

1

Action

Enchantment Cost: **1**

Play after declaring an action. Gain +1 bonus to any Test you make or any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

Players

Haste / Fatigue

Attack/Defend

3

Action

Enchantment Cost: **3**

Play after declaring an action. Gain +3 bonus to any Test you make or any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

Players

Haste / Fatigue

Attack/Defend

5

Action

Enchantment Cost: **5**

Play after declaring an action. Gain +1D bonus to any Test you make or any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

Players

Haste / Fatigue

Attack/Defend

2

Action

Enchantment Cost: **2**

Play after declaring an action. Gain +2 bonus to any Test you make or any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

NPCs

Fatigue / Haste

Attack/Defend

4

Action

Enchantment Cost: **4**

Play after declaring an action. Gain +4 bonus to any Test you make or any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

NPCs

Fatigue / Haste

Attack/Defend

6

Adrenaline

Enchantment Cost: **0**

Play after declaring a Strength, Stamina, or Agility Test. Gain +1 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

NPCs

Haste / Setback

Defend/Maneuver

7

Adrenaline

Enchantment Cost: **1**

Play after declaring a Strength, Stamina, or Agility Test. Gain +1 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 0

Players

Haste / Up

Defend/Maneuver

9

Adrenaline

Enchantment Cost: **2**

Play after declaring a Strength, Stamina, or Agility Test. Gain +2 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 1

Players

Setback / Haste

Defend/Maneuver

11

Adrenaline

Enchantment Cost: **3**

Play after declaring a Strength, Stamina, or Agility Test. Gain +3 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK

Complication

Advantage Level 1

Players

Inspired / Fatigued

Attack/Trick

8

Adrenaline

Enchantment Cost: **2**

Play after declaring a Strength, Stamina, or Agility Test. Gain +2 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK
Complication

Advantage Level 0

NPCs

Up / Haste

Defend/Maneuver

10

Adrenaline

Enchantment Cost: **3**

Play after declaring a Strength, Stamina, or Agility Test. Gain +3 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs

Haste / Stymied

Defend/Maneuver

12

Adrenaline

Enchantment Cost: **4**

Play after declaring a Strength, Stamina, or Agility Test. Gain +4 bonus to that Test or to any value generated by that Test.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs

Fatigue / Inspired

Attack/Trick

13

Adrenaline

Enchantment Cost: **5**

Play after declaring a Strength, Stamina, or Agility Test. Gain +1D bonus to that Test or to any value generated by that Test.

DRAMATIC TASK
Complication

Advantage Level 1

Players

Inspired / Fatigued

Attack/Taunt

15

Breakthrough

Enchantment Cost: **2**

Play when making an untrained skill Test (0 ranks). Gain +2 bonus to the Test.

DRAMATIC TASK
Complication

Advantage Level 1

Players

Stymied / Inspired

Defend/Taunt

17

Breakthrough

Enchantment Cost: **4**

Play when making an untrained skill Test (0 ranks). Gain +4 bonus to the Test.

DRAMATIC TASK
Complication

Advantage Level 1

Players

Haste / Stymied/Confuse

Defend/Taunt

14

Breakthrough

Enchantment Cost: **1**

Play when making an untrained skill Test (0 ranks). Gain +1 bonus to the Test.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs

Inspired / Stymied

Defend/Taunt

16

Breakthrough

Enchantment Cost: **3**

Play when making an untrained skill Test (0 ranks). Gain +3 bonus to the Test.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs

Inspired / Stymied

Defend/Taunt

18

Claim

Enchantment Cost: **0**

Take the top card from the discard pile into your hand.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs

Stymied/Confuse / Haste

Trick/Maneuver

19

Claim

Enchantment **Cost: 0**

Take the top card from the discard pile into your hand.

DRAMATIC TASK
Complication

Advantage Level 1

Players
- / -

Intimidate/Defend

21

Claim

Enchantment **Cost: 0**

Take the top card from the discard pile into your hand.

DRAMATIC TASK
Complication

Advantage Level 1

Players
Haste/Up / Fatigue

Trick/Maneuver

23

Drama

Enchantment **Cost: 2**

Acts as a Fate Point or 3 Character Points placed in the Party Pool

DRAMATIC TASK
Complication

Advantage Level 1

Players
tymied/Confuse / Flurry

Attack/Trick

20

Claim

Enchantment **Cost: 0**

Take the top card from the discard pile into your hand.

DRAMATIC TASK
Complication

Advantage Level 1

NPCs
Fatigue / Haste/Up

Trick/Maneuver

22

Double Cross

Enchantment **Cost: 0**

Play when making a skill Test that directly opposes the party's current objective. Gain a +4 bonus to that Test.

DRAMATIC TASK
Complication

Advantage Level 1

Players
Flurry / tymied/Confuse

Attack/Trick

24

Drama

Enchantment **Cost: 2**

Acts as a Fate Point or 3 Character Points placed in the Party Pool

DRAMATIC TASK
Complication

Advantage Level 1

Players
Surge / Setback

Taunt/Maneuver

25

Drama

Enchantment **Cost: 3**

Acts as a Fate Point or 3 Character Points placed in the Party Pool

DRAMATIC TASK
Complication

Advantage Level 2

Players
Setback / Surge

Taunt/Maneuver

27

Drama

Enchantment **Cost: 3**

Acts as a Fate Point or 3 Character Points placed in the Party Pool

DRAMATIC TASK
-1

Advantage Level 2

Players
Surge / Fatigue

Taunt/Maneuver

29

Effect

Enchantment **Cost: 4**

Play after a successful Test. Add +4 bonus to any Effect Value generated by that Test, such as damage, healing, an opposed Test total, or the Result Point total.

DRAMATIC TASK
-1

Advantage Level 2

NPCs
Fatigue / Setback

Trick/Maneuver

26

Drama

Enchantment Cost: **3**

Acts as a Fate Point or 3 Character Points placed in the Party Pool

DRAMATIC TASK
-1

Advantage Level 2

NPCs

Fatigue / Surge

Taunt/Maneuver

28

Effect

Enchantment Cost: **3**

Play after a successful Test. Add +3 bonus to any Effect Value generated by that Test, such as damage, healing, an opposed Test total, or the Result Point total.

DRAMATIC TASK
-1

Advantage Level 2

NPCs

Fatigue / Stymied

Trick/Maneuver

30

Effect

Enchantment Cost: **5**

Play after a successful Test. Add +1D bonus to any Effect Value generated by that Test, such as damage, healing, an opposed Test total, or the Result Point total.

DRAMATIC TASK
-1

Advantage Level 2

Players

Setback / Fatigue

Trick/Maneuver

31

Haste

Enchantment Cost: **2**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

NPCs

Up / Haste

Taunt/Maneuver

33

Haste

Enchantment Cost: **2**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

NPCs

Up / Haste

Taunt/Maneuver

35

Haste

Enchantment Cost: **3**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

NPCs

- / -

Taunt/Intimidation

32

Haste

Enchantment Cost: **2**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

Players

Haste / Up

Taunt/Maneuver

34

Haste

Enchantment Cost: **2**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

Players

- / -

Taunt/Intimidation

36

Haste

Enchantment Cost: **3**

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK
-

Advantage Level 2

Players

Surge / -

Taunt/Intimidation

37

Haste

Enchantment

Cost: 3

Play during your turn. Immediately gain one additional action this turn. This action does not increase or suffer any Multi-Action Penalties.

DRAMATIC TASK

Advantage Level 2

NPCs

- / Surge

Taunt/Intimidation

39

Hero

Enchantment

Cost: 1

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

NPCs

- / Fatigue

Attack/Maneuver

41

Hero

Enchantment

Cost: 2

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

NPCs

- / Fatigue

Intimidation/Defend

38

Hero

Enchantment

Cost: 1

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

Players

Fatigue / -

Attack/Maneuver

40

Hero

Enchantment

Cost: 1

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

Players

Fatigue / -

Intimidation/Defend

42

Hero

Enchantment

Cost: 2

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

Players

- / -

Intimidation/Defend

43

Hero

Enchantment

Cost: 2

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

Advantage Level 2

NPCs

Up / Haste

Attack/Maneuver

45

Idea

Enchantment

Cost: 1

Play this card at any time. GM must provide a clue, hint, or insight that helps advance the current scene, mystery, or storyline. The clue should aid the characters without automatically solving the problem.

DRAMATIC TASK +1

Advantage Level 2

Players

Inspired / Haste

Attack/Maneuver

47

Idea

Enchantment

Cost: 1

Play this card at any time. GM must provide a clue, hint, or insight that helps advance the current scene, mystery, or storyline. The clue should aid the characters without automatically solving the problem.

DRAMATIC TASK

Advantage Level 2

Players

Confused / Haste

Attack/Maneuver

44

Hero

Enchantment Cost: 2

Acts as a Character Points used this turn or placed in the Party Pool

DRAMATIC TASK

+1

Advantage Level 2

Players

Haste / Up

Attack/Maneuver

46

Idea

Enchantment Cost: 1

Play this card at any time. GM must provide a clue, hint, or insight that helps advance the current scene, mystery, or storyline. The clue should aid the characters without automatically solving the problem.

DRAMATIC TASK

-

Advantage Level 2

Players

Haste / Inspired

Attack/Maneuver

48

Leadership

Enchantment Cost: 3

Play at any time during the current turn or round. Increase the current Advantage Level by the listed amount for the remainder of the turn or round.

DRAMATIC TASK

-

Advantage Level 2

Players

Haste / Confused

Trick/Intimidation

49

Leadership

Enchantment Cost: 4

Play at any time during the current turn or round. Increase the current Advantage Level by the listed amount for the remainder of the turn or round.

DRAMATIC TASK

+1

Advantage Level 2

Players

Haste / -

Trick/Intimidation

51

Opponent Fails

Enchantment Cost: 0

Play immediately after an opponent declares a Test, but before its outcome is resolved. That Test automatically fails.

DRAMATIC TASK

-

Advantage Level 3

Players

Setback / -

Maneuver/Intimidation

53

Opponent Fails

Enchantment Cost: 0

Play immediately after an opponent declares a Test, but before its outcome is resolved. That Test automatically fails.

DRAMATIC TASK

-

Advantage Level 3

Players

Confused / -

Maneuver/Intimidation

50

Leadership

Enchantment Cost: 5

Play at any time during the current turn or round. Increase the current Advantage Level by the listed amount for the remainder of the turn or round.

DRAMATIC TASK

+1

Advantage Level 3

Players

- / Haste

Trick/Intimidation

52

Opponent Fails

Enchantment Cost: 0

Play immediately after an opponent declares a Test, but before its outcome is resolved. That Test automatically fails.

DRAMATIC TASK

-

Advantage Level 3

Players

- / Setback

Maneuver/Intimidation

54

Presence

Enchantment Cost: 0

Play after declaring a non-Extrnormal Will Power Test. Gain +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

+1

Advantage Level 3

Players

- / Confused

None

55

Presence

Enchantment Cost: **1**

Play after declaring a non-Extrnormal Will Power Test. Gain +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

Players

- / Inspired

None

57

Presence

Enchantment Cost: **2**

Play after declaring a non-Extrnormal Will Power Test. Gain +2 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

Players

Up / -

None

59

Presence

Enchantment Cost: **3**

Play after declaring a non-Extrnormal Will Power Test. Gain +3 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

Players

Stymied / Up

Any

56

Presence

Enchantment Cost: **2**

Play after declaring a non-Extrnormal Will Power Test. Gain +2 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

NPCs

Inspired / -

None

58

Presence

Enchantment Cost: **3**

Play after declaring a non-Extrnormal Will Power Test. Gain +3 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

NPCs

- / Up

None

60

Presence

Enchantment Cost: **4**

Play after declaring a non-Extrnormal Will Power Test. Gain +4 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK +1

Advantage Level 3

NPCs

Up / Stymied

Any

61

Presence

Enchantment Cost: **5**

Play after declaring a non-Extrnormal Will Power Test. Gain +1D bonus to the Test or to any value generated by that Test.

DRAMATIC TASK -

Advantage Level 3

Players

Stymied / Setback

Any

63

Rally

Enchantment Cost: **2**

Play during your turn. Every player on your side immediately draws 2 cards from the Drama Deck.

DRAMATIC TASK -

Advantage Level 3

NPCs

- / Fatigue

Maneuver/Trick

65

Second Chance

Enchantment Cost: **2**

Play immediately after you fail a Test. You may immediately reattempt the same Test using the same declared action. The second result stands.

DRAMATIC TASK -

Advantage Level 3

NPCs

- / Inspired

Intimidation/Defend

62

Rally

Enchantment Cost: **1**

Play during your turn. Every player on your side immediately draws 1 card from the Drama Deck.

DRAMATIC TASK

Advantage Level 3

NPCs

Fatigue / -

Maneuver/Trick

64

Second Chance

Enchantment Cost: **2**

Play immediately after you fail a Test. You may immediately reattempt the same Test using the same declared action. The second result stands.

DRAMATIC TASK

Advantage Level 3

Players

Inspired / -

Intimidation/Defend

66

Second Chance

Enchantment Cost: **2**

Play immediately after you fail a Test. You may immediately reattempt the same Test using the same declared action. The second result stands.

DRAMATIC TASK

Advantage Level 3

Players

- / -

Intimidation/Defend

67

Seize Initiative

Enchantment Cost: **0**

Play at the end of a combat round, before the GM reveals the next Initiative card. The current Initiative card remains in effect for one additional round instead of revealing a new one.

DRAMATIC TASK

+1

Advantage Level 3

NPCs

Fatigue / -

Trick/Maneuver

69

Seize Initiative

Enchantment Cost: **0**

Play at the end of a combat round, before the GM reveals the next Initiative card. The current Initiative card remains in effect for one additional round instead of revealing a new one.

DRAMATIC TASK

+1

Advantage Level 3

NPCs

- / -

Maneuver/Intimidation

71

Supporter

Enchantment Cost: **1**

Play after another character declares a Test. That character gains +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

-

Advantage Level 3

NPCs

- / Inspired

Trick/Attack

68

Seize Initiative

Enchantment Cost: **0**

Play at the end of a combat round, before the GM reveals the next Initiative card. The current Initiative card remains in effect for one additional round instead of revealing a new one.

DRAMATIC TASK

+1

Advantage Level 3

Players

- / Fatigue

Trick/Maneuver

70

Supporter

Enchantment Cost: **0**

Play after another character declares a Test. That character gains +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

+1

Advantage Level 3

Players

Setback / -

Trick/Attack

72

Supporter

Enchantment Cost: **2**

Play after another character declares a Test. That character gains +2 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

-

Advantage Level 3

Players

Inspired /

Trick/Attack

73

Supporter

Enchantment Cost: **3**

Play after another character declares a Test. That character gains +3 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-

Advantage Level **3**

NPCs

- / Up

Trick/Intimidation

75

Supporter

Enchantment Cost: **5**

Play after another character declares a Test. That character gains +1D bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-2

Advantage Level **4**

Players

- / -

Trick/Intimidation

77

Willpower

Enchantment Cost: **1**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-2

Advantage Level **4**

Players

Up/Haste / Haste

Maneuver/Taunt

74

Supporter

Enchantment Cost: **4**

Play after another character declares a Test. That character gains +4 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-2

Advantage Level **3**

Players

Up / -

Trick/Intimidation

76

Willpower

Enchantment Cost: **0**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +1 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-2

Advantage Level **4**

NPCs

Haste / Up/Haste

Maneuver/Taunt

78

Willpower

Enchantment Cost: **2**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +2 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-2

Advantage Level **4**

NPCs

Haste / Up/Haste

Trick/Taunt

79

Willpower

Enchantment Cost: **2**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +2 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-

Advantage Level **4**

Players

Up/Haste / Haste

Trick/Taunt

81

Willpower

Enchantment Cost: **3**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +3 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-

Advantage Level **4**

Players

Up / Up

Trick/Taunt

83

Willpower

Enchantment Cost: **5**

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +1D bonus to the Test or to any value generated by that Test.

DRAMATIC TASK
-

Advantage Level **4**

Players

Up / Up

Trick/Taunt

80

Willpower

Enchantment Cost: 3

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +3 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

Advantage Level 4

NPCs

Up / Up

Trick/Taunt

82

Willpower

Enchantment Cost: 4

Play after declaring an Extranormal Test based on the Will Power attribute. Gain +4 bonus to the Test or to any value generated by that Test.

DRAMATIC TASK

Advantage Level 4

Players

Up / Up

Trick/Taunt



96

Mistaken Identity

Supplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, your character is mistaken for someone else—or mistakes another for someone important.

DRAMATIC TASK +2

Advantage Level 5

NPCs

Haste / Setback

None

98

Personal Stake

Supplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, the GM reveals a personal reason why the current adventure matters deeply to your character.

DRAMATIC TASK +2

Advantage Level 5

NPCs

Inspired / Setback

Maneuver/Trick

100

Suspicion

Supplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, one or more NPCs become suspicious of your character, creating complications until the suspicion is resolved.

DRAMATIC TASK +2

Advantage Level 5

Players

Haste / Fatigue

Defend/Trick

97

Nemesis

Supplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, the GM introduces a determined rival or enemy who becomes personally invested in opposing your character.

DRAMATIC TASK +2

Advantage Level 5

Players

Setback / Haste

None

99

Romance

Supplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, the GM introduces a potential romantic interest or meaningful emotional connection involving your character.

DRAMATIC TASK +2

Advantage Level 5

Players

Setback / Inspired

Maneuver/Intimidation



85

Alertness

Suplot

Cost: 0

Place this card face up in front of your character. At a dramatically appropriate moment, the GM reveals a previously unnoticed clue, hidden object, or important detail.

DRAMATIC TASK
 +2

Advantage Level 4
 Players
 - / Haste
 Defend/Maneuver

87

Campaign

Suplot

Cost: 0

Choose one of your active Subplots. With the GM's approval, it remains in effect until the end of the current adventure or until it is resolved, whichever comes first.

DRAMATIC TASK
 +2

Advantage Level 4
 NPCs
 Haste / Fatigue
 Defend/Trick

89

Common Ground

Suplot

Cost: 0

Place this card face up in front of your character. At an appropriate moment, your character discovers common ground with an unfamiliar person, culture, creature, or place.

DRAMATIC TASK
 +2

Advantage Level 4
 NPCs
 Inspired / -
 Defend/Taunt



90

Common Ground

Suplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, your character discovers common ground with an unfamiliar person, culture, creature, or place.

→ DRAMATIC TASK ←
+2

Advantage Level 4

Players

- / Inspired

Defend/Taunt

92

Connection

Suplot Cost: 0

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out face up towards the GM.

→ DRAMATIC TASK ←
+2

Advantage Level 5

Players

Fatigue / -

Maneuver/Intimidation

94

Connection

Suplot Cost: 0

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out face up towards the GM.

→ DRAMATIC TASK ←
+2

Advantage Level 5

Players

Fatigue / Setback

Maneuver/Intimidation

91

Common Ground

Suplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, your character discovers common ground with an unfamiliar person, culture, creature, or place.

→ DRAMATIC TASK ←
+2

Advantage Level 5

Players

Inspired / -

Defend/Taunt

93

Connection

Suplot Cost: 0

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out face up towards the GM.

→ DRAMATIC TASK ←
+2

Advantage Level 5

NPCs

- / Fatigue

Maneuver/Intimidation

95

Martyr

Suplot Cost: 0

Discard this card when your character willingly makes a heroic sacrifice. The GM grants an extraordinary benefit appropriate to the sacrifice.

→ DRAMATIC TASK ←
+2

Advantage Level 5

Players

Setback / Fatigue

Maneuver/Intimidation

84

Alertness

Suplot Cost: 0

Place this card face up in front of your character. At a dramatically appropriate moment, the GM reveals a previously unnoticed clue, hidden object, or important detail.

→ DRAMATIC TASK ←
+2

Advantage Level 4

NPCs

Haste / -

Defend/Maneuver

86

Alertness

Suplot Cost: 0

Place this card face up in front of your character. At a dramatically appropriate moment, the GM reveals a previously unnoticed clue, hidden object, or important detail.

→ DRAMATIC TASK ←
+2

Advantage Level 4

Players

Haste / -

Defend/Trick

88

Common Ground

Suplot Cost: 0

Place this card face up in front of your character. At an appropriate moment, your character discovers common ground with an unfamiliar person, culture, creature, or place.

→ DRAMATIC TASK ←
+2

Advantage Level 4

Players

Fatigue / Haste

Defend/Trick