

Generic Edges

Use these Edges in your own scenarios or as Advance rewards in new Challenges you and your player add to a published mystery. For ease of reference, easily adaptable Edges from scenarios in this book also appear here.

EDGE

Against Horror

You're sick of the madness and violence bubbling up from beneath the city streets. If you don't put a stop to it, who will?

Spend for an extra die on any test. If spent on a Stability test, roll a die. On a 1, regain this Edge.



EDGE

Bedrock Skepticism

The supernatural? Malign deities? What a load of hogwash! You'll never fall for that bunkum.

Spend to Counter a Mythos Shock Problem.



EDGE

Coming Up Shamrocks

It must be your lucky day.

Spend for a Lucky Break (when available). After getting the break, roll a die: on an even result, this card returns to your hand. If at the end of the scenario no opportunity for a Lucky Break arose, spend to Counter any non-Mythos Shock Problem you can justify resolving with a stroke of good fortune.



EDGE

"Dr. Freud Gave Me This Watch"

+2 on Hypnosis tests. Or get an automatic Advance on any Hypnosis test, gaining a Push and discarding this card.



EDGE

Eerie Feeling

+1 to Sense Trouble tests. Spend for an extra die on a Sense Trouble test.



EDGE

A Few New Tools for the Old Workshop

Spend for an extra die on any General/Manual test.



EDGE

A Flair for the Furtive

+2 on Filch tests. Or get an automatic Advance on any Filch test, gaining a Push and discarding this card.



EDGE

Forensic Detachment

You look at gruesome sights not as horrors, but as chances to experience the wonders of science.

Spend to Counter any Problem gained during a Stability test.



EDGE

The French call it "Sang Froid"

Gain 1 Push when you Advance on any Stability test, whether or not you still have unrolled dice.



EDGE

Gallows Humor

What shocks and repulses others prompts you to crack wise.

Make a dark wisecrack appropriate to any scene, then discard this card to gain a free Push on any Interpersonal ability.



EDGE

Hard-boiled

You've injured yourself to shocking situations that would send civilians to the psychiatrist's couch.

Spend to Counter a Problem that penalizes any General/Mental ability, Mythos Shocks excluded.



EDGE

Het Up

+1 on all Fighting tests. Or discard this card for an extra die on any Fighting test.



EDGE

High Alert

+1 to all Sense Trouble tests until you spend this Edge. If you made a Sense Trouble test in the current scene, spend this Edge for an extra die on an Athletics, Fighting or Fleeing test.



EDGE

He had it Coming

You feel good about that unofficial justice you just doled out.

Counter any non-Mythos Shock Problem that penalizes General/Mental Abilities or Interpersonal Pushes.



EDGE

Invigorated

Get an automatic Advance on your next Athletics test, gaining a Push and discarding this card.



EDGE

Never Leave the Office Without One

Discard to succeed at any Preparedness Quick Test.



EDGE

On Your Tail

Get an automatic Advance on your next Shadowing test, gaining a Push and discarding this card.



EDGE

Popular Mechanics

+2 on Devices or Devices tests. Or get an automatic Advance on any Devices or Devices test, gaining a Push and discarding this card.



EDGE

Quick Reactions

Spend for an extra die on any Athletics, Driving or Fighting test.



EDGE

Roadworthy

Get an automatic Advance on any Driving test, gaining a Push and discarding this card.



EDGE

See You Later, Detonator

When you use Explosives to significantly impede a Mythos threat, spend this Edge to Counter any Mythos Shock Problem, or any Problem penalizing a General/Mental ability.



EDGE

Self-Possessed

Spend for an extra die on any General/Mental test.



EDGE

Shifty

Get an automatic Advance on any Conceal test, gaining a Push and discarding this card.



EDGE

Situational Advantage

Spend for an extra die on any Challenge occurring at your present location.



EDGE

These Shoes don't Squeak

Get an automatic Advance on your next Stealth test, gaining a Push and discarding this card.



EDGE

Tied Up with a Neat Little Bow

When you crack the case, spend this Edge to Counter one Problem you acquired during the present scenario.



EDGE

The Tough Get Going

Spend for an extra die on your next Challenge.



EDGE

Triumph over Weirdness

Bizarre enemies don't seem so daunting after you've out-drawn them.

+1 Fighting vs. Mythos adversaries.



EDGE

Battle Buddies

Once again you have demonstrated a knack for turning adversity into sudden advantage.

Spend to treat a Setback as an Advance.



EDGE

Well-Rested

Spend for an extra die on any General/Physical test.

