



SPILL THE BEANS

"You don't wanna get her riled, amigo."

The subject of your questioning tells you *everything* you want to know, whether by friendly persuasion, intimidation, or force.



ADRENALINE SURGE

"Woah! He went Matrix on 'em!"

Your character gets an additional and immediate standard plus a move action or an additional full-round action.



LUCKY BREAK

"Thank God I had that silver flask in my shirt pocket!"

Play this card to completely negate the damage from one attack.



JACKPOT!

"Ah...my precious..."

Play when your hero searches an area for treasure, loots a fallen foe, etc. He finds everything that can be found in that location. If rolling on a random table, the character gets the best possible result.



EAGLE EYES

"I knew that painting looked suspicious!"

Automatically succeed at a Spot or Search check. Your character discovers or spots everything there is to be found.



EULOGY

"Arthur was a good man. Not so good with explosives, but a good man..."

Play after a PC dies and say a few words about his life to your comrades. Every PC present gets a new Adventure Card. If at the end of an adventure, the extra draw occurs in the next game session.



SUDDEN DEATH

"Nobody move or I push the button!"

Your hero must do or say something that gives his foes pause. All foes within 60 ft. (20m) lose their next action and are all now flat-footed.



TURNCOAT

"How much are they paying you?"

Your hero somehow convinces or bribes a minor foe to perform a small favor—such as helping the hero escape, revealing the location of the "boss," etc.



PARLEY

"I call on the ancient rite of parley!"

All characters cease fighting and listen to the hero speak for at least 30 seconds. Others may only take defensive actions during this time. This has no effect on beasts and other creatures that cannot understand the speaker.



REINFORCEMENTS

"They're everywhere! Game Over, man!"

Play during combat. Reinforcements arrive for the bad guys. The exact number and type is up to the GM. Every player character may immediately draw an Adventure Card, however.



DEATH'S DOOR

"There's a big difference between all dead and just mostly dead."

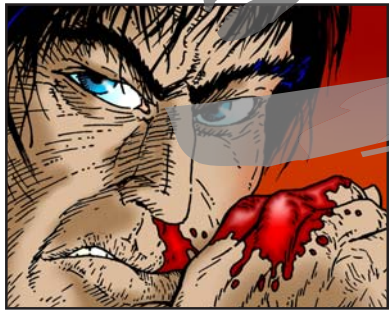
Play immediately after your hero drops below -10 hit points and has died. Your character is now at -9 hit points and is stabilized.



CONDITION CRITICAL

"This is for my father!"

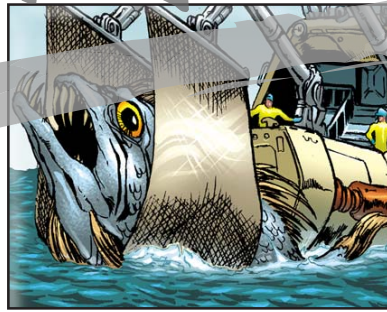
Play to change any hit into a successful critical hit.



RILED UP

"That hurt. Now it's my turn."

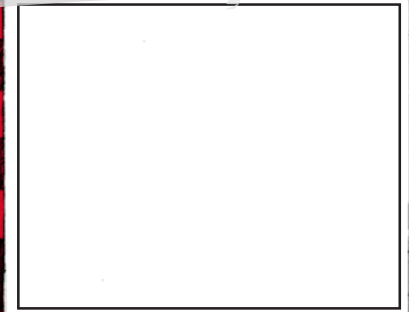
Play after your hero takes max damage from any attack. He now gains a +2 on all melee attack and damage rolls for the remainder of the combat scene.



UH-OH

"We're gonna need a bigger boat."

Play this card at the beginning of a combat. One foe you are facing (GM's choice) has 50% more hit points and adds +6 to their Strength score. Every player gets to draw a card from the Adventure Deck.



Create your own cards!

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