

DISORGANIZED RABBLE!

A
C

Mobs on either side are Stymied thanks to discipline and formations being contradictory concepts.

Standard: H — V Fatigued

Dramatic: V — H Fatigued

MANEUVER/TRICK

I-L

SOMETHING ABOUT YOU...

A
B
D

If you have Charisma 8+ any test you attempt this round is Favored.

Standard: V Stymied H —

Dramatic: H Surge V —

MANEUVER / TAUNT

2-L

PEEL THE FALSE SKIN!



A
B

Any worn Armor provides half its usual protection (rounding up) this round.

Standard: H —

V Flurry

Dramatic: V —

H Surge

TAUNT / TRICK

3-L

LANALA'S RAGE!

A
C

All characters become Stymied.

Standard: V —

H Surge

Dramatic: H Fatigued

V —

MANEUVER / TRICK

4-L

BAD FOOTING!

A
D

Villains must test Agility or become Very Vulnerable.

Standard: H — V Fatigued

Dramatic: V Fatigued H —

TRICK

5-L

STRONG SPIRITS!

A
B
C

The faith skill is Favored this round, but the backlash for failing to invoke a Miracle increases to a Wound.

Standard: H — V Inspiration

Dramatic: V Inspiration H —

TAUNT

6-L

CRUMBLING RUINS!

B
C

Heroes must test Agility or become Very Vulnerable.

Standard: V — H Fatigued

Dramatic: H — V Up

MANEUVER

7-L

THICK SKIN!

B
D

Any character with a natural Armor rating gains +1 Toughness for the round.

Standard: V Inspiration H —

Dramatic: H Surge V —

INTIMIDATE

8-L

PUNY TRICKS!

B
C

The intimidate skill may be used as the defense against any type of Interaction Attack this round.

Standard: H — V Fatigued

Dramatic: V — H Surge

TAUNT / TRICK

9-L

SOOTHE THE SAVAGE BEAST!

COMPLICATION

The persuasion skill may be used as an Interaction Attack this round. The target is the defender's persuasion.

Standard: V — H Inspiration

Dramatic: H Stymied V —

ANY

10-L

BARED FANGS!

A
B

Unarmed attacks by either side are favored this round.

Standard: H Fatigued V —

Dramatic: V Fatigued H —

ATTACK / DEFEND

II-L

FICKLE FATE!

A
B
C
D

Dice added by Possibilities (or an equivalent) don't add a minimum of 10 this round.

Standard: V —

H Up

Dramatic: H —

V Flurry

ANY MULTI-ACTION

12-L

THE SIGNS ARE BAD!

A
D

**All villains must make a fear test.
Those who fail become Stymied, and
must flee on a Mishap.**

Standard: H Up V —

Dramatic: V Fatigued H —

INTIMIDATE / TAUNT

13-L

THE FIRE HUNGERS!

A
B
C

An appropriate portion of the map (GM's call) ignites and begins burning as a bonfire (12 damage).

Standard: V Setback H —

Dramatic: H Fatigued V —

INTIMIDATE / MANEUVER 14-L

AN ILL WIND!

Villains' missile weapons gain 10 extra meters of range.

POSSIBLE SETBACK

Standard: H Surge V —

Dramatic: V — H Confused

ATTACK

15-L

DON'T THINK TOO HARD!

CRITICAL PROBLEM

Any character with a Social Axiom of 8 or higher must roll to avoid Disconnection as if a Surge occurred.

Standard: V — H —

Dramatic: H Inspiration V —

ANY MULTI-ACTION

16-L

MAKE YOURSELF LOOK BIGGER!

A
B
D

This round the intimidation skill becomes based on Strength rather than Spirit.

Standard: H — V Fatigued

Dramatic: V — H Confused

INTIMIDATE / TRICK

17-L

FASTER THAN THEY LOOK!

A
B

Villains gain an extra 5 meters of movement, or an extra 15 meters of movement if they Run.

Standard: V —

H Flurry

Dramatic: H Surge

V —

INTIMIDATE / TAUNT

18-L

A FAVORABLE WIND!

A
C

Heroes' missile weapons gain 10 extra meters of range.

Standard: H — V —

Dramatic: V — H Flurry

ATTACK / TRICK

19-L



SPRINT FOR IT!

A
D

Heroes gain an extra 5 meters of movement, or an extra 15 meters of movement if they Run.

Standard: V — H —

Dramatic: H — V Flurry

INTIMIDATE / MANEUVER 20-L

FLARING TENSIONS!

A
B
C
D

Two villains attack one another simultaneously, playing no mind to the heroes at all.

Standard: H Up V —

Dramatic: H — V Setback

INTIMIDATE

2I-L

KILLER TERRAIN!

A
B
C

The survival skill may be used as an Interaction Attack this round. The target is the defender's survival.

Standard: H Inspiration V —

Dramatic: H — V —

ANY

22-L

BLEEDING OUT!

A
B
D

Any villain who has suffered one or more Wounds suffers another Wound.

Standard: H — V Setback

Dramatic: H — V —

MANEUVER

23-L

SHARPENED BLADES!

A
B
C
D

Melee weapons attacks by either side are Favored this round.

Standard: H — V —

Dramatic: H — V Setback

ATTACK / MANEUVER

24-L

SHATTERED BLADES!

A
B
C
D

Any weapon used this round gains a Malfunction range of 1-4 and breaks on a Malfunction.

Standard: H Flurry V —

Dramatic: H Up V —

TAUNT

25-L

SMALL PACKS HUNT BEST!

A
B
D

Mobs may not cooperate on tests.

Standard: H — V Fatigued

Dramatic: H — V Stymied

INTIMIDATE / TRICK

26-L

THE SPIRITS ROUSED!

A
B

Any character with a Condition (Stymied or Vulnerable) suffers 2 Shock.

Standard: H — V Fatigued

Dramatic: H Inspiration V —

MANEUVER / TAUNT

27-L

LOUDER THAN WORDS!

A
B
C

Taunts suffer a -10 penalty this round.

Standard: H — V —

Dramatic: H Flurry V —

ATTACK / INTIMIDATE

28-L

REALITY BURST!

A
D

**All Ords suffer 2 Shock and disconnect.
Reality-rated characters test reality and
lose 1 Possibility on a failure.**

Standard: H — V Stymied

Dramatic: H Inspiration V —

ATTACK / TAUNT

29-L



ARISE!

A
B

Any KOed characters (including Defeated ones) regain consciousness and recover 2 Shock.

Standard: H Flurry V —

Dramatic: H — V —

TRICK

30-L



ME FIRST!

B

D

Heroes must act according to how the players are seated, starting to the GM's right and proceeding counter-clockwise.

Standard: V — H Fatigued

Dramatic: V — H Surge

DEFEND

31-L

SPRIT MIST RISES!

A
C

**All attacks suffer an extra -2
Darkness penalty during the turn.
Star Eyes ignore this.**

Standard: V — H Surge

Dramatic: V Inspiration H —

DEFEND / MANEUVER

32-L

HOT AND HUMID!

COMPLICATION

Any character wearing Armor (whether it Fatigues or not) suffers 2 Shock.

Standard: V — H —

Dramatic: V — H Stymied

DEFEND / TAUNT

33-L

A DISTANT ROAR!

B
C

The heroes must make a Hard (DN 14) Fear test or become Stymied.

Standard: V — H Setback

Dramatic: V Inspiration H —

DEFEND / TRICK

34-L



MERCY!

B
D

On this round ∞ results do not add extra Bonus Dice of damage.

Standard: V — H —

Dramatic: V Up H —

DEFEND

35-L

PLAN, WHAT PLAN?!

POSSIBLE SETBACK

Heroes must act according to how the players are seated, starting to the GM's right and proceeding counter-clockwise.

Standard: V — H Stymied

Dramatic: V — H Confused

DEFEND / TAUNT

36-L

DON'T SHOW YOUR THROAT!

B
C

The character who has suffered the most Shock (GM's call on a tie) becomes Very Vulnerable.

Standard: V —

H Surge

Dramatic: V Up

H —

DEFEND / INTIMIDATE

37-L

EYE OF THE PREDATOR!

B
D

Missile weapons attacks are Favored this round.

Standard: V Up H —

Dramatic: V Inspiration H —

DEFEND / MANEUVER

38-L

THESE ROCKS HATE YOU.

A
B

Any roll of 1-4 is treated as a Mishap this round.

Standard: V —

H Confused

Dramatic: V —

H Setback

DEFEND / INTIMIDATE

39-L

LOSING BLOOD!

CRITICAL PROBLEM

Any heroes with one or more Wounds suffer an additional Wound.

Standard: V —

H Setback

Dramatic: V —

H Setback

DEFEND / TRICK

40-L