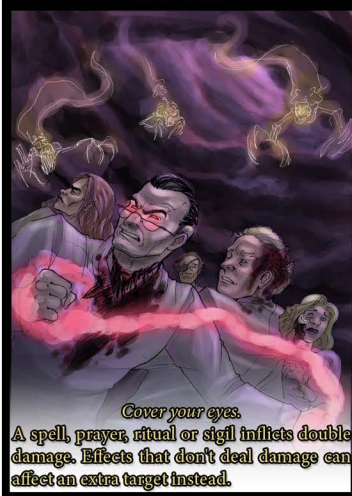


SUZERAIN



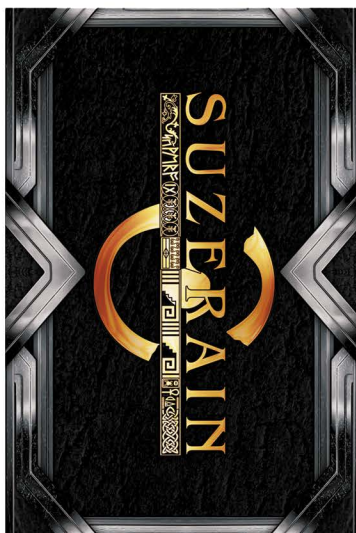
Adventure Deck

Pulse Flare

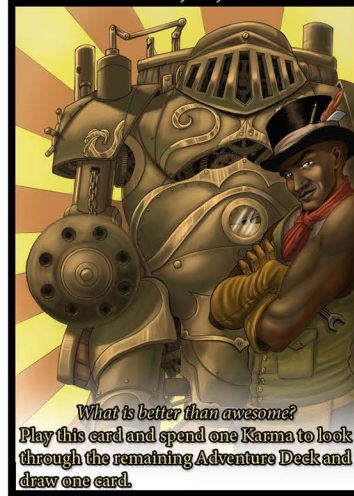


Cover your eyes.

A spell, prayer, ritual or sigil inflicts double damage. Effects that don't deal damage can affect an extra target instead.



Lucky Day



What is better than awesome?

Play this card and spend one Karma to look through the remaining Adventure Deck and draw one card.



It Could Be Worse...



...it could be raining.
Play this card at the beginning of a combat. The GM turns one opponent of her choice into a Wild Card. Every player may draw a card from the Adventure Deck.

Dumb Luck



Who'd a thunk it?
Play this card on any Wild Card during combat. The target's damage dice cannot Ace for the remainder of that combat.

Pulse Flow



I feel the power.
Play this card during combat. Allied characters recover one Pulse per round until the end of the combat or until a joker is drawn.

Divine Intervention



We can rebuild him.
Play this card whenever a Player Character or ally dies. The character is resurrected, just as if Karma had been spent to do so. All of the usual penalties remain in effect, however.

Twist The Knife



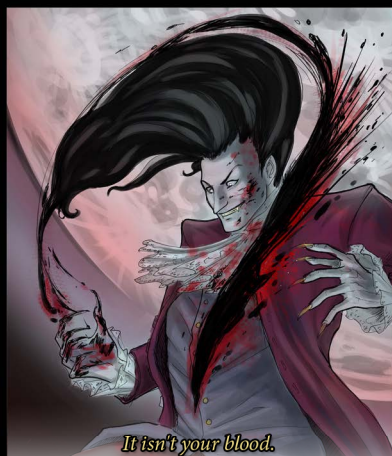
That had to hurt.
After a successful attack, play to add 1d6 damage to the total damage. This roll may Ace.

Divine Boon



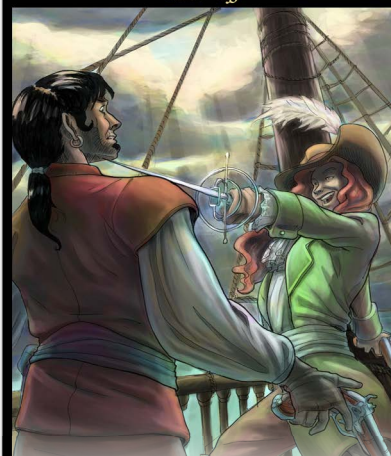
I call her Vera.
After a successful combat encounter that's significant to the plot, play this card to gain a permanent +2 damage bonus for a weapon your character used in the combat. A weapon may only have one Divine Boon.

'Tis But A Scratch



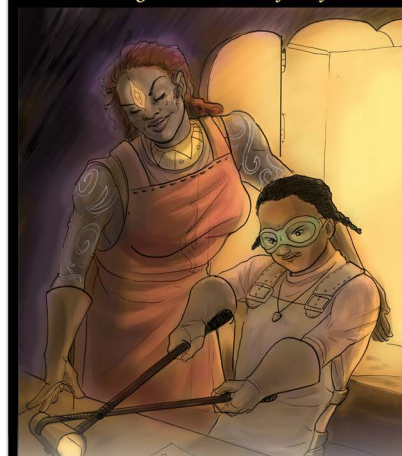
It isn't your blood.
Play this card on a character to remove one Wound. If used on an Extra that has been Incapacitated, he becomes both unwounded and unshaken.

Face-Off



I am not left handed.
Play this card to gain a +4 bonus to a single opposed Trait roll.

Blessing From A God Of Crafts



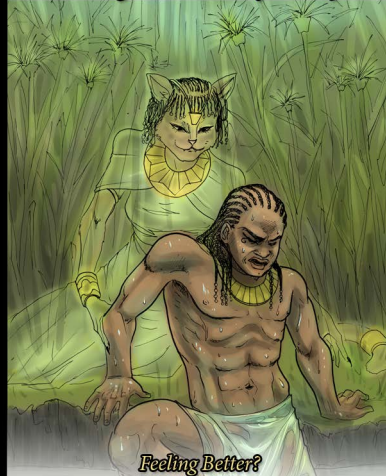
Bein' a gunsmith's an art, ya know.
Play this card to use one ability from the Patron God: Crafts Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Death



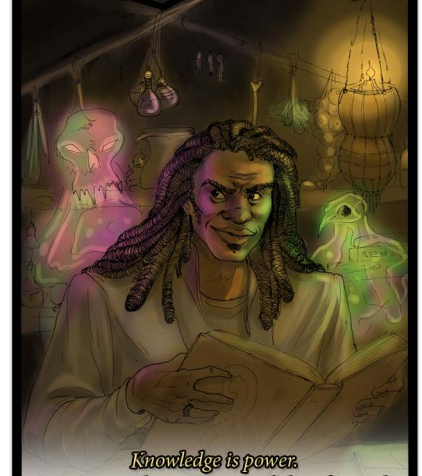
Just as natural as being born.
Play this card to use one ability from the Patron God: Death Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Fertility



Feeling Better?
Play this card to use one ability from the Patron God: Fertility Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Knowledge



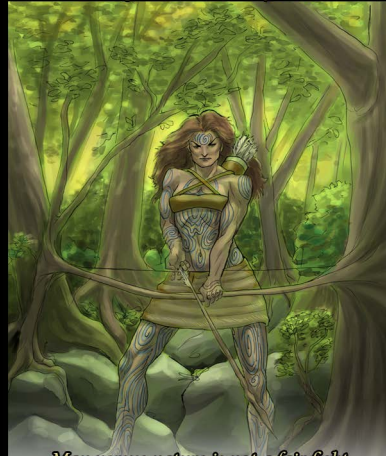
Knowledge is power.
Play this card to use one ability from the Patron God: Knowledge Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Love



Hey there, good lookin'.
Play this card to use one ability from the Patron God: Love Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Nature



Man versus nature is not a fair fight.
Play this card to use one ability from the Patron God: Nature Edge. Pulse, if necessary, must be paid as normal.

Blessing From A Trickster God



Here's laughing at you, kid.
Play this card to use one ability from the Patron God: Trickster Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of War



...now there is no hope...
Play this card to use one ability from the Patron God: War Edge. Pulse, if necessary, must be paid as normal.

Blessing From A God Of Weather



Do you know what happens to a toad when it's struck by lightning?
Play this card to use one ability from the Patron God: Weather Edge. Pulse, if necessary, must be paid as normal.

Blessing From The Gods



This is my boomstick!
Play this card after a fight with a Wild Card. The weapon that dealt the finishing blow now grants a +1 bonus to the skill needed to wield it. A weapon may only have one Blessing From The Gods.

Divine Grace



I love you, but we only have 14 hours to save the Earth!
You receive a +4 bonus to your Charisma for the remainder of the scene.

OMG! There's Two Of Them!



I'm not even supposed to be here today.
The GM chooses a creature in the current encounter; another one appears. It need not be exactly identical. Each character gains one Karma.

Right Hand Man



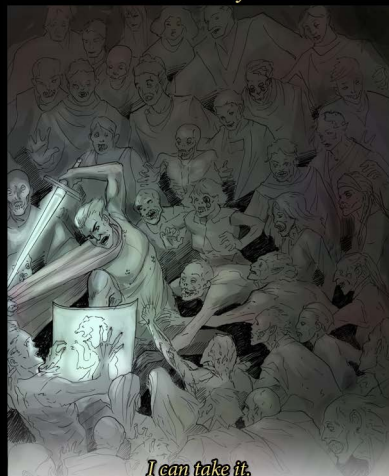
It's like Bonnie and Clyde, or Butch and Sundance.
An allied Extra becomes a Wild Card until the end of the session.

Major Flub



10/10 for effort though.
Play this card to cause an opponent to critically fail his attack roll. Karma may not be spent to re-roll.

Heroic Sacrifice



I can take it.
Play when an adjacent ally takes one or more Wounds. You suffer the damage instead, and gain one Karma.

Two Aspirin



...and a nice cup of tea.
Play this card to get a +4 bonus to any Healing (magical or non-magical) attempt on any wounded character.

Cursed By The Gods



Now is the time, here is the place.
Play this card on any round that no Jokers were drawn. One Wild Card of your choice suffers a -2 penalty to all of his Trait rolls until the combat is over or a Joker is drawn.

Shoddy Equipment



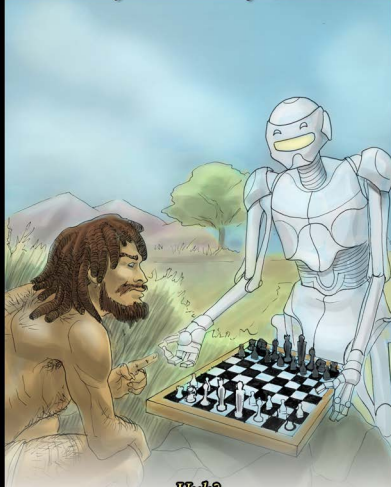
Quality is worth the cost.
Play this card to cause one item to malfunction. This item may be repaired with the proper tools and time.

Faux Pas



Better? Better get a bucket.
Play this card to give one character -4 to their Charisma for the duration of the scene.

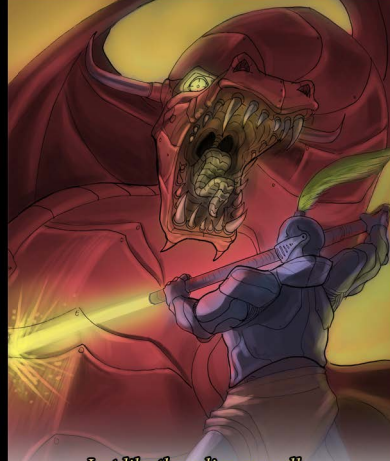
Stymied And Confused



Huh?

Play this card on one character to give them -4 to a single Trait roll.

Cleave



Just like threading a needle.

Play after you have hit an opponent in combat. Your character may ignore any Armor for this attack.

Cha-Ching!



Time to go shopping.

Play this card when searching an area or body. You find \$10x2d6. This is in addition to any other treasure that may be around.

Cat's Descent



Watch that first step.

Play this card to avoid taking damage from a fall, and you may land on your feet with a successful Agility roll.

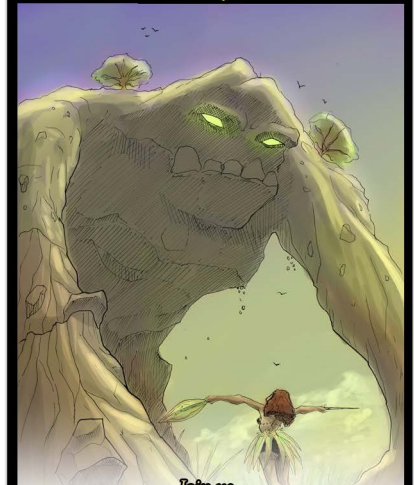
Indomitable Spirit



It's like he's made out of steel.

You may take a level of Fatigue in order to re-roll one Trait roll. This Fatigue is implemented occur after the re-roll.

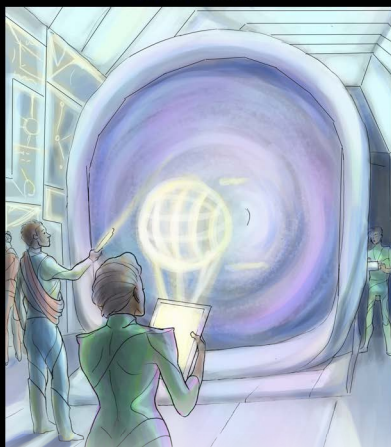
Forced Manifestation



Join us.

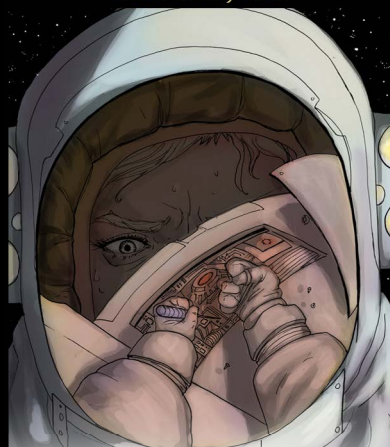
Play this card to force a single spirit to manifest in a physical form for the duration of the scene.

Nexus Stutter



Study your math, kids. Key to the Universe. You gain an additional and immediate turn (including new movement). This may be played at any time in a round.

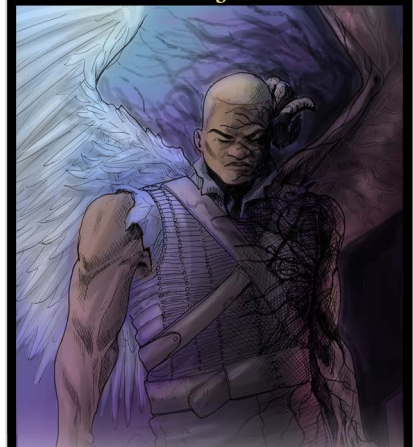
Extraordinary Focus



Wax on...

Play this card to add 1d6 to any Trait roll. This roll may Ace.

Dual-Alignment



If it bleeds...

Play this card for your character to become dual-aligned for the duration of the scene.

Temporary Transcendence



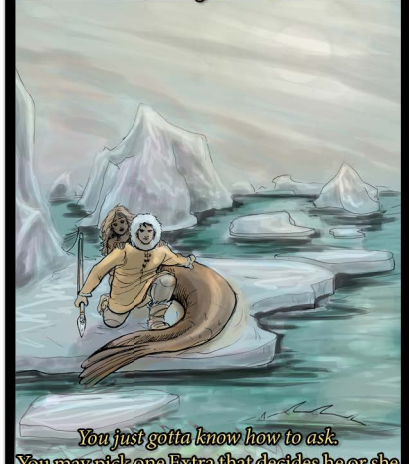
All those moments will be lost in time...
Play this card to allow your character to cast any Power he has sufficient Rank to use as a free action.

Ambient Pulse



There's more where that came from.
Play this card for your character to regain all his Pulse.

Something About You



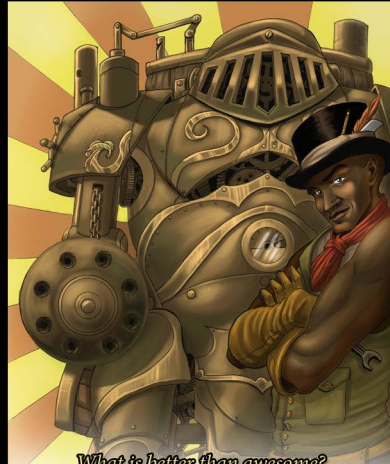
You just gotta know how to ask.
You may pick one Extra that decides he or she likes your character for some reason. They become Helpful to him for the duration of the scene.

Pulse Shield



Slippery son of a...
Play to give your character or an ally +4 to resist any Arcane Power. This acts as a +4 Armor bonus against magical area effects.

Lucky Day



What is better than awesome?
Play this card and spend one Karma to look through the remaining Adventure Deck and draw one card.

Rainy Day Stash



...like tears in the rain.
Play this card in order to obtain one ordinary item of your choosing, like food and water, lockpicks, or a few gallons of gasoline.

Good Karma



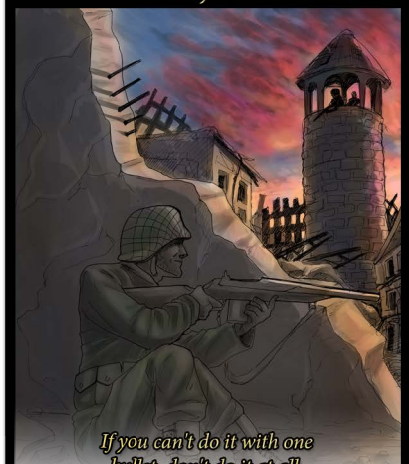
The Dude abides.
Instead of rolling, you may play this card and spend one Karma to automatically succeed on one Trait test with a raise.

Bad Karma



Aww... poor baby.
After any other character's Trait roll, you may play this card and spend one Karma to cause it to critically fail.

Lucky Shot



If you can't do it with one bullet, don't do it at all.
Play this card and spend one Karma after making a successful attack roll to automatically incapacitate the target.

Divine Inspiration



I love it when a plan comes together.
Play this card and get a little help from the GM. The exact details are left up to the GM, although you should feel free to make suggestions.

Silver Tongue



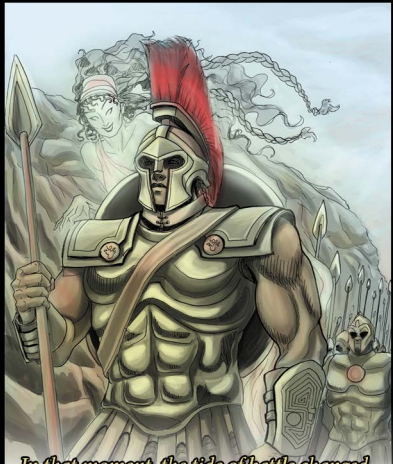
Sometimes you need to ask softer, not harder.
Play this card and spend one Karma. Your character somehow convinces an Extra (even a foe) to perform a small favor for him, such as leaving the cell door unlocked.

Beginner's Luck



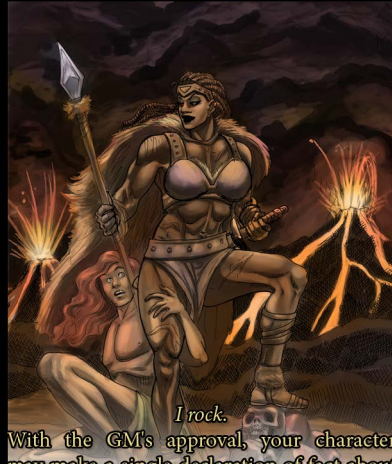
It's easier than it looks.
Play before rolling to automatically succeed with a Raise on a skill roll for which your character is normally unskilled.

Divine Charisma



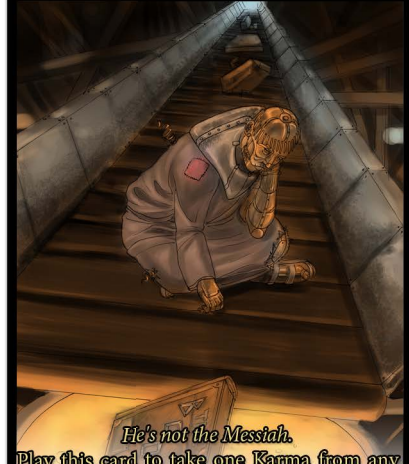
In that moment, the tide of battle changed.
Your character may use any Leadership Edge, ignoring all Requirements except Rank, for the remainder of this combat.

Narrative License



I rock.
With the GM's approval, your character may make a single declaration of fact about a situation – that the guards missed your knife when they were searching the party, for example – without spending any Karma.

Karma Balance



He's not the Messiah.
Play this card to take one Karma from any other Wild Card (this includes other Player Characters). You get to keep the Karma for your own use this session.

Lady Luck's Favorite



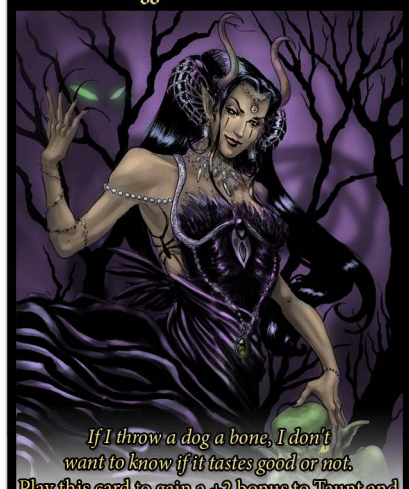
Better lucky than good.
Play this card to completely negate the damage from one attack.

Protective Telesma



Try harder.
Play this card during combat to receive a +1 to your Toughness for the remainder of that combat.

Aggressive Telesma



If I throw a dog a bone, I don't want to know if it tastes good or not.
Play this card to gain a +2 bonus to Taunt and Intimidation checks for the duration of one scene.

Soothing Telesma



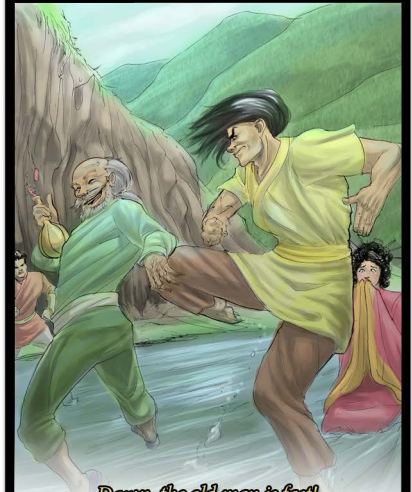
Rise and shine, sleepy-head.
Play this card to remove all Fatigue from your character.

Helpful Telesma



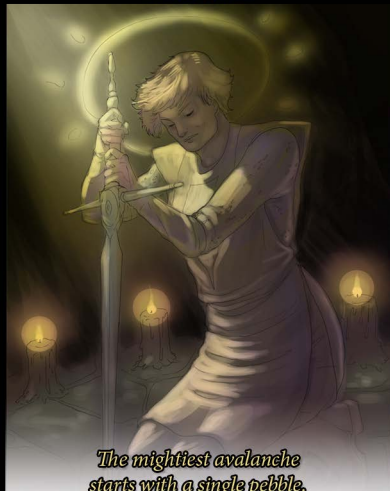
One for me, one for you.
Play this card to reduce the Pulse cost for any abilities by one, to a minimum of zero, for the duration of one scene.

Deus ex Machina



Damn, the old man is fast!
Play this card so that a Wild Card may act as if he had drawn a Joker this combat round.

Divine Focus



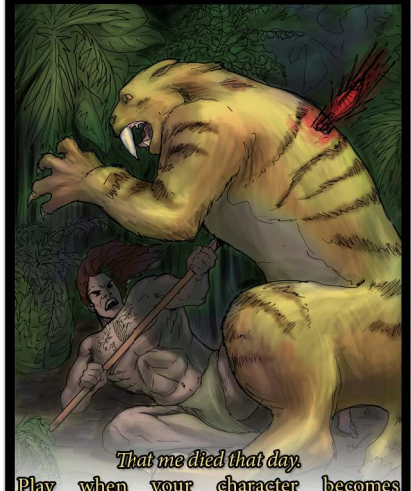
The mightiest avalanche starts with a single pebble.
Play this card to add 1d20 to any Trait roll. This roll may Ace.

Karmic Intervention



Let's fight on OUR terms.
Players may redistribute their Karma among themselves as they see fit.

Genesis Moment



That me died that day.
Play when your character becomes Incapacitated. You may take a background Edge as his next Advance.

Recall



We've got something for you, if you recall.
The gods recall your character to the Maelstrom for a quick chat, perhaps pulling him out of danger or providing an elusive clue.

Gift From Your Patron

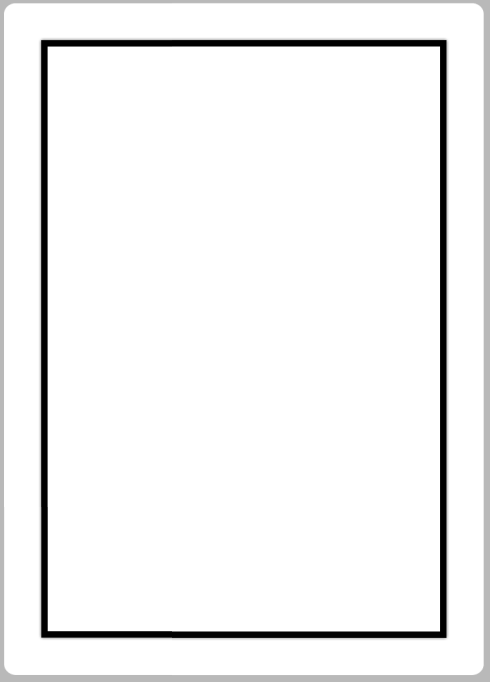
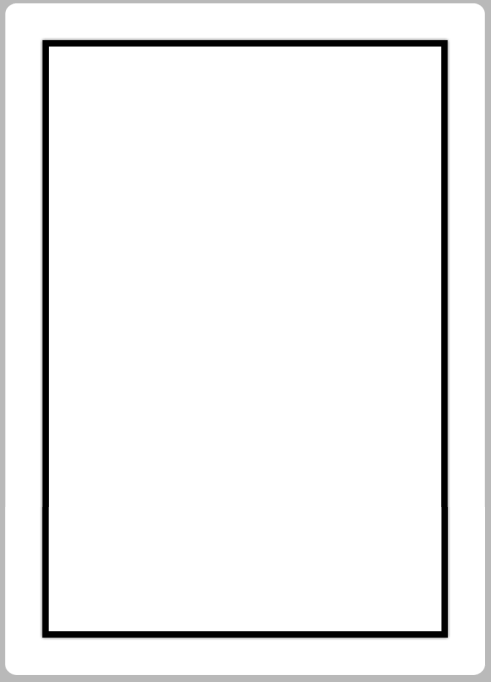
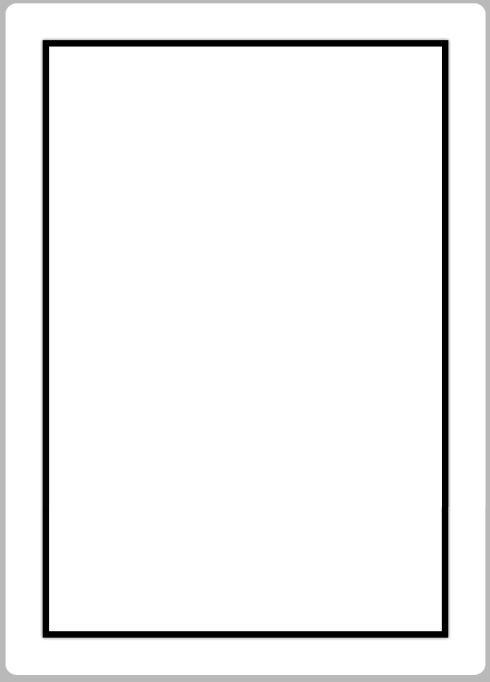
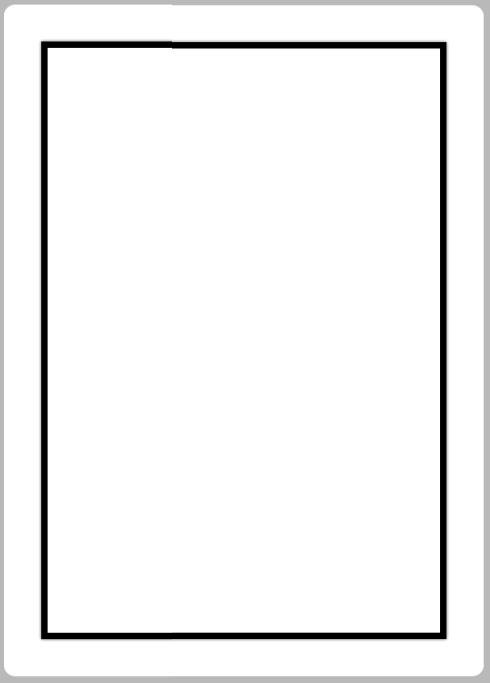
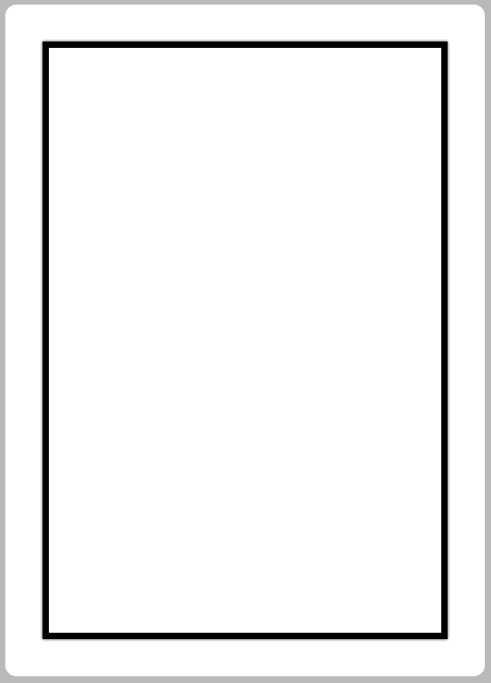
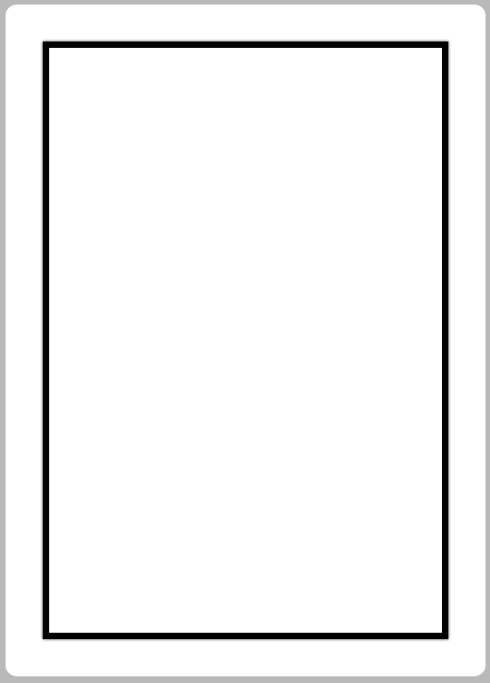
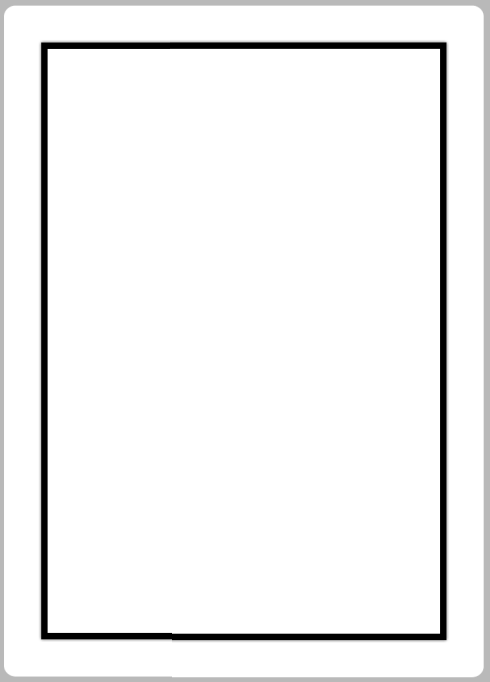
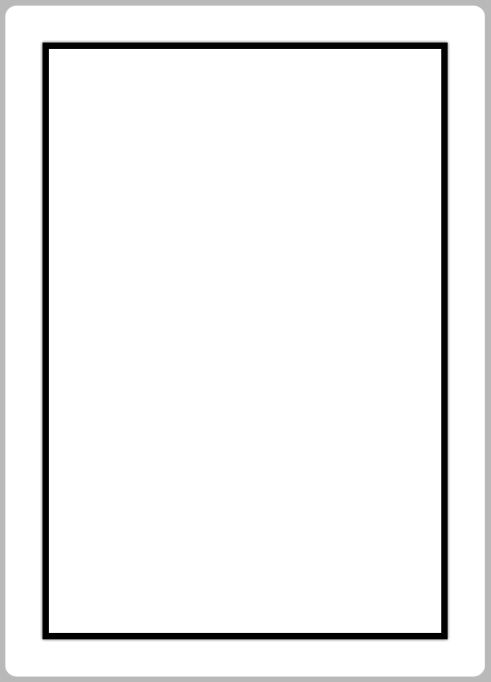
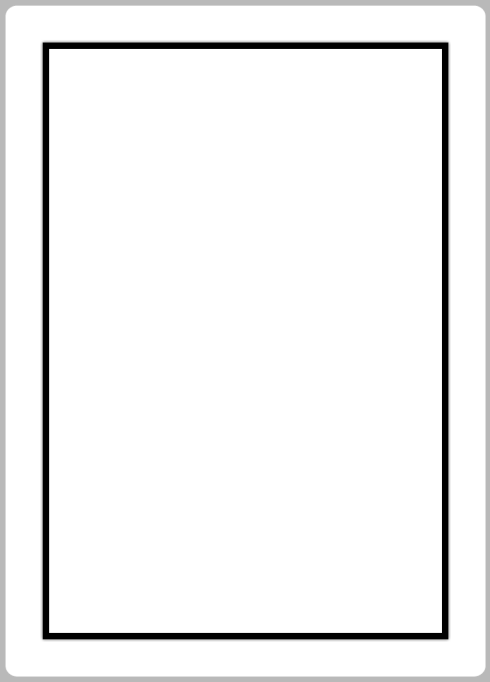


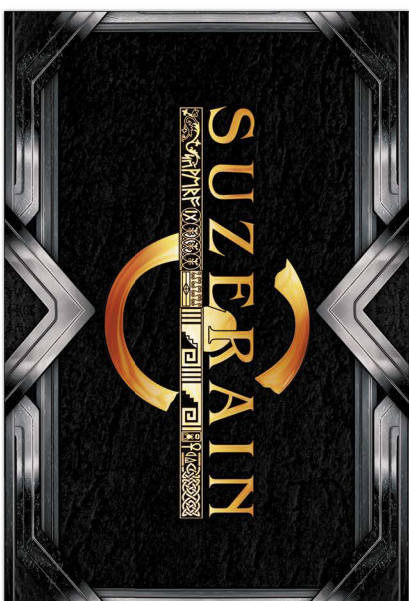
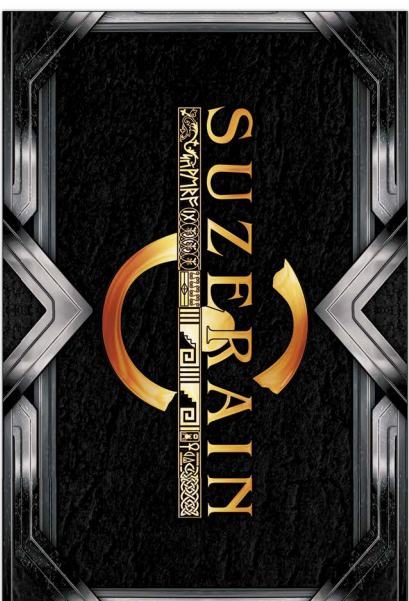
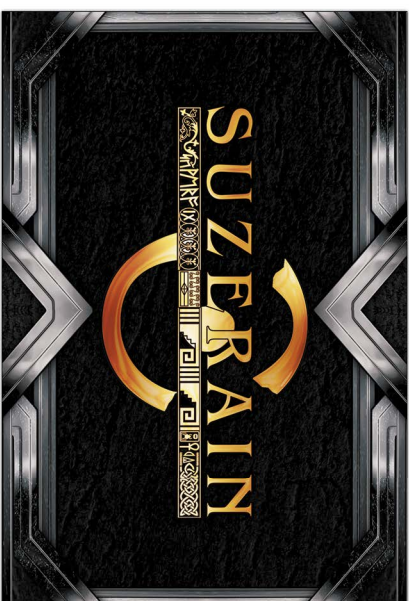
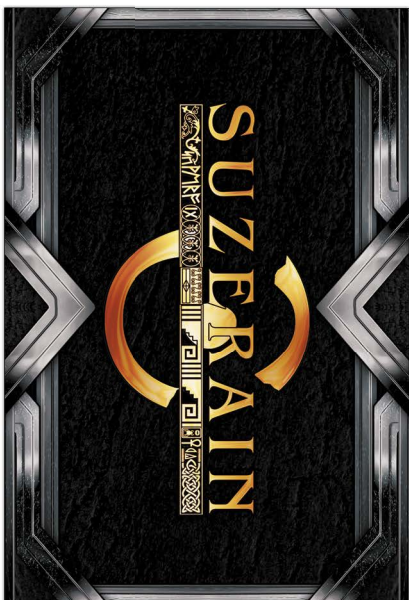
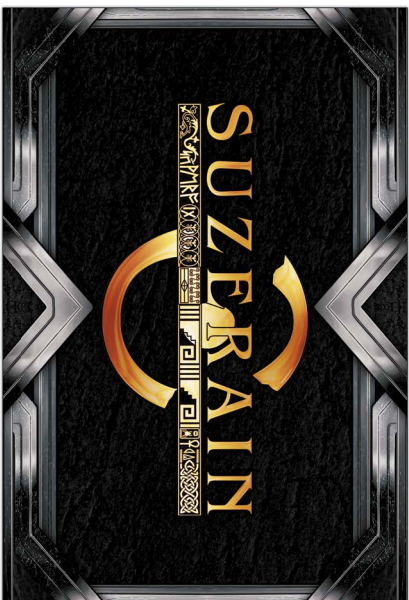
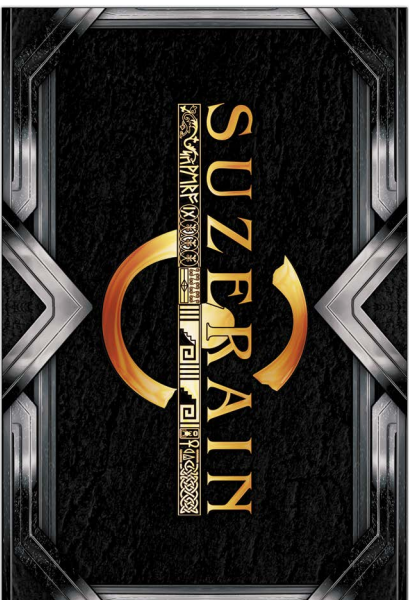
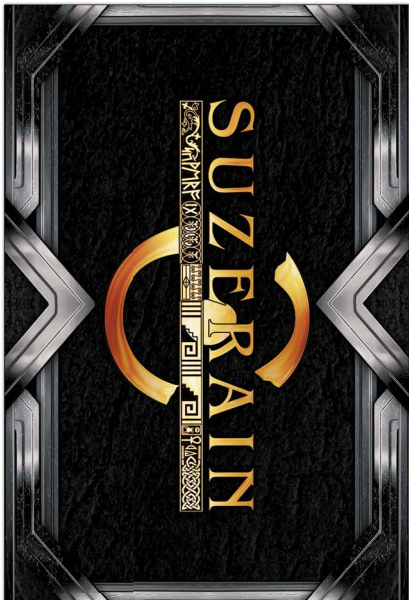
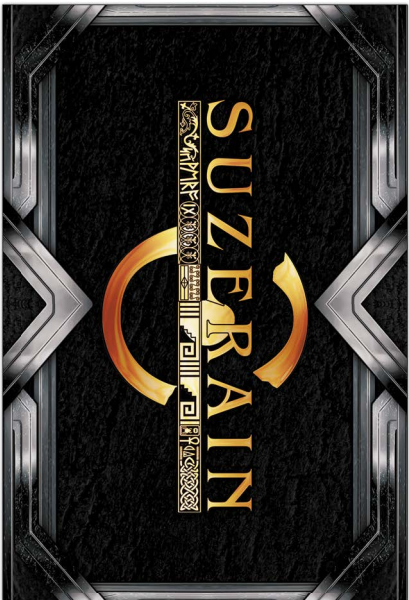
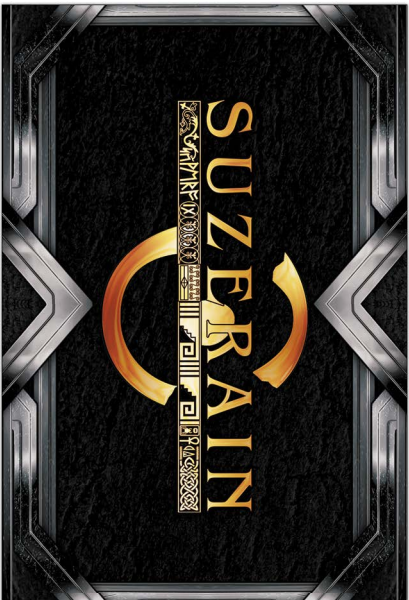
I like unwrapping things!
Gain the use of any one Edge for the session ignoring all requirements apart from character rank.

Pulse Flare



Cover your eyes.
A spell, prayer, ritual or sigil inflicts double damage. Effects that don't deal damage can affect an extra target instead.





**CONTINUUM
EDITION**

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