

Character 10

Ff

Femme Fatale

You can't help yourself

+2 vs straight male/gay female opponents

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Character 9

SSt

Strong Silent Type

He saw things in the war

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Character 4

Fg

The Fall Guy

He can't resist a dame

All female character opponents +1

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Character 7

Wq

Warrior Queen

Yes, Nicole, it can be a drag queen

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Character 7

Ba

Barbarian

They will kill you if you make a librarian pun

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Character 5

Sw

Swashbuckler

At last, no more unbuckled swashes

-2 vs opponents who have firearms

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Character 1

Nn

Nosy Neighbour

She overheard you

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Character 3

Mw

Merry Widow

She's taking out a policy... on you

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Character 8

TB

The Balancer

He'll even the odds for a price

+2 vs opponents with power > 6

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Character 9

Mrc

Mercenaries

It'll cost you

Discard the next 3 cards from your deck when played

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Character 5

AG

Assorted Goons

They're more or less loyal

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Character 2

Wi

The Witness

They need protecting

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Character 7

DD

Detective Deadpan

They're on to you

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Character 8

By

Byronic Hero

A smart, charismatic sociopath

+2 vs opponents who would fight fair

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Character 3

Sn

The Snitch

They know where to find the dirt

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Character 6

RH

Relic Hunter

Digging up treasures

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Character 5

Hy

The Hypnotist

You are getting sleepy

Control one opponent character with less power

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Character 2

Sk

The Sidekick

Someone to crack wise with

+3 when in play with a hero

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Plot 5

LJ

One Last Job

It's probably not a legal one

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Plot 8

Hr

48 Hours To Live

Tick-tock!

Can be negated with an Antidote

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Plot 6

Yar

Pirate Pursuit

Chase on the high seas

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Plot 4

HMK

Help Me Kill Someone

Then we can be together

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Plot 10

CH

Cliffhanger

In tedia res

Play this card for 3 turns, then put it away for a week

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Plot 9

Mo

The Monster

It's getting bolder

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Plot 6

ET

Escape the Temple

Could also be an urban fortress

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Plot 7

SK

Serial Killer

He loves to leave clues

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Plot 3

LW

The Lost World

It's a metaphor for colonialism

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Plot 8

OS

Origin Story

With great power, etc.

Give a character with power <= 3 a special ability

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Setting 1

Su

Suburbia

Run with the dogs tonight

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Setting 2

BC

10,000 BC

Your counselor's name is Ug

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Setting 4

Ma

Mars

Breathable atmosphere optional

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Setting 2

HC

Hillbilly Country

Soo-weeeeeeee

+2 if you can play the banjo

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Setting 4

HK

Hong Kong

Colonial tension and good ramen

Pick an era: 1966 or 2046

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Setting 1

NEV

New England Village

Don't go in the water. Or woods.

+4 if witches are in play

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Setting 2

Ju

The Jungle

They've got fun and games

Also counts as an urban jungle

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Setting 2

SP

The South Pacific

Wash that man right out of your hair

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Setting 3

AO

Antarctic Outpost

You might lose a finger or two

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Setting 1

PN

Pacific Northwest

Hope you like rain and coffee

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Setting 6

Ga

Gangland

They're a legitimate business!

Choose what kind of gang (mafia, triads, etc)

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Setting 3

BE

The Big Easy

Go do that voodoo that you do

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Prop 10

GM

Glowing Maguffin

Keep it in a briefcase, trunk of a car, etc

Use once to disintegrate any character, then discard

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Prop 4

IP

Insurance Policy

You didn't even know they took it out!

Swap this card with anything in your discard pile

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Prop 7

DM

A Dead Man's Identity

Your chance at a new life

Take the abilities of another character in play.

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Prop 5

RG

Ray Gun

Pew pew

Can be used once a turn to stun a character in play.

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Blank

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Blank

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Blank

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Blank

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