

2 All out attack

Combat Card	0	Middle
Physical attack		
11	Range: Area Target: Target Duration: Instant Move: No Move	
The all out attack with no regard for own safety		
Melee Physical		
Defence		
2012-09-09	5	Pickup 2

3 Trained attack

Combat Card	0	Middle
Physical attack		
7	Range: Area Target: Target Duration: Instant Move: No Move	
A strong attack leaving room for defense		
Melee Physical		
Defence		
2012-09-09	7	Pickup 6

4 Attack

Combat Card	0	Middle
Physical attack		
6	Range: Area Target: Target Duration: Instant Move: No Move	
The basic melee attack		
Melee Physical		
Defence		
2012-09-09	10	Pickup 2

5 Defend

Combat Card	0	Middle
Physical attack		
0	Range: Area Target: Target Duration: Instant Move: No Move	
The all out defence		
Melee Physical		
Defence		
2012-09-09	17	Pickup 2

6 Snap shot

Combat Card	0	Middle
Physical attack		
6	Range: LoS Target: Target Duration: Instant Move: No Move	
The basic ranged attack		
Ranged Physical		
Defence		
2012-09-09	6	Pickup 2

7 Walk

Combat Card	0	Middle
Action		
	Range: Adjacent Area Target: User Duration: Instant Move: Adjacent Area	
Moving to Adjacent Area. Cancels all Stunned for Creature after executed move.		
Physical Movement		
Defence		
2012-09-09	11	Pickup 2

8 Charge!

Combat Card	0	Middle
Creature not Stunned.		
Physical attack		
8	Range: Adjacent Area Target: Target Duration: Instant Move: Adjacent Area	
Attack Target in Adjacent Area and Move into Area. Cancels all Stunned for Creature after executed move.		
Melee Physical Movement		
Defence		
2012-09-09	6	Pickup 6

9 Second wind

Combat Card	0	Middle
Action		
	Range: n/a Target: User Duration: Instant Move: No Move	
Cancel Fatigue, removes all Vexations except Hurt and Scared		
Defence		
2012-09-09	15	Pickup 6

10 Run

Combat Card	0	Middle
Creature not Stunned.		
Action		
	Range: n/a Target: User Duration: Instant Move: Two Areas	
Move two Areas. Cancels all Stunned for Creature after executed move.		
Physical Movement		
Defence		
2012-09-09	11	Pickup 3

11 Power attack

Combat Card	0	Middle
Physical attack		
10	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A trained and powerful attack		
Melee Physical		
Defence		
2012-09-09	9	Pickup 6

12 Shielded attack

Combat Card	0	Last
Physical attack		
9	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A good attack from behind excellent defence		
Melee Physical		
Defence		
2012-09-09	12	Pickup 6

13 Mighty blow

Combat Card	0	Last
Physical attack		
15	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
Forsaking all defence for a powerful attack		
Melee Physical		
Defence		
2012-09-09	6	Pickup 6

14 Wild attack

Combat Card	0	Middle
Physical attack		
11	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A wild attack using fierceness as defence		
Melee Physical		
Defence		
2012-09-09	8	Pickup 6

17 Quick shot

Combat Card	0	First
Physical attack		
6	Range:	LoS
	Target:	Target
	Duration:	Instant
	Move:	No Move
A quick ranged attack		
Ranged Physical		
Defence		
2012-09-09	7	Pickup 6

18 Well aimed shot

Combat Card	0	Middle
Physical attack		
8	Range:	LoS
	Target:	Target
	Duration:	Instant
	Move:	No Move
Taking aim in order to get an accurate shot		
Ranged Physical		
Defence		
2012-09-09	7	Pickup 6

19 Nature's upheaval

Combat Card	0	First
Magical		
6	Range:	LoS
	Target:	Area except Allies
	Duration:	Instant and Scene
	Move:	No Move
An area shakes, rumbles and vegetations grows out of control. Instantly Cancels all Move Actions excluding Allies and Area becomes Rough and Slippery.		
Physical Concentration Magic		
Defence		
2012-09-09	5	Pickup 6

20 Faeri fire

Combat Card	0	First
Magical		
6	Range:	LoS
	Target:	Area except Allies
	Duration:	Scene
	Move:	No Move
Area attack excluding Allies leaving Targets Marked and Stunned		
Physical Concentration Magic		
Defence		
2012-09-09	5	Pickup 6

21 Staggering blow

Combat Card	0	Middle
Physical attack		
7	Range:	Area
	Target:	Target
	Duration:	Scene
	Move:	No Move
Target becomes Weakened		
Melee Physical		
Defence		
2012-09-09	10	Pickup 6

22 Dazing blow

Combat Card	0	Last
Physical attack		
9	Range:	Area
	Target:	Target
	Duration:	Scene
	Move:	No Move
Stunned and Exposed		
Melee Physical		
Defence		
8		
2012-09-09		Pickup 6

23 Curing touch

Combat Card	0	Middle
Boost		
	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
Cancels a Vexation of choice, Cancels two Wounds		
Physical Concentration Magic		
Defence		
15		
2012-09-09		Pickup 6

24 Healing light

Combat Card	0	Last
Boost		
	Range:	Adjacent Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
Cancels d4 Wounds		
Physical Concentration Magic		
Defence		
15		
2012-09-09		Pickup 6

25 Protecting Plainsong

Combat Card	0	First
Musical instrument		
Boost	Range:	Adjacent Area
	Target:	Target
	Duration:	Scene
	Move:	Adjacent Area
Move to Adjacent Area and Target Protected. Cancels all Stunned for Creature.		
Physical Movement Magic		
Defence		
12		
2012-09-09		Pickup 6

26 Attacking Allegretto

Combat Card	0	First
Musical instrument		
Boost	Range:	Adjacent Area
	Target:	Target
	Duration:	Scene
	Move:	Adjacent Area
Move to Adjacent Area and Target Empowered. Cancels all Stunned for Creature after executed move.		
Physical Movement Magic		
Defence		
12		
2012-09-09		Pickup 6

30 Killing blow

Combat Card	0	Middle
Target Wounded		
Physical attack	Range:	Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A strong attack against a hurt foe.		
Melee Physical		
Defence		
10		
2012-09-09		Pickup 6

35 Aimed throw

Combat Card	0	Last
Physical attack		
10	Range:	Adjacent Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A slower but well aimed throw		
Ranged Physical		
Defence		
9		
2012-09-09		Pickup 6

36 Sharp throw

Combat Card	0	Middle
Physical attack		
12	Range:	Adjacent Area
	Target:	Target
	Duration:	Instant
	Move:	No Move
A well aimed throw		
Ranged Physical		
Defence		
5		
2012-09-09		Pickup 6

41 Field of fog

Combat Card	0	Middle
Moral		
5	Range:	LoS
	Target:	Field
	Duration:	Instant and Scene
	Move:	No Move
A Field filled with fog, frightening all Enemies in Area as an Instant and obscures all behind or in the Field of fog.		
Physical Concentration Magic		
Defence		
10		
2012-09-09		Pickup 6

42 Wall of thorns

Combat Card	0	Middle
<p>Magical</p> <p>6</p> <p>Range: LoS Target: Field Duration: Instant and Scene Move: No Move</p> <p>All Enemies moving into the Field receives damage if the attack hits.</p> <p>Physical Concentration Magic</p>		
<p>Defence</p> <p>5</p> <p>2012-09-09 Pickup 6</p>		

48 Stunning blow

Combat Card	0	First
<p>Ally in Area</p> <p>Physical attack</p> <p>8</p> <p>Range: Area Target: Target Duration: Scene Move: No Move</p> <p>Target becomes Weakened and Stunned</p> <p>Melee Physical</p>		
<p>Defence</p> <p>7</p> <p>2012-09-09 Pickup 6</p>		

52 Quick Charge!

Combat Card	0	First
<p>Creature not Stunned.</p> <p>Moral</p> <p>9</p> <p>Range: n/a Target: Target Duration: Instant Move: Adjacent Area</p> <p>Attack Target in Adjacent Area and Move into Area. Cancels all Stunned for Creature after executed move.</p> <p>Melee Physical Movement</p>		
<p>Defence</p> <p>8</p> <p>2012-09-09 Pickup 6</p>		

58 Knock down

Combat Card	0	Middle
<p>Physical attack</p> <p>9</p> <p>Range: Area Target: Target Duration: Scene Move: No Move</p> <p>Target becomes SUPINE</p> <p>Melee Physical</p>		
<p>Defence</p> <p>8</p> <p>2012-09-09 Pickup 6</p>		

107 Euphony of enchantment

Combat Card	0	First
<p>Musical instrument</p> <p>Boost</p> <p>Range: Adjacent Area Target: Area Duration: Scene Move: Adjacent Area</p> <p>Allies becomes COMPETENT and ENCHANTED. Cancels all Stunned for Creature after executed move.</p> <p>Physical Movement Magic</p>		
<p>Defence</p> <p>12</p> <p>2012-09-09 Pickup 6</p>		

114 Arcana II

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p> <p>+2 to things magical, spiritual and in some cases concerning gods and religion.</p> <p>Concentration</p>		
<p>Defence</p> <p>11</p> <p>2012-09-09 Pickup 6</p>		

115 Arcana IV

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p> <p>+4 to things magical, spiritual and in some cases concerning gods and religion.</p> <p>Concentration</p>		
<p>Defence</p> <p>11</p> <p>2012-09-09 Pickup 6</p>		

118 Athletics II

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p> <p>+2 to jumping and climbing and other physical exercises</p> <p>Physical</p>		
<p>Defence</p> <p>11</p> <p>2012-09-09 Pickup 6</p>		

119 Athletics IV

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p> <p>+4 to jumping and climbing and other physical exercises</p> <p>Physical</p>		
<p>Defence</p> <p>11</p> <p>2012-09-09 Pickup 6</p>		

122 Endurance II

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+2 for all task concerning activities causing fatigue swimming, diving and hiking being the three most common.		
Physical		
Defence		
2012-09-09	11	Pickup 6

123 Endurance IV

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+4 for all task concerning activities causing fatigue swimming, diving and hiking being the three most common.		
Physical		
Defence		
2012-09-09	11	Pickup 6

126 Geography II

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+2 to navigate but also knowledge regarding geography		
Concentration		
Defence		
2012-09-09	11	Pickup 6

127 Geography IV

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+4 to navigate but also knowledge regarding geography		
Concentration		
Defence		
2012-09-09	11	Pickup 6

130 Heal II

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+2 to treating wounds and to identify some potions and concoctions.		
Physical Concentration		
Defence		
2012-09-09	11	Pickup 6

131 Heal IV

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+4 to treating wounds and to identify some potions and concoctions.		
Physical Concentration		
Defence		
2012-09-09	11	Pickup 6

134 History II

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+2 to knowing things that what have happened, long ago as well as more recently.		
Concentration		
Defence		
2012-09-09	11	Pickup 6

135 History IV

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+4 to knowing things that what have happened, long ago as well as more recently.		
Concentration		
Defence		
2012-09-09	11	Pickup 6

138 Larceny II

Action Card	0	Middle
Action	Range: n/a Target: Special Duration: Instant Move: No Move	
+2 to pick pocketing, picking locks and general thievery		
Physical Concentration		
Defence		
2012-09-09	11	Pickup 6

139 Larceny IV

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+4 to pick pocketing, picking locks and general thievery</p>		
<p>Physical Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

142 Nature II

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 for all outdoor activities like setting up a camp for the night, knowing the habits of animals and the names of plants.</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

143 Nature IV

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+4 for all outdoor activities like setting up a camp for the night, knowing the habits of animals and the names of plants.</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

150 Social II

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 on all social interactions; bargaining, lying, intimidation</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

151 Social IV

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+4 on all social interactions; bargaining, lying, intimidation</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

158 Gambler

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+3 on all resolves for gambling</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

159 Keen eyes

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 on all Resolves involving eye sight</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

160 He's a brother in arms

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 on all Social Resolves with martial professions</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

162 Carousing

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 on all Resolves involving drinking</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 7	

163 Seasoned camper

Action Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+3 on all Resolves involving setting up a camp (but not Foraging or other Survival tasks)</p>		
<p>Physical Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

54 My master used to talk about th

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to any Knowledge Resolve to answer a question from an NPC.</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

166 Dangerous and dashing

Character Card	0	Middle
<p>Relevancy</p>		
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to Impress, +2 if opposite sex</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

167 Think I'm scary?

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to Intimidate for an Ally in Area</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

168 Possey

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>If more than two Allys in Area, +2 to Social for an Ally in Area</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

169 Peer of the penniless

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to Social when interaktigt with the poor</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 7	

170 Song of sycophancy

Character Card	0	Middle
<p>Musical instrument</p>		
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to Flattering when flattering with a song</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

171 Threaten

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
<p>+2 to Intimidate anybody of lower level</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

172 Commune with animals

Character Card	0	Middle
<p>Action</p> <p>Range: n/a Target: Special Duration: Scene Move: No Move</p>		
<p>The Creature can communicate with Animals</p>		
<p>Concentration</p>		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

176 I'll distract them

Character Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+3 to Subterfuge for an Ally		
Concentration		
Defence		
11		
2012-09-09		Pickup 9

178 Friends, listen to him

Character Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to Social for an Ally when delaing with poor people		
Concentration		
Defence		
11		
2012-09-09		Pickup 11

179 Deal ditty

Character Card	0	Middle
Musical instrument		
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to Bargain or Bribe for an Ally in Area		
Concentration		
Defence		
11		
2012-09-09		Pickup 11

181 Competent climber

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to Climb		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

182 Skillfull jump

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to Jump		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

183 Flibbertigibbet

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+3 Spread rumor		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

184 Tattler

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 Gossip		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

185 Survivalist

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to Survival		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

187 Minor familar

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
The Creature has a minor familar that can do mundane tasks and to some extent communicate with the Creature		
Concentration		
Defence		
11		
2012-09-09		Pickup 6

188 Camouflage

Action Card	0	Middle
<p>Range: n/a Target: Special Duration: Instant Move: No Move</p>		
+3 to Hide if in a rural setting		
Physical		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 6	

191 Aggressive attack

Combat Card	0	Middle
<p>Range: n/a Target: Target Duration: Instant Move: No Move</p>		
A stronger attack with some defence		
Physical		
<p>Defence</p> <p>7</p>		
2012-09-09	Pickup 3	

192 Resistance to poison

Combat Card	0	Interrupt
Must be played directly after poison effect		
<p>Range: n/a Target: User Duration: Instant Move: No Move</p>		
Remove one effect caused by poison		
Physical		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 2	

194 Debonair diplomat

Character Card	0	Middle
Counterpart is a human or halfling		
<p>Range: n/a Target: User Duration: Instant Move: No Move</p>		
+2 to Bargain with Humans and Halflings, +3 of opposite sex		
Concentration		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

195 Sylvian shrouding

Character Card	0	Middle
Sylvan Area		
<p>Range: Area Target: Special Duration: Instant Move: No Move</p>		
Helping allies to hide in Sylvan areas, +2 for Allies in area to Hide		
Physical Concentration Movement		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

196 Dark vision

Character Card	0	Middle
<p>Range: n/a Target: User Duration: Scene Move: No Move</p>		
The Creature can ignore Darkness		
Physical		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 0	

197 Leap attack

Combat Card	0	First
Dais in Area		
<p>Range: Area Target: Target Duration: Instant Move: No Move</p>		
A leap attack		
Melee Physical		
<p>Defence</p> <p>8</p>		
2012-09-09	Pickup	

198 Bring down the Goliath

Combat Card	0	First
Target Humanoid Target two Sizes bigger.		
<p>Range: Area Target: Target Duration: Instant Move: No Move</p>		
A Humanoid Target two Sizes bigger than the Creature becomes Exposed		
Melee Physical Concentration		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup	

199 Me?

Character Card	0	Interrupt
Failed reprehensible action		
<p>Range: Area Target: Special Duration: Instant Move: No Move</p>		
Make a hide resolve to hide behind an Ally one Size larger. If failed the Ally gets the blame.		
Physical Concentration		
<p>Defence</p> <p>11</p>		
2012-09-09	Pickup 9	

200 Nimble fingers

Character Card	0	Middle
Action		
Range:	Area	
Target:	User	
Duration:	Instant	
Move:	No Move	
+2 to Pick Pockets and to sleight of hand if an Ally in Area disapproves		
Physical Concentration		
Defence		
11		
2012-09-09	Pickup 8	

201 Deal maker

Action Card	0	Middle
Action		
Range:	Area	
Target:	User	
Duration:	Instant	
Move:	No Move	
+3 to Bargain		
Concentration		
Defence		
11		
2012-09-09	Pickup 6	

202 Strength II

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+2 to feats of strength		
Physical Concentration		
Defence		
11		
2012-09-09	Pickup 6	

203 Strength IV

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+4 to feats of strength		
Physical Concentration		
Defence		
11		
2012-09-09	Pickup 6	

204 Strength VI

Action Card	0	Middle
Action		
Range:	n/a	
Target:	Special	
Duration:	Instant	
Move:	No Move	
+6 to feats of strength		
Physical Concentration		
Defence		
11		
2012-09-09	Pickup 6	

208 Pry

Action Card	0	Middle
Action		
Range:	n/a	
Target:	User	
Duration:	Instant	
Move:	No Move	
+2 to search for hidden Creatures and to Following		
Concentration		
Defence		
11		
2012-09-09	Pickup 10	

210 Forager

Action Card	0	Middle
Action		
Range:	n/a	
Target:	User	
Duration:	Instant	
Move:	No Move	
+3 to Foraging		
Physical Concentration Movement		
Defence		
11		
2012-09-09	Pickup 10	

211 Ghost sound

Character Card	0	Middle
Action		
Range:	n/a	
Target:	User	
Duration:	Scene	
Move:	No Move	
The Creature chooses what type of sound to create. The sound produced is as much noise as four normal humans. Thus, talking, singing, shouting, walking, marching, or		
Concentration Magic		
Defence		
11		
2012-09-09	Pickup 8	

212 Elements embrace

Character Card	0	Middle
Action		
Range:	n/a	
Target:	Target	
Duration:	Scene	
Move:	No Move	
Temperature between -25 or +50 have no effect on the Creature but no protection from elemental attacks.		
Concentration Magic		
Defence		
11		
2012-09-09	Pickup 8	

213 I'm no conjurer of cheap tricks

Character Card 0 Middle

Action	Range: n/a	Target: Target
	Duration: Scene	Move: No Move

+2 to Intimidate or Impress but -2 if the Target can cast spells or have the skill Arcana.

Concentration Magic

2012-09-09 **Defence 11** Pickup 9

215 Minor magic missile

Combat Card 0 Middle

Magical	Range: LoS	Target: Target
7	Duration: Scene	Move: No Move

A missile of magical energy darts forth towards the Target.

Ranged Concentration Magic

2012-09-09 **Defence 5** Pickup 9

216 Enchanted attack

Combat Card 0 Middle

Magical	Range: Area	Target: Target
9	Duration: Instant	Move: No Move

A magical attack, armed or unarmed

Melee Concentration Magic

2012-09-09 **Defence 7** Pickup 10

217 Psychoscopic ken

Action Card 0 Middle

Action	Range: n/a	Target: Target
	Duration: Instant	Move: No Move

+3 to Identify magic in Objects

Concentration Magic

2012-09-09 **Defence 11** Pickup 6

218 Most impressive

Character Card 0 Middle

Action	Range: n/a	Target: User
	Duration: Instant	Move: No Move

+2 to Impress

Concentration

2012-09-09 **Defence 11** Pickup 9

221 Please excuse him

Action Card 0 Interrupt

Action	Range: n/a	Target: User
	Duration: Instant	Move: No Move

+2 to attempt to remake a failed social action an ally made. If succesfull there are no negative consequences from the failure and tha success counts as normal.

Concentration

2012-09-09 **Defence** Pickup 10

223 Adorable grumpyness

Action Card 0 Middle

Action	Range: n/a	Target: User
	Duration: Instant	Move: No Move

+2 to Beg or Bargain if the Target is an Elf, Human or Halfling of the opposite sex

Concentration

2012-09-09 **Defence 11** Pickup 6

224 Beggar

Action Card 0 Middle

Action	Range: n/a	Target: User
	Duration: Instant	Move: No Move

+2 to Beg

Concentration

2012-09-09 **Defence 11** Pickup 10

225 Let me try!

Character Card 0 Interrupt

Action	Range: n/a	Target: User
	Duration: Instant	Move: No Move

+2 to make a try at any task an Ally just failed. Negative consequences from the Ally's attempt still counts

2012-09-09 **Defence** Pickup 10

226 He has a point though

Character Card	0	Interrupt
Action	Range: n/a Target: User Duration: Instant Move: No Move	
+2 to attempt to remake a failed Knowledge action an ally made. Negative consequences from the Ally's attempt still counts		
Concentration		
Defence		
2012-09-09	Pickup 9	

227 Greaser

Action Card	0	Middle
Action	Range: n/a Target: User Duration: Instant Move: No Move	
+2 to Bribing		
Concentration		
Defence		
2012-09-09	11	Pickup 10

228 He's not from around here

Character Card	0	Interrupt
Action	Range: n/a Target: User Duration: Instant Move: No Move	
+2 to make a Lie to explain an Ally's faux pas or crime		
Concentration		
Defence		
2012-09-09	Pickup 10	

229 And those are my servants

Character Card	0	Middle
Action	Range: n/a Target: User Duration: Instant Move: No Move	
+2 to Lie about Allies identity		
Concentration		
Defence		
2012-09-09	11	Pickup 8

231 Jack of all trades

Action Card	0	Middle
Action	Range: n/a Target: Target Duration: Instant Move: No Move	
+1 to any Ally on any attempt to use a Skill		
Concentration		
Defence		
2012-09-09	10	Pickup 10

232 Miner

Action Card	0	Middle
Action	Range: n/a Target: User Duration: Instant Move: No Move	
+3 to any resolve relating to stone or metal		
Concentration		
Defence		
2012-09-09	11	Pickup 6

233 Steady

Combat Card	0	Interrupt
Action	Range: n/a Target: User Duration: Instant Move: No Move	
Negates Prone		
Concentration		
Defence		
2012-09-09	Pickup 9	

234 Run out of the rough

Combat Card	0	Interrupt
Action	Range: n/a Target: User Duration: Instant Move: No Move	
Move two Areas even if starting in a Rough area.		
Concentration		
Defence		
2012-09-09	Pickup 9	

237 Urban mover

Combat Card	0	First
Creature not Stunned.		
Action	Range: n/a Target: User Duration: Instant Move: Two Areas	
Move two Areas even if starting in a Crowded area. Cancels all Stunned for Creature after executed move.		
Physical Movement		
Defence		
2012-09-09	13	Pickup 9

238 Common mob

Combat Card	0	First
Two or more Allies in Area		
Physical attack	Range: n/a Target: Target Duration: Instant Move: No Move	
8		
Target becomes Exposed, no damage		
Melee Physical		
2012-09-09	Defence 7	Pickup 9

239 Groin kick

Combat Card	0	Middle
Target Humanoid		
Physical attack	Range: n/a Target: Target Duration: Instant Move: No Move	
9		
Target becomes Weakened, no damage		
Melee Physical		
2012-09-09	Defence 6	Pickup 9

240 Shot from rural hiding

Combat Card	0	First
Unaware Target		
Physical attack	Range: LoS Target: Target Duration: Instant Move: No Move	
10		
A ranged attack from a hiding place		
Ranged Physical Concentration		
2012-09-09	Defence 5	Pickup 9

241 Flee

Combat Card	0	Middle
Creature not Stunned.		
Action	Range: n/a Target: User Duration: Instant Move: Two Areas	
Move two Areas away from all enemies. Cancels all Stunned for Creature after executed move.		
Physical Movement		
2012-09-09	Defence 13	Pickup 9

242 Poor tenderfoot

Character Card	0	Interrupt
A non wilderness oriented Ally fails in the Wild		
Action	Range: n/a Target: User Duration: Instant Move: No Move	
Anytime a non wilderness oriented Ally fails with something practical in the wild, the User gets +2 attempting the same task.		
Physical Concentration		
2012-09-09	Defence	Pickup 6

244 The hero of the story

Character Card	0	Middle
Action	Range: Area Target: Target Duration: Instant Move: No Move	
The User tells a story, true or not, glorifying an Ally giving him +2 to Impress		
Concentration		
2012-09-09	Defence 13	Pickup 9

245 Confidant of the decrepit

Character Card	0	Middle
Action	Range: Area Target: User Duration: Instant Move: No Move	
+2 to all Social interactions with, sick and elderly		
y		
2012-09-09	Defence 13	Pickup 9

246 Helpful push

Character Card	0	Middle
Action	Range: Area Target: Target Duration: Instant Move: No Move	
+2 for an ally to Jump		
Physical Concentration Movement		
2012-09-09	Defence 13	Pickup 10

247 Come on!

Character Card	0	Middle
Action	Range: Adjacent Area Target: Target Duration: Instant Move: No Move	
+2 for an ally to an Endurance task		
Concentration		
2012-09-09	Defence 13	Pickup 9

248 Put your foot here

Character Card	0	Middle
Action	Range: Target: Duration: Move:	Area Target Instant No Move
+2 for an ally to Climb		
Physical Concentration Movement		
Defence 13		
2012-09-09		Pickup 10

250 Talk this way

Character Card	0	Middle
Action	Range: Target: Duration: Move:	Area Target Instant No Move
+2 for an Ally to Begging		
Concentration		
Defence 13		
2012-09-09		Pickup 9

253 Waterbreathing

Action Card	0	Middle
Action	Range: Target: Duration: Move:	Area User Scene No Move
The user grows small gills and can breathe water		
Concentration		
Defence 13		
2012-09-09		Pickup 6

254 Brew antidote

Action Card	0	Middle
Action	Range: Target: Duration: Move:	Area User Scene No Move
The Creature can brew an antidote to an identified poison		
Concentration		
Defence 13		
2012-09-09		Pickup 6

255 Instruct animal

Character Card	0	Middle
Action	Range: Target: Duration: Move:	Area Target Instant No Move
Instruct one Animal that is not Monster do do semi simple tasks within their intellectual grasp except attacking		
Concentration		
Defence 13		
2012-09-09		Pickup 11

256 Enliven

Combat Card	0	Last
Target is un Hurt Ally		
Boost	Range: Target: Duration: Move:	Adjacent Area Target Instant No Move
Cancel 5 Fatigue		
Physical Concentration Magic		
Defence 15		
2012-09-09		Pickup 6

257 Relieve

Combat Card	0	Last
Boost	Range: Target: Duration: Move:	LoS Target Instant No Move
Cancel 1 Fatigue and one Wound		
Physical Concentration Magic		
Defence 15		
2012-09-09		Pickup 6

258 Fuga of fortification

Combat Card	0	First
Musical instrument		
Boost	Range: Target: Duration: Move:	n/a Area Scene Adjacent Area
Allies becomes Competent and Fortified.		
Physical Movement Magic		
Defence 12		
2012-09-09		Pickup 6

259 Finishing shot

Combat Card	0	Middle
Target is Animal and at least Bruised		
Physical attack 12	Range: Target: Duration: Move:	LoS Target Instant No Move
A well aimed shot to finish of a hurt Animal		
Defence 7		
2012-09-09		Pickup 6

260 Flash of fire

Combat Card	0	Middle
<p>Magical</p> <p>8</p>		
Range: Adjacent Area	Target: Area	Duration: Instant
Move: No Move		
<p>A flash of fire burns an Adjacent Area</p>		
<p>Defence</p> <p>5</p>		
2012-09-09		Pickup 6

261 Crack of wind

Combat Card	0	First
<p>Magical</p> <p>5</p>		
Range: Adjacent Area	Target: Area	Duration: Instant
Move: No Move		
<p>A loud crack of wind renders all in Area Supine no damage</p>		
<p>Defence</p> <p>6</p>		
2012-09-09		Pickup 3

262 Breathe fire

Combat Card	0	Middle
<p>Magical</p> <p>9</p>		
Range: Adjacent Area	Target: Target	Duration: Instant
Move: No Move		
<p>The Creature breathes a small cone of fire hitting one Target</p>		
<p>Defence</p> <p>5</p>		
2012-09-09		Pickup 6

263 Acid web

Combat Card	0	Middle
<p>Magical</p> <p>6</p>		
Range: Adjacent Area	Target: Area	Duration: Instant
Move: No Move		
<p>A web of Acidic strings springs forth rendering all in Area Stunned</p>		
<p>Defence</p> <p>5</p>		
2012-09-09		Pickup 6

264 Hail of brimstones

Combat Card	0	Middle
<p>Magical</p> <p>6</p>		
Range: LoS	Target: Area	Duration: Instant
Move: No Move		
<p>A rain of fire stones hurts all in Area</p>		
<p>Defence</p> <p>5</p>		
2012-09-09		Pickup 6

265 Tornado

Combat Card	0	Middle
<p>Magical</p> <p>5</p>		
Range: LoS	Target: Area	Duration: Instant
Move: No Move		
<p>A tornador causes havoc and renders all in Area Supine</p>		
<p>Defence</p> <p>4</p>		
2012-09-09		Pickup 6

266 Lightning bolt

Combat Card	0	First
<p>Magical</p> <p>8</p>		
Range: LoS	Target: Target	Duration: Instant
Move: No Move		
<p>A lightening bolt shoots out.</p>		
<p>Defence</p> <p>5</p>		
2012-09-09		Pickup 6

267 Ghost storm

Combat Card	0	Middle
<p>Magical</p> <p>5</p>		
Range: LoS	Target: Area	Duration: Instant
Move: No Move		
<p>A storm of green transparent ghost haunts the Area leaving all in Area Weakened and Disquieted, no damage</p>		
<p>Defence</p> <p>4</p>		
2012-09-09		Pickup 6

289 Quick retreat

Combat Card	0	First
<p>Action</p> <p>15</p>		
Range: n/a	Target: Creature	Duration: Instant
Move: No Move		
<p>The Creature moves two Areas in an quick but orderly fashion</p>		
<p>Defence</p> <p>15</p>		
2012-09-09		Pickup 8

290 Pick him off

Combat Card 0 Middle

Target Stunned or Dazed

Physical attack
10
Range: LoS
Target: Target
Duration: Instant
Move: No Move

A well aimed shot at a Stunned or Stunned foe

Defence

7

2012-09-09 Pickup 8

291 Hit them while the're weak

Combat Card 0 Middle

Target Weakened or Dazed

Physical attack
11
Range: Adjacent Area
Target: Target
Duration: Instant
Move: No Move

A well aimed throw at a Weakened or Stunned Target

Defence

8

2012-09-09 Pickup 8

292 Shot from elevated position

Combat Card 0 Middle

Dais in Area

Physical attack
13
Range: LoS
Target: Target
Duration: Instant
Move: No Move

A well aimed shot from an elevated position.

Defence

6

2012-09-09 Pickup 8

293 See-through servant

Character Card 0 First

Boost
Range: Area
Target: Area
Duration: Instant
Move: No Move

A vaguely visible servant, mindless, but performs simple tasks. It can walk and fetch things, open doors, and hold out chairs and clean etc

Defence

11

2012-09-09 Pickup 11

294 Feather fall

Action Card 0 Interrupt

Falling

Boost
Range: Area
Target: Area
Duration: Instant
Move: No Move

Cancels all Effects and Conditions resulting from a fall for all Creatures in Area

Defence

2012-09-09 Pickup 10

295 Polymorph

Action Card 0 Middle

Curse
Range: Area
Target: Target
Duration: Scene
Move: No Move

A Target turns into an Animal of the Creatures Choosing. Any Action except Move breaks the spell

Defence

11

2012-09-09 Pickup 10

297 Phantom Steed

Action Card 0 Middle

Boost
Range: Area
Target: Allies
Duration: Scene
Move: No Move

The spell conjures a shimmering semi-translucent horse that can carry the entire party

Defence

11

2012-09-09 Pickup 10

298 Conjurer of cheap tricks

Action Card 0 Middle

Action
Range: Area
Target: Special
Duration: Scene
Move: No Move

Minimagic, small harmless magical tricks like small figures dancing in the fire, small sounds etc but foremost occasionally grantin a +1 Modifier

Defence

11

2012-09-09 Pickup 8

299 Regeneration

Combat Card 0 Interrupt

Last Phase

Boost
Range: Area
Target: Creature
Duration: Instant
Move: No Move

Cancel one Wound

Defence

11

2012-09-09 Pickup 8

300 Fly

Combat Card	0	Middle
Action	Range: n/a Target: User Duration: Instant Move: Two Areas	
Move up to two Areas flying, disregarding any Terrain.		
Physical Movement		
2012-09-09	Defence 11	Pickup 1

301 Gob of acid

Combat Card	0	Middle
Physical attack	Range: LoS Target: Area Duration: Instant Move: No Move	
6		
An acid blob is hurled into an Area, all in Area takes damage and Area becomes Harmful.		
2012-09-09	Defence 5	Pickup 9

302 Thrashing about

Combat Card	0	Middle
Physical attack	Range: Area Target: Area Duration: Instant Move: No Move	
10		
The Creatures throws his body around and all over the Area in a wild attack with no regard for consequences.		
2012-09-09	Defence 6	Pickup 8

308 Quick rally

Combat Card	0	First
Boost	Range: Area Target: Target Duration: Instant Move: No Move	
The Target removes one level of Morale damage and regains 1 Fatigue		
2012-09-09	Defence 13	Pickup 10

309 Sylvan Awareness

Character Card	0	Interrupt
XXXX	Range: n/a Target: Target Duration: Instant Move: No Move	
+2 to all Detect Resolves when in a Sylvan Area		
2012-09-09	Defence 13	Pickup 8