

Character 10

Ff

Femme Fatale

You can't help yourself

+2 vs straight male/gay female opponents

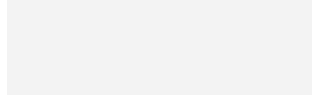
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Character 9

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

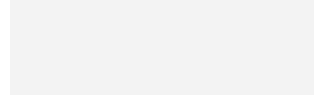
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Character 7

Wq

Warrior Queen

Yes, Nicole, it can be a drag queen



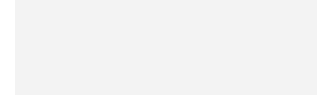
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Character 7

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

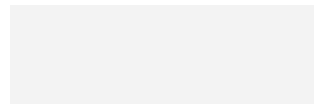
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Character 1

Nn

Nosy Neighbour

She overheard you



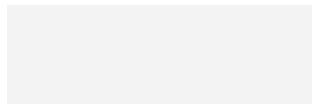
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Character 3

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

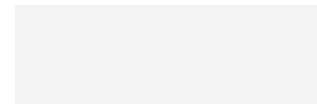
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Character 5

AG

Assorted Goons

They're more or less loyal



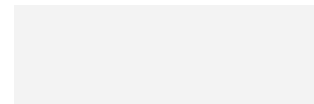
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Character 2

Wi

The Witness

They need protecting



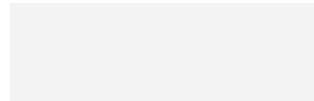
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Character 7

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

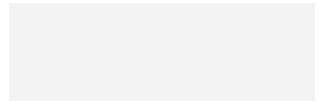
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Character 3

Sn

The Snitch

They know where to find the dirt



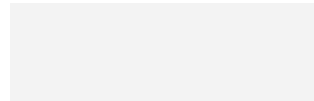
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Character 6

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

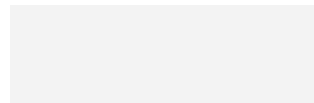
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Plot 5

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

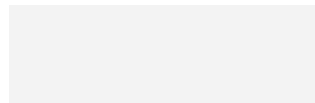
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Plot 6

Yar

Pirate Pursuit

Chase on the high seas



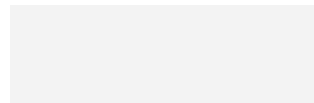
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Plot 4

HMK

Help Me Kill Someone

Then we can be together



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Plot 10

CH

Cliffhanger

In medias res

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

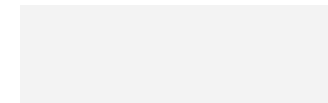
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Plot 9

Mo

The Monster

It's getting bolder



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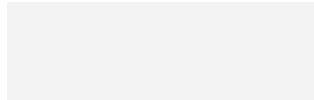
Plot

6

ET

Escape the Temple

Could also be an urban fortress



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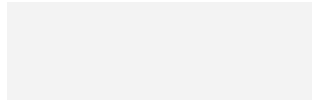
Plot

7

SK

Serial Killer

He loves to leave clues



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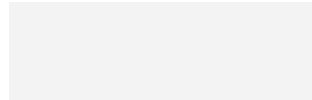
Plot

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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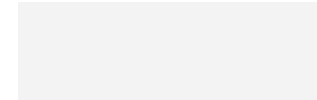
Setting

1

Su

Suburbia

Run with the dogs tonight



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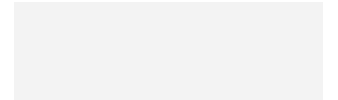
Setting

2

BC

10,000 BC

Your counselor's name is Ug



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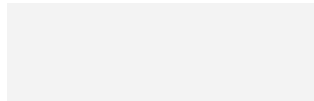
Setting

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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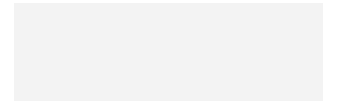
Setting

2

SP

The South Pacific

Wash that man right out of your hair



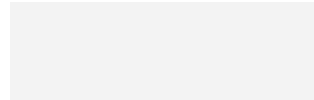
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Setting 3

AO

Antarctic Outpost

You might lose a finger or two



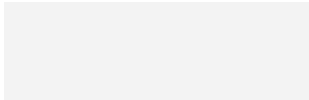
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Setting 1

PN

Pacific Northwest

Hope you like rain and coffee



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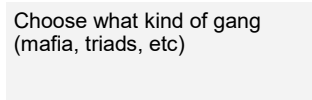
Setting 6

Ga

Gangland

They're a legitimate business!

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



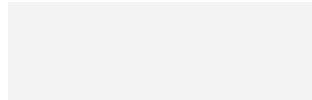
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Setting 3

BE

The Big Easy

Go do that voodoo that you do



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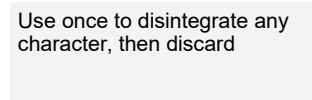
Prop 10

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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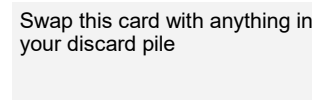
Prop 4

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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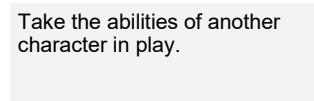
Prop 7

DM

A Dead Man's Identity

Your chance at a new life

Take the abilities of another character in play.



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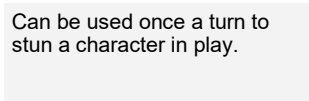
Prop 5

RG

Ray Gun

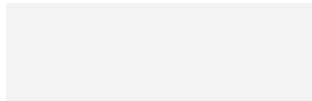
Pew pew

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



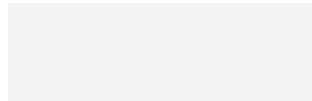
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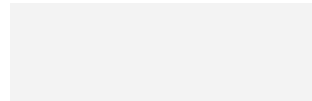
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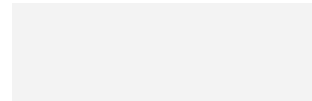
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