



RECONNECT

Immediately Reconnect without a test.



MISTAKEN IDENTITY

Play to be mistaken for someone else when it is advantageous for you—someone working with your foes, a trusted celebrity, an expected courier, etc.

Alternatively, gain 2 Possibilities but you are mistaken for someone that puts you at an immediate disadvantage—a wanted criminal, a hated rival, and so on.



IDEA

Gain a clue or insight indicating the next course of action your hero should take, or play to make the Approved Action of the Drama Deck “Any.”



TRANSFER

Play to give any number of your Possibilities to other Storm Knights.



DELPHI SUPPORT

Gain a +5 bonus a test to requisition equipment. Alternatively play in the field to find a Delphi Council cargo box in the area. Make a normal persusasion test. The GM chooses an appropriate item of that Value Level or less to place in the box.