all characters In Range.

Quirk: Amino crackers can't swim. If you get them wet, they dissolve in a gooey mess.

Stuff: 1 coin per player. Plus a handful of cookie crumbs. Edible. Probably.

CREATURE

BARBARIC YAWP

Tall and purple, the barbaric yawp has a giant mouth right in the middle of its belly. You can hear one coming from miles away. It laughs so loud that the ground shakes beneath its feet. When it whispers, trees fall down around it. And when it yells, it can send you sprawling back into the dirt.

Level: 4

Health: 8

Damage: 2 (belly bite)

Skill: Swallows you whole. (It's a Goal 3 Tough roll to escape.)

Quirk: If you give your own battle cry, the barbaric yawp will ask you to teach it to him!

Stuff: 1 or 2 coins and 1 Treat per player, plus whatever (or whoever) it ate last.

CREATURE



BUGLAR

These thieving insects can be found anywhere in Storia. They always work in pairs: one buglar gets your attention while the other steals your stuff. They might look like ladybugs, beetles, or butterflies, but they never look like spiders.

Level: 2

Health: 2

Damage: 2 (wing hit or body bump)

Skill: Steals one of your items and 1 coin (if you have it).

Quirk: If you freely give a buglar something of yours before it tries to steal from you, you confuse it and it hugs you instead of stealing from you.

Stuff: 2 coins and 1 Treat per player, plus anything it stole from the players.

CREATURE

FEARSUM

The fearsum is a giant, scary creature. It's purple-black and has many eyes and legs. Its striped tongue lashes and smashes!

Level: 5

Health: 10

Damage: 3 (tongue whip)

Skill: Wraps you up in its tongue and holds you there. You must make a Goal 5 defend roll to escape.

Quirk: It's afraid of math and will run away if you start doing math problems near it.

Stuff: 3 coins per player. Plus, you can wear its long striped tongue as a scarf.

CREATURE

DINOMATRON

Half dinosaur and half robot, this giant beast has two tails and a mouth full of sharp teeth. When it roars, you can hear it over even the loudest music. It's always hungry.

Level: 4

Health: 8

Damage: 2 (bite or claw)

Skill: Roars so loud it knocks two characters In Range to the ground for one round.

Quirk: The dinomatron really likes other dinosaurs. If characters pull their arms into their sleeves so only their hands stick out and go *Rawr!*, the dinomatron will think they are friends and won't attack them for one round.

Stuff: 2 coins per player.

CREATURE

GHOST

There are many kinds of ghosts. Some are mean, some are clumsy, some are funny, and some are shy. Upon meeting a ghost, you will know right away which kind it is. Ghosts can look like people, blobs, or creatures.

Level: 3

Health: 3

Damage: 2 (shoots ghost goo or uses a weapon)

Skill: Scares one living creature, causing them to run and hide for one round.

Quirk: If a ghost sees itself in a mirror, a still pond, or another reflective surface, it gets scared and hides behind the nearest person.

Stuff: Nothing but ghost goo. Ghosts don't have pockets!

CREATURE



JINX

Jinxes come in two colors: pink and more pink. They have three eyeballs and a pair of tiny horns at the top of their heads. They chatter almost constantly, but mostly say nonsense.

Level: 3

Health: 6

Damage: 2 (horns or claws)

Skill: Can attack two characters at the same time, doing 2 points of damage to both.

Quirk: Loves jinxes. If everyone in the group says the same word at the same time, the jinx will do a happy dance.

Stuff: 1 coin per player.

CREATURE

NINJA ZOMBIE

Ninja zombies are the most irritating kind of zombie. They are strong. They are fast. And they're sneaky. Well, sneaky for a zombie, anyway. They mostly eat brains, but they aren't picky. They also like pizza with anchovies, 'Snot Soda, and brain-flavored candy. They often hunt in pairs.

Level: 4

Health: 4

Damage: 3 (throwing star or knife)

Skill: Because they're dead, they are hard to hurt. Your weapons do 1 less point of damage than normal.

Quirk: If you hit them with their own weapons, it hurts them even more. Any time you hit them with one of their throwing stars or knives, you do 3 points of damage.

Stuff: 2 coins and 1 Treat per player.

CREATURE

KILLJOY

These orange and black robots hate fun. They have little detectors that tell them when people are playing games, laughing, or telling jokes. When they find someone having fun, they steal their fun away. They are always alone.

Level: 4

Health: 8

Damage: 3 (whirring fists)

Skill: Sucks the joy, excitement, and fun right out of you. You can't use your pools or skills in your next round.

Quirk: Can't stand fun, jokes, or silly songs. If you do any of these things, it will stop what it's doing and cover its ears for one round.

Stuff: A jar of stolen Fun (contains 1 Fun per player).

CREATURE

SAW-TOOTHED WITCH

Birdlike witches with large, saw-toothed beaks, these creatures are known for kidnapping other creatures. Sometimes they do it for the money. Other times they do it to learn the location of a secret treasure or special item. They often work in groups of two or three.

Level: 3

Health: 3

Damage: 2 (beak bite or melee weapon)

Skill: Can use retractable tongue to steal a player's weapon if it's Within Reach.

Quirk: Saw-toothed witches are afraid of bee swarms. If everyone in the group buzzes and moves around like bees, the witches will run away for one round.

Stuff: 1 coin per player. Sometimes a treasure map or other bit of secret information.

CREATURE



SKULLDUGGER

This giant purple creature smells like grape bubble gum. It has big feet and a big mouth, and it runs fast. Very fast. When it's about to attack, its eyes turn bright purple.

Level: 4

Health: 8

Damage: 2 (bite)

Skill: He blows his bubble gum and pops it, doing 2 points of damage to all characters Within Reach.

Quirk: If you make him laugh while he's blowing a bubble, it will pop all over his face and he won't be able to see.

Stuff: Five pieces of bubble gum. Only one of them has already been chewed.

CREATURE

VEX KNIGHT

The epitome of evil, Vex Knights have only one purpose: to destroy Storia and everyone in it. They wear mirrored armor, which makes them hard to see, and wield shadow weapons. They are dangerous, evil, and mean.

Level: 6

Health: 12

Damage: 4 (shadow sword or crossbow)

Skill: They're very fast so they always go first in a fight. They take their action before the players do.

Quirk: The only thing that Vex Knights are afraid of is goodness. If two or more players choose to Be Awesome near a Vex Knight, interacting with it becomes a Goal 4 (instead of Goal 6).

Stuff: 5 coins per player.

CREATURE

SLUGABED

Slugabeds are the laziest creatures you've ever seen. They like nothing more than to make you lazy and sleepy, just like them. Slugabeds have little eye-shaped creatures called blinkens that live on their skin and constantly sing lullabies.

Level: 2

Health: 4

Damage: 2 (the blinkens sing a dirge)

Skill: A slugabed's lullaby makes those In Range want to lie down and take a nap for one round.

Quirk: If you tell it about the last dream you had, it will fall asleep for one round.

Stuff: A fluffy pillow and a sleep mask.

CREATURE

WEATHER CREATURES

There are many kinds of weather creatures. Gloom bunnies. Unistorms. Rain deer. Ice mice. And more.

Level: 4

Health: 4

Damage: 2 (hail, lightning, snowfall, and so on)

Skill: They do funny things to the weather. Gloom bunnies bring clouds and dark skies, making it hard to see. Unistorms fill the sky with lightning and thunder. Rain deer make it rain and hail. Ice mice cause blizzards and avalanches.

Quirk: Weather creatures flee if you make a sun out of something and flash it at them.

Stuff: Weather in a bottle.

CREATURE



BEST BUDS

Calls a group of friends who can carry you and your friends back to your campsite or home base in the blink of an eye. (Short)

BOOKWORM

Finds a secret book for you. If you or your companion reads it aloud to the group, everyone adds 1 to their **Smart** pool. (Short)

BALLOON TOOL

Blows up a balloon and turns it into a tool of your choice. (Short)

BIG EARS

Alerts you any time it hears something dangerous In Range. (Long)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



BURP

Burps so loud that it deafens all creatures Within Reach for one round. (Short)

DISGUISE

Instantly makes you look like someone else. (Long)

BUBBLER

Blows bubbles toward your friends. When the bubbles pop, everyone adds 1 to their **Fast** pool. (Short)

DEFLECTOR

On your defend action, throws up a shield that sends all damage back at the bad guy. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



ENFLAME

Spits fire that does 2 points of damage to all creatures and objects Within Reach. (Short)

GREAT GAME

Plays a game with you. You refill all your trait pools without using 1 Fun from your Fun pool. (Short)

EMBIGGEN

Grows to giant size and stomps on something, doing 3 points of damage. (Short)

FREE RIDE

On your defend action, runs over and picks you up. You avoid all damage. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



KEY

Reshapes its hand, foot, or other body part into a key to open any locked door, chest, or box. (Short)

KNOW GLOBE

Creates a rainbow-colored globe. Shake the globe and ask it one question (Goal 3) and you will get an honest answer. (Short)

HAT TRICK

Turns itself into a hat. If you wear it, it makes you invisible. (Long)

KNOCK-KNOCK

Tells a joke that makes you laugh so hard that you add 2 to your **Awesome** pool. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



LIVING ROPE

Stretches into a living rope. You can ask the living rope to do anything a normal rope would do, and it will do that for you. (Long)

NO SEE 'EM

Makes your whole group invisible. (Long)

LIFESAVER

On your defend action, jumps in front of you, protecting you from all damage. (Short)

LULLABY

Sings a beautiful lullaby, putting all creatures Within Reach to sleep for one round. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



SHAKE IT OFF

Picks you up by the feet and shakes you until you feel better. You add 2 to your **Tough** pool. (Short)

SPEW GOO

Spits goo out of its mouth that coats the ground. Everything In Range is stuck in place for one round. (Short)

ROAR

Shapeshifts into a tiger and attacks one object or bad guy, doing 3 points of damage with its claws and teeth. (Short)

SPARK

Unleashes a stream of lightning that does 3 points of damage to one bad guy. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



SQUEEZE

Squeezes a non-living item (like a chest, door, or box) until it pops open.
(Short)

STARTLE

Sneaks up behind a bad guy In Range and yells, "Boo!" The bad guy gets so scared that it tries to run away.
(Short)

SPIDERWEB

Coats your hands and feet so that you can walk on walls and ceilings. (Long)

STARSHINE

Glow in the dark, allowing everyone in your group to see as if it were daytime. (Long)

CYPHERS



CYPHERS



CYPHERS



CYPHERS



TRICK

Does tricks for one other character of your choice. That character adds 1 to one of their trait pools. (Short)

TELL SPELL

Utters a secret spell that makes one other creature honestly answer any two questions that you ask it. (Short)

TOUGH STUFF

Blows into your thumb, giving you huge muscles. Add 2 to your **Tough** pool. (Short)

TRICKSTER

Shows off a new trick, delighting you so much that you add 2 to your **Smart** Pool. (Short)

CYPHERS



CYPHERS



CYPHERS



CYPHERS

