



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ACTION CACHE 5.4.1

ACTION ORDER

BRAINS +3

SMALL

LEVEL 2

Success: When you die, redo last action (replay last card too) and then die.

Failure: Last action goes on forever, +1 Treason Star for not dying properly.

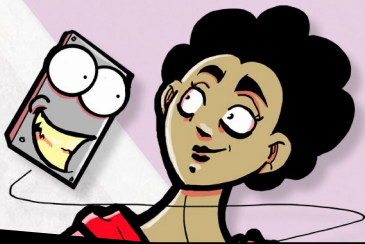


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ALPHY THE ALLY

ACTION ORDER

BRAINS +2

SMALL
LEVEL 3

Success: +2 NODE for Bureaucracy & Alpha Complex rolls, Computer Symbol gives +2 successes.

Failure: Commit treason, Computer Symbol gives +1 Treason Star.



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DANGER VISION

ACTION ORDER

BRAINS +2

SMALL
LEVEL 1

Success: +2 NODE to flee or attack anything dangerous.

Failure: -2 NODE for every damn roll.



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CLEARANCE LEVEL: ULTRAVIOLET

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738 38838 3823
665 75644 92843
446WE T HI MSEL
H HA 664537W HA
T A LOS ER 9983
736252 L0LX1000

MATCH ■



SCAN MODE 999XL

ASSESSMENT COMPLETE

SPEECH LEVEL 90000

POWER LEVEL 203859

HOURS PLAYING 12

USES HACKS

WASTE HIM

ENHANCED TARGETING ENHANCER

ACTION ORDER

VIOLENCE + 1

SMALL
LEVEL 1

Success: -2 NODE for one attack,
Computer Symbol gives same next round.
Failure: Missed attacks hit allies, explosive
stuff, etc.



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HAPPY PLACE

ACTION ORDER

CHUTZPAH +2

SMALL

LEVEL 1

Success: +1 Moxie (max +4) each round, only peaceful Action cards can be played.

Failure: -5 Action Order and must play card randomly.



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HONOUR



TREASON



HONOUR STARS

ACTION ORDER

MECHANICS +2

SMALL

LEVEL 1

Success: +1 Honour Star (max 5), +2 NODE if target has fewer Honour Stars.

Failure: All Honour Stars turn into Treason Stars.



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LIFECOACH GOLD

ACTION ORDER

CHUTZPAH +2

SMALL

LEVEL 1

Success: +2 NODE for Chutzpah rolls unless zero successes, then -1 NODE until nap.

Failure: +5 NODE for next roll, then take Maimed and activate mutant power.



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OPTOSMELLER THERAPY

ACTION ORDER

BRAINS +3

SMALL

LEVEL 1

Success: Any Moxie loss reduced by 2 (min 0).

Failure: -2 Moxie and take a Hurt.

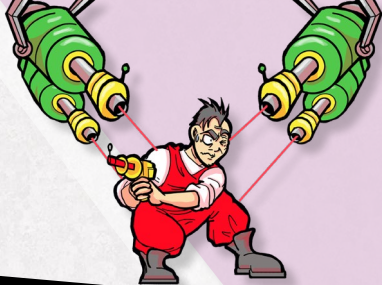


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OVERWATCH ALPHA

ACTION ORDER

CHUTZPAH +4

SMALL

LEVEL 3

Success: Roll vs. target's Treason Stars, each success = one Wound.

Failure: GM draws Secret Society card and NPCs think you're in that society.



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TROUBLESHOOTERS: THE GAME

ACTION ORDER
VIOLENCE +2

SMALL
LEVEL 1

Success: Kill 'virtual traitors' with normal rolls for +20 XP Points each kill, +1 NODE to Guns.

Failure: Computer demands you kill everyone.



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MINEFINDER

ACTION ORDER

BRAINS -1

SMALL
LEVEL 0

Success: +1 Moxie for feeling good about yourself.

Failure: You found a real mine, you and everyone nearby takes a Maimed.



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BUDDYMATCHER

ACTION ORDER

CHUTZPAH +2

SMALL
LEVEL 1

Success: +2 NODE for Bureaucracy or Psychology rolls.

Failure: GM hands you a new Secret Society card. You now have an extra Secret Society.



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FACTOID OF THE DAY

ACTION ORDER

BRAINS +0

SMALL
LEVEL 1

Success: +1 to any Stat for one scene from real facts.

Failure: -1 Brains for one scene and +1 Treason Star from incorrect facts.



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A stylized, high-contrast cartoon illustration of a character's face, focusing on the eyes and nose. The character has large, white eyes with green pupils and black outlines. The nose is a simple black line. The skin is a light orange color. The background is white with some black lines suggesting hair or clothing.

DEFRAGGING

66% COMPLETE

A horizontal progress bar with a red-to-orange gradient, showing approximately 66% completion. It is contained within a green rounded rectangle with a blue border.

MYBRAYN

ACTION ORDER

BRAINS +1

SMALL

LEVEL 2

Success: Regain all Moxie lost last turn.

Failure: Horrifying fake memories cause you to Lose It immediately.

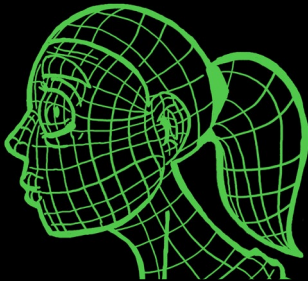


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VIRTUALU

ACTION ORDER

CHUTZPAH +2

SMALL
LEVEL 2

Success: Ignore a Computer symbol you just rolled as your AI clone talks to Friend Computer.

Failure: That AI clone confesses to treason and you are demoted one clearance.

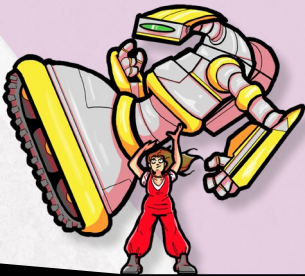


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ADRENAL CAPACITOR

ACTION ORDER
VIOLENCE +3

SMALL
LEVEL 1

Success: Your Violence roll this turn starts with 2 successes.

Failure: You rage and attack nearest character/bot with melee only.



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ZIPPY THE HELPFUL POP-UP

ACTION ORDER

CHUTZPAH +5

SMALL
LEVEL 2

Success: Zippy helps! +2 NODE on your next Brains or Mechanics roll.

Failure: Zippy never leaves! -1 Moxie per turn until somehow disabled.



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SPOT THE MUTIE!

ACTION ORDER

BRAINS +0

SMALL
LEVEL 2

Success: Know source of a mutant power used this turn (but no evidence).

Failure: Your own Mutant Power activates against yourself.



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DEEP THOUGHT

ACTION ORDER

BRAINS +3

SMALL
LEVEL 2

Success: GM gives you an honest hint on how to solve one problem.

Failure: GM tells you the worst way to solve a problem and you do that.

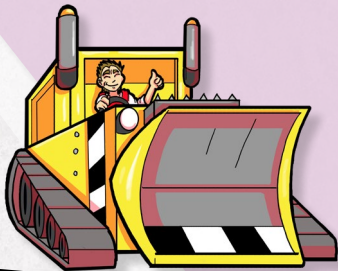


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U KNOW

ACTION ORDER
MECHANICS +3

SMALL
LEVEL 3

Success: Downloaded skills lets you auto succeed at an Operate roll with 2 successes.

Failure: Out-of-date info lets you fail that roll and -2 Mechanics for rest of scene.



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CORETECH DOSER

ACTION ORDER

BRAINS +3

SMALL

LEVEL 3

Success: Signals swarm target's Coretech, which freezes and causes a Hurt.

Failure: Your info gets out! GM whispers any treason you did this game to the target.



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RIGHTTALK INITIATIVE

ACTION ORDER

CHUTZPAH +2

SMALL

LEVEL 2

Success: Correct words fill your head for +2 Chutzpah or +4 Alpha Complex.

Failure: Distracting words cause -5 Action Order (or go last outside of combat).

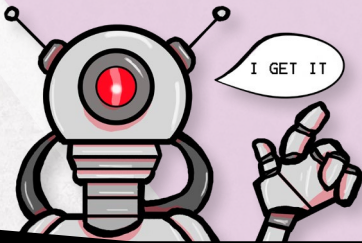


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CLONE-2-BOT LOGIC MATRIX

ACTION ORDER

CHUTZPAH +2

SMALL
LEVEL 2

Success: Speak binary and get +2 NODE on interactions with bots.

Failure: You say 'Bot, kill someone now or else!', causing it to attack a random character.

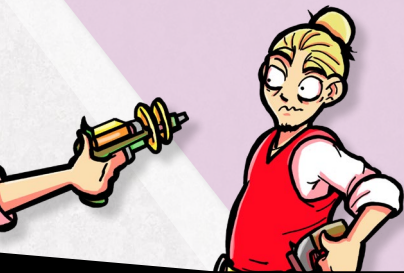


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BODY LANGUAGE PROCESSOR

ACTION ORDER

BRAINS +4

SMALL
LEVEL 2

Success: +5 Action Order as you spot aggressive body language.

Failure: You honestly believe everyone (and everything) wants to kill you.

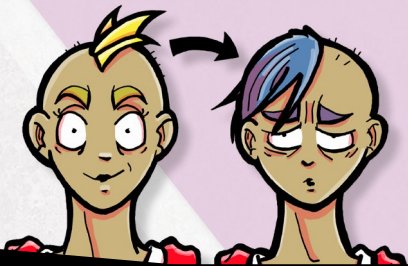


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BRAINSTATE EXCHANGER

ACTION ORDER

CHUTZPAH +3

SMALL

LEVEL 3

Success: Steal happy feelings (and 1 Moxie) from another Troubleshooter.

Failure: Steal stress instead for -2 Moxie.