

INSTRUCTIONS



Slide the clip onto the bottom and stand this card up with the full color side towards the players, and the side with attacks and abilities where only the GM can see it clearly.

The defenses are included on the player facing side so each can calculate the results of their own tests, including whether the result is Good (successful by 5 or more) or Outstanding (successful by 10 or more).

Only one card is needed per type of threat.

Blips (available separately) or tokens may be used to represent individual opponents and the status conditions for each.

GOSPOG

- INTIMIDATE

8 MANEUVER

- TAUNT

7 TRICK

MELEE

8

DODGE

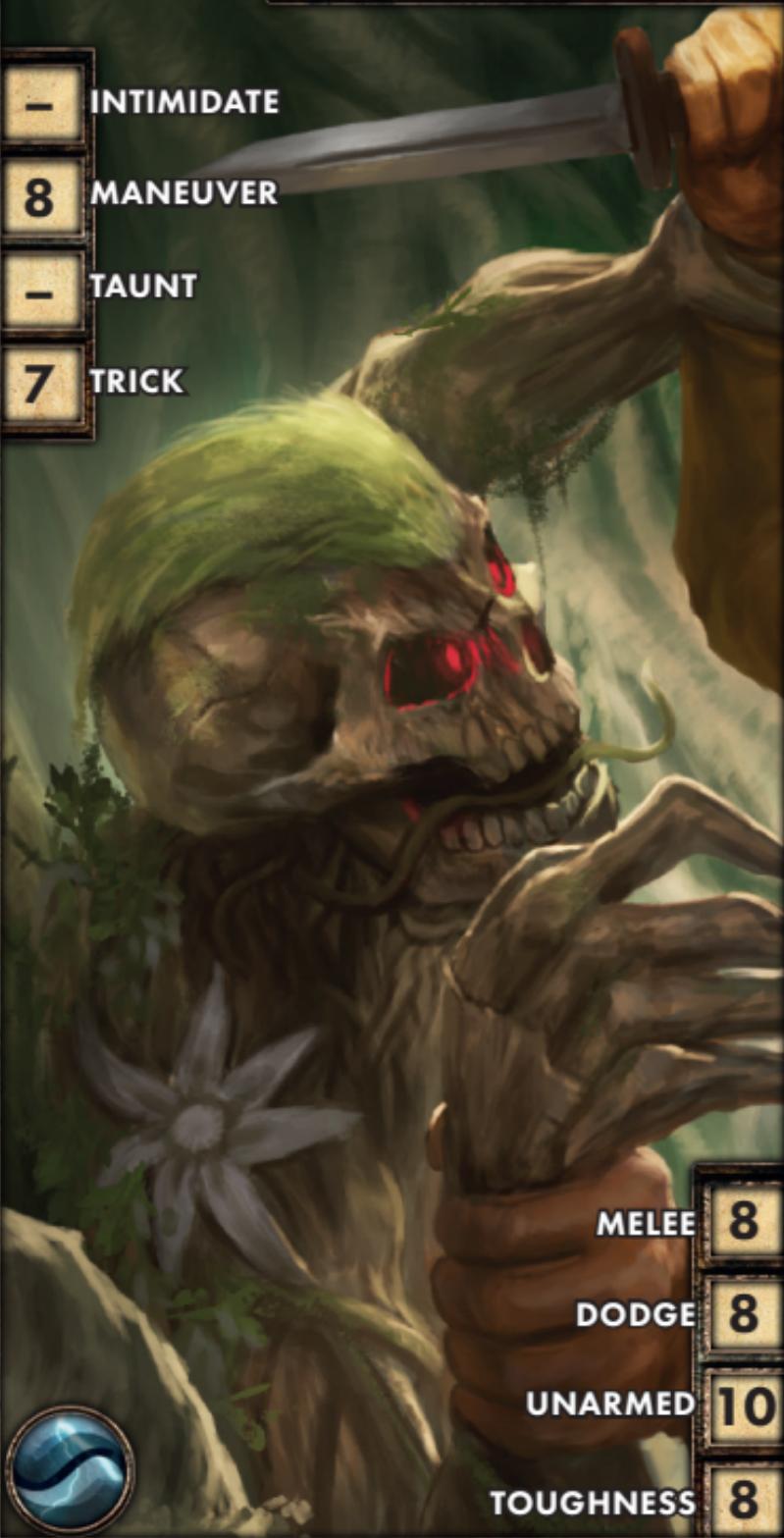
8

UNARMED

10

TOUGHNESS

8



GOSPOG

- INTIMIDATE

8 MANEUVER

- TAUNT

7 TRICK

- SHOCK

MELEE 8

DODGE 8

UNARMED 10

TOUGHNESS 8

WOUNDS -

Bite/Claws (8): Damage Str +2 (10)

Fear: Test willpower/Spirit or become Very Stymied

Mindless: Immune to intimidation and taunt

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects that require "living" processes

RAVAGON

13 INTIMIDATE

15 MANEUVER

10 TAUNT

10 TRICK



MELEE 9

DODGE 12

UNARMED 15

TOUGHNESS 15
(3)

RAVAGON

13 INTIMIDATE

15 MANEUVER

10 TAUNT

10 TRICK

11 SHOCK

MELEE 9

DODGE 12

UNARMED 15

TOUGHNESS 15 (3)

WOUNDS 3

Claws (15): Damage Str +2 (14)

Dread: Counts as a Dramatic Scene

Flight: Move 11 in the air

Reality (12): 3 Possibilities

Vengeful: Gain Up vs wounding foe

SOLDIER

9

INTIMIDATE

9

MANEUVER

7

TAUNT

7

TRICK



MELEE

9

DODGE

9

UNARMED

9

TOUGHNESS

12
(4)

SOLDIER

9

INTIMIDATE

9

MANEUVER

7

TAUNT

7

TRICK

8

SHOCK

MELEE

9

DODGE

9

UNARMED

9

TOUGHNESS

12
(4)

WOUNDS

—

M4 Assault Rifle (10): Damage 13,
Short Burst, Range 50/100/200

Unarmed (9): Damage Str +0 (8)

Double Tap: Fire 2 shots for +1
to hit

DRAGON

15 INTIMIDATE

8 MANEUVER

13 TAUNT

10 TRICK

Very Large

+4

MELEE

8

DODGE

10

UNARMED

14

TOUGHNESS

21
(4)



DRAGON

15 INTIMIDATE

8 MANEUVER

13 TAUNT

10 TRICK

16 SHOCK

MELEE 8

DODGE 10

UNARMED 14

TOUGHNESS 21 (4)

WOUNDS 5

Bite/Claws (14): Damage Str +2 (19)

Fire Breath (12): Damage 14, Medium Blast, range 20/40/60, hits lowest armor value

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Flight: Move 12 in the air

Reality (13): 5 Possibilities

Very Large: +4 attacks against

Whirlwind: Ignore -2 melee Multi-Attack penalty

LURK

6

INTIMIDATE

8

MANEUVER

9

TAUNT

9

TRICK



MELEE

9

DODGE

9

UNARMED

9

TOUGHNESS

9
(2)



LURK

6 INTIMIDATE

8 MANEUVER

9 TAUNT

9 TRICK

6 SHOCK

MELEE **9**

DODGE **9**

UNARMED **9**

TOUGHNESS **9 (2)**

WOUNDS **—**

Mace (9): Strength +2 (9)

Short Bow (8): Damage 11, Range 10/25/40

Shadow Step: Stealth is Favored, +2 damage vs Flat Footed foes

WIGHT

9 INTIMIDATE

9 MANEUVER

11 TAUNT

12 TRICK

MELEE 12

DODGE 12

UNARMED 9

TOUGHNESS 9 (2)



WIGHT

9 INTIMIDATE

9 MANEUVER

11 TAUNT

12 TRICK

9 SHOCK

MELEE **12**

DODGE **12**

UNARMED **9**

TOUGHNESS **9 (2)**

WOUNDS **1**

Longsword (12): Strength +2 (9)

Possibility Rend (14): -1 Possibility/+1 Condition/-2 Possibilities

Disguise Spell (14): Change physical appearance

Fear Spell (14): Targets Stymied/Very Stymied/2 Shock, Range 50

Frightening Aspect: Intimidation is Favored

Undead: Immune to poison/effects that require „living“ processes

CHURCH POLICE STREETBEATER

10 INTIMIDATE

8 MANEUVER

8 TAUNT

9 TRICK



MELEE

9

DODGE

9

UNARMED

8

TOUGHNESS

12
(4)

CHURCH POLICE STREETBEATER

10 INTIMIDATE

8 MANEUVER

8 TAUNT

9 TRICK

7 SHOCK

9 MELEE

9 DODGE

8 UNARMED

TOUGHNESS **12**
(4)

WOUNDS **—**

Riot Stick (9): Strength +3 (11), Non-Lethal, +1 Shock

GodMeeter (10): Damage 15, Range 10/25/40

CYBERPRIEST

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK



MELEE

9

DODGE

9

UNARMED

9

TOUGHNESS

9
(2)



CYBERPRIEST

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK

11 SHOCK

MELEE **9**

DODGE **9**

UNARMED **9**

TOUGHNESS **9 (2)**

WOUNDS **1**

Hellfire (14): 13 damage/+1 BD/
+2 BD

Bless (14): +1 Attribute/1
Minute/+2 Attribute

Gloater: Taunt or intimidation
ignore Multi-Target penalty when
approved, lose random card from
hand

Reality (12): 2 Possibilities

DEMON, MINOR

16 INTIMIDATE

10 MANEUVER

12 TAUNT

13 TRICK



MELEE 15

DODGE 12

UNARMED 12

TOUGHNESS 16
(2)



DEMON, MINOR

16 INTIMIDATE

10 MANEUVER

12 TAUNT

13 TRICK

12 SHOCK

MELEE 15

DODGE 12

UNARMED 12

TOUGHNESS 16 (2)

WOUNDS 3

Bite/Claws (12): Damage Str +0 (14)

Lightning Spell (14): 16 damage AP 4/+1
BD/+2 BD, One target only, Range 100

Disguise Spell (14): Change physical appearance

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Insidious: Approved Action forces target to discard from Action Pool

Mage Dark Spell (14): -6 Visibility 5 meters/10 meters/Nothing eliminates penalty

HOST

16 INTIMIDATE

13 MANEUVER

13 TAUNT

15 TRICK

MELEE 15

DODGE 14

UNARMED 12

TOUGHNESS 20 (5)



HOST**16** INTIMIDATE**13** MANEUVER**13** TAUNT**15** TRICK**15** SHOCK**MELEE** **15****DODGE** **14****UNARMED** **12****TOUGHNESS** **20**
(5)**WOUNDS** **3**

Energy Lash/Sword (15): Damage Strength +3 (18), 5 meters, outstanding grapples or hits lowest armor

Energy Shield: Toughness +4 on Active Defense

Flight: Move 12 in the air.

Reality (16): 5 Possibilities

EDEINOS WARRIOR

10 INTIMIDATE

10 MANEUVER

5 TAUNT

6 TRICK

MELEE 11

DODGE 10

UNARMED 11

TOUGHNESS 11



EDEINOS WARRIOR

10 INTIMIDATE

MELEE 11

10 MANEUVER

DODGE 10

5 TAUNT

UNARMED 11

6 TRICK

TOUGHNESS 11

10 SHOCK

WOUNDS —

Bite/Claws (11): Damage Str +2 (12)

Hrockt shoot spear (11): Strength +2 (12)

Hrockt shoot spear (10): Strength +2 (12), Range 10/20/40

Whirlwind: Ignore -2 melee Multi-Attack penalty

TRICERATOPS

10 INTIMIDATE

7 MANEUVER

4 TAUNT

4 TRICK

Very Large

+4

MELEE

6

DODGE

11

UNARMED

10

TOUGHNESS

19
(3)



TRICERATOPS

10 INTIMIDATE

MELEE **6**

7 MANEUVER

DODGE **11**

4 TAUNT

UNARMED **10**

4 TRICK

TOUGHNESS **19**
(3)

12 SHOCK

WOUNDS **3**

Horns (10): Damage Strength +2 (18)

Charge: +2 damage after run

Very Large: +4 attacks against

TYRANNOSAURUS

15 INTIMIDATE

10 MANEUVER

(9) TAUNT

4 TRICK



Very Large

+4

MELEE

9

DODGE

10

UNARMED

12

TOUGHNESS

20
(3)

TYRANNOSAURUS

15 INTIMIDATE

MELEE 9

10 MANEUVER

DODGE 10

(9) TAUNT

UNARMED 12

4 TRICK

TOUGHNESS 20 (3)

14 SHOCK

WOUNDS 4

Bite (12): Damage Str +3 (20)

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Very Large: +4 attacks against

CROCODILE

10 INTIMIDATE

7 MANEUVER

(9) TAUNT

(9) TRICK



MELEE

7

DODGE

18

UNARMED

10

TOUGHNESS

15
(3)

CROCODILE

10 INTIMIDATE

MELEE **7**

7 MANEUVER

DODGE **18**

(9) TAUNT

UNARMED **10**

(9) TRICK

TOUGHNESS **15 (3)**

8 SHOCK

WOUNDS **1**

Bite (10): Damage Str +2 (14)

Swim: Move 11 in the water

NILE EMPIRE SHOCKTROOPER

9

INTIMIDATE

8

MANEUVER

7

TAUNT

8

TRICK



MELEE

8

DODGE

8

UNARMED

7

TOUGHNESS

8



NILE EMPIRE SHOCKTROOPER

9

INTIMIDATE

8

MANEUVER

7

TAUNT

8

TRICK

8

SHOCK

MELEE

8

DODGE

8

UNARMED

7

TOUGHNESS

8

WOUNDS

—

Short sword (8): Damage Str +2 (10)

MP-40 (8): Damage 13, Short Burst,
Range 10/25/40

MASKED MARAUDER

12 INTIMIDATE

9 MANEUVER

10 TAUNT

12 TRICK



MELEE 11

DODGE 11

UNARMED 9

TOUGHNESS 9



MASKED MARAUDER

12 INTIMIDATE

9 MANEUVER

10 TAUNT

12 TRICK

14 SHOCK

MELEE 11

DODGE 11

UNARMED 9

TOUGHNESS 9

WOUNDS 4

Electro-Ray: Damage 13, Range 10/25/50

Gloater: Taunt or intimidation ignore Multi-Target penalty when approved, lose random card from hand

Reality (12): 3 Possibilities

Minions: Reality test to transfer damage to nearby lackey

HOST

12 INTIMIDATE
9 MANEUVER
8 TAUNT
8 TRICK



MELEE 7
DODGE 8
UNARMED 8
TOUGHNESS 5



HOST

12 INTIMIDATE

9 MANEUVER

8 TAUNT

8 TRICK

10 SHOCK

MELEE 7

DODGE 8

UNARMED 8

TOUGHNESS 5

WOUNDS -

Disturbance (8): Damage Strength +1
(6), Large Blast

Cloak of Darkness: Gain
Toughness equal to Darkness
penalty

Ethereal: Move through wall,
immune to non-magic, miracle, or
psionic attacks

Fear: Test willpower/Spirit or
become Very Stymied

Undead: Immune to poison/effects
that require „living“ processes

WEREWOLF

12 INTIMIDATE

11 MANEUVER

(10) TAUNT

(10) TRICK



MELEE 11

DODGE 12

UNARMED 14

TOUGHNESS 17
(3)



WEREWOLF

12 INTIMIDATE

11 MANEUVER

(10) TAUNT

(10) TRICK

8 SHOCK

MELEE 11

DODGE 12

UNARMED 14

TOUGHNESS 17
(3)

WOUNDS 1

Bite/Claws (14): Damage Str +2 (16)

Cloak of Darkness: Gain
Toughness equal to Darkness
penalty

Lycanthrope: Silver weapons deal
+4 damage, others heal after scene

INFECTED HUMAN

(10) INTIMIDATE

7 MANEUVER

(9) TAUNT

4 TRICK



MELEE

7

DODGE

7

UNARMED

9

TOUGHNESS

8

INFECTED HUMAN

(10) INTIMIDATE

7 MANEUVER

(9) TAUNT

4 TRICK

5 SHOCK

MELEE 7

DODGE 7

UNARMED 9

TOUGHNESS 8

WOUNDS -

Bite/Claws (9): Damage Str +1 (9)

Horde: Combined Action bonus applies to hit and damage

Infected: KO'ed Ords become infected

JIANGSHI

(13) INTIMIDATE

13 MANEUVER

(11) TAUNT

5 TRICK



MELEE 11

DODGE 13

UNARMED 13

TOUGHNESS 11



JIANGSHI

(13) INTIMIDATE

13 MANEUVER

(11) TAUNT

5 TRICK

- SHOCK

MELEE 11

DODGE 13

UNARMED 13

TOUGHNESS 11

WOUNDS 1

Bite/Claws (13): Damage Str +2 (13),
Attempt Grapple unless foe restrained

Fear: Test willpower/Spirit or
become Very Stymied

Infected: KO'ed Ords become
infected

Jump: Move Dex x2 but become
Vulnerable

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects
that require „living“ processes

KANAWA SECURITY TROOPER

11

INTIMIDATE

10

MANEUVER

6

TAUNT

8

TRICK



MELEE

10

DODGE

10

UNARMED

9

TOUGHNESS

12
(4)



KANAWA SECURITY TROOPER

11 INTIMIDATE

10 MANEUVER

6 TAUNT

8 TRICK

8 SHOCK

MELEE 10

DODGE 10

UNARMED 9

TOUGHNESS 12 (4)

WOUNDS —

Katana (9): Strength +3 (11)

SC Kyogo T11 (10): Damage 14, Long Burst, Range 50/100/200

GHUL

12 INTIMIDATE

8 MANEUVER

15 TAUNT

10 TRICK



MELEE

8

DODGE

8

UNARMED

11

TOUGHNESS

11
(2)



GHUL

12 INTIMIDATE

MELEE 8

8 MANEUVER

DODGE 8

(15) TAUNT

UNARMED 11

(10) TRICK

TOUGHNESS 11
(2)

- SHOCK

WOUNDS -

Cyber-tongue (11): Damage Str +2 (11), a Wound also Restrains

Thav-9 (10): Damage 14, Short Burst, Range 20/40/80

Fear: Test willpower/Spirit or become Very Stymied

Relentless: Gospog ignore Shock

Undead: Immune to poison/effects that require „living” processes

Zan Spinose Plating: Break out of Restrained

THRALL

6 INTIMIDATE

10 MANEUVER

8 TAUNT

8 TRICK

MELEE **10**

DODGE **8**

UNARMED **10**

TOUGHNESS **10 (2)**



THRALL

6 INTIMIDATE

10 MANEUVER

8 TAUNT

8 TRICK

6 SHOCK

MELEE **10**

DODGE **8**

UNARMED **10**

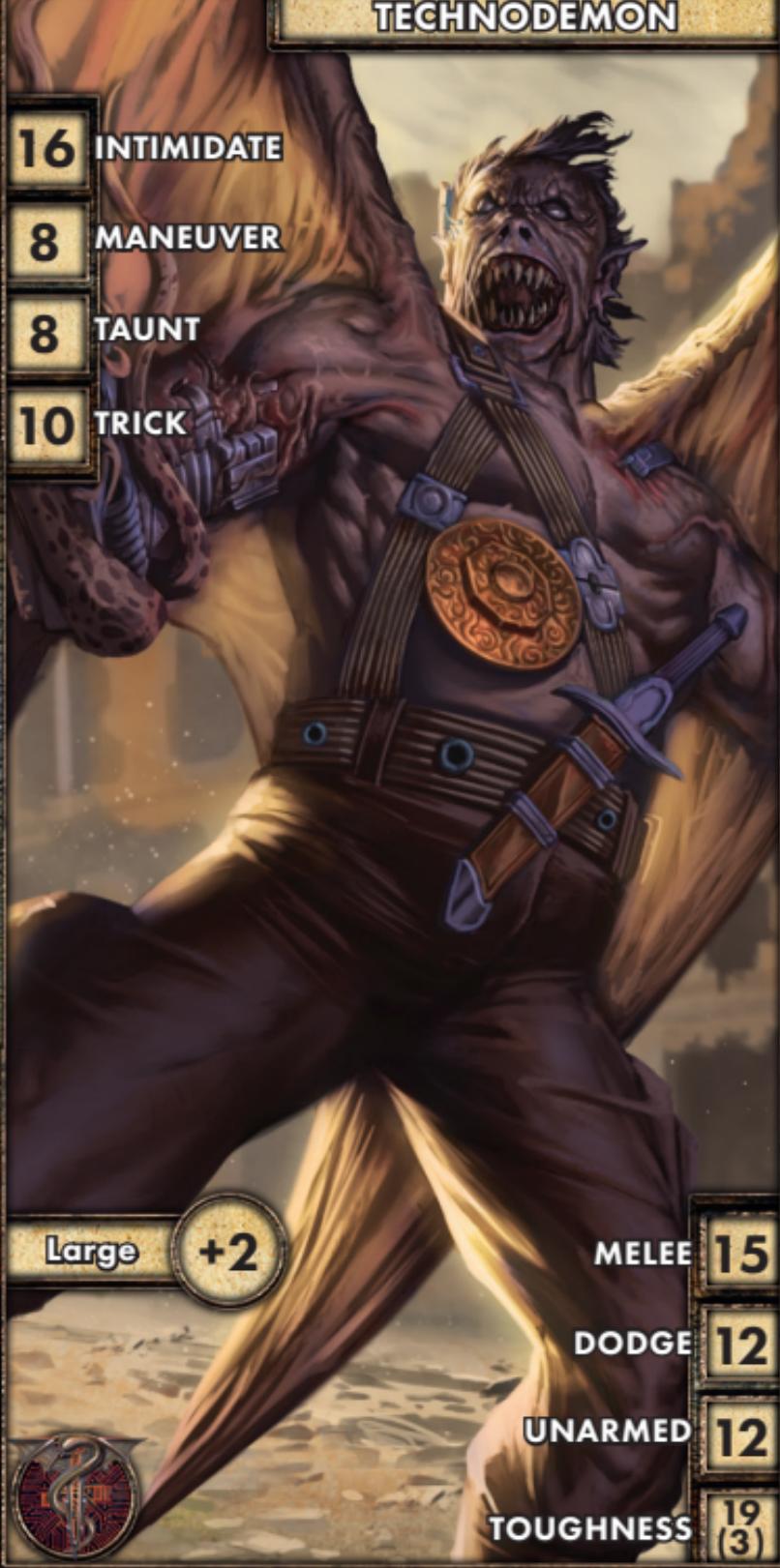
TOUGHNESS **10 (2)**

WOUNDS **-**

Thav-9 (10): Damage 14, Short Burst,
Range 20/40/80

TECHNODEMON

16 INTIMIDATE
8 MANEUVER
8 TAUNT
10 TRICK



Large

+2



MELEE

15

DODGE

12

UNARMED

12

TOUGHNESS

19
(3)

TECHNODEMON

16 INTIMIDATE

8 MANEUVER

8 TAUNT

10 TRICK

— SHOCK

MELEE 15

DODGE 12

UNARMED 12

TOUGHNESS 19 (3)

WOUNDS —

Alph Pulverizer (15): Damage 17, Range 20/40/80

Chains (14): Damage 15, Range 50 meters, may Grapple, Summoned

Chain Whip (15): Damage Str +3 (19), 5 meters

Digan Darksight Eyes: Ignore 6 points of Darkness penalty

Dread: Counts as a Dramatic Scene

Fear: Test willpower/Spirit or become Very Stymied

Flight: Move 10 in the air

Large: +2 attacks against

Minions: Reality test to transfer damage to nearby lackey

Reality (14): 3 Possibilities

Vav Sensation Suppressor: -1 Shock from all sources

Whirlwind: Ignore -2 melee Multi-Attack penalty

SABRETOOTH CAT

9

INTIMIDATE

11

MANEUVER

7

TAUNT

5

TRICK



MELEE

10

DODGE

12

UNARMED

11

TOUGHNESS

8

SABRETOOTH CAT

9

INTIMIDATE

11

MANEUVER

7

TAUNT

5

TRICK

8

SHOCK

MELEE

10

DODGE

12

UNARMED

11

TOUGHNESS

8

WOUNDS

2

Bite/Claws: Str +2 (9)

WHITE WOLF

10 INTIMIDATE

8 MANEUVER

7 TAUNT

5 TRICK



MELEE 8

DODGE 10

UNARMED 10

TOUGHNESS 8



WHITE WOLF

10 INTIMIDATE

8 MANEUVER

7 TAUNT

5 TRICK

8 SHOCK

MELEE **8**

DODGE **10**

UNARMED **10**

TOUGHNESS

WOUNDS **2**

Bite/Claws: Str +2 (10)

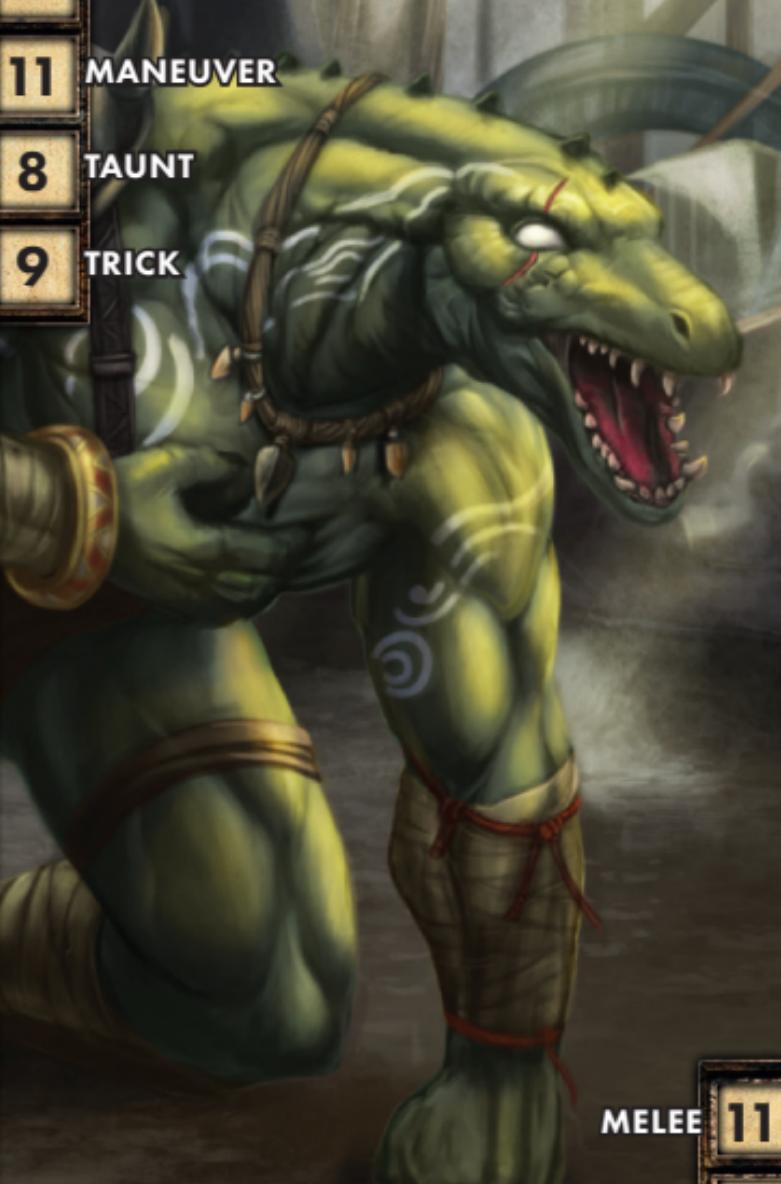
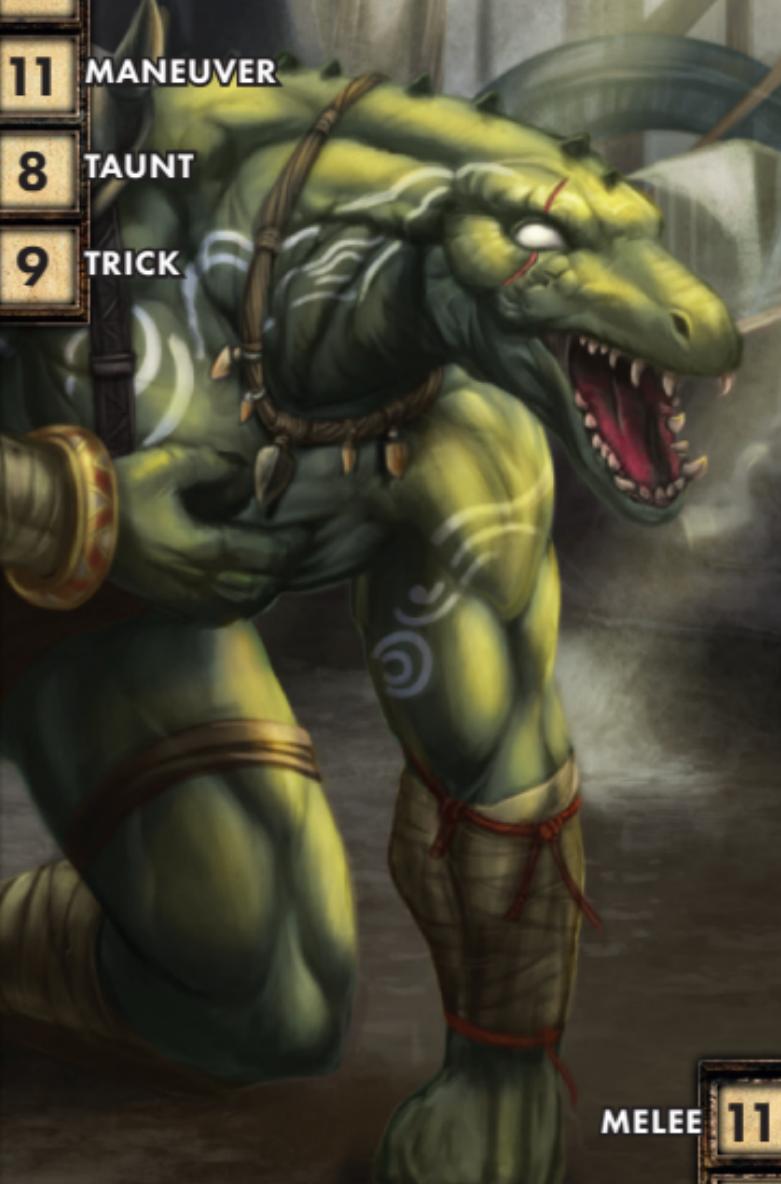
EDEINOS WARRIOR STORMER

12 INTIMIDATE

11 MANEUVER

8 TAUNT

9 TRICK



MELEE 11

DODGE 12

UNARMED 12

TOUGHNESS 14 (2)



EDEINOS WARRIOR STORMER

12 INTIMIDATE

MELEE 11

11 MANEUVER

DODGE 12

8 TAUNT

UNARMED 12

9 TRICK

TOUGHNESS 14
(2)

10 SHOCK

WOUNDS 3

Bite/Claws (11): Damage Str +3 (15), Favored, AP 2

Reality (12): 3 Possibilities

Vengeful: Up against foe who caused a Wound

Whirlwind: Ignore -2 melee Multi-Attack penalty

CRAZED HUMAN STORMER

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK



MELEE

8

DODGE

10

UNARMED

9

TOUGHNESS

13
(4)

CRAZED HUMAN STORMER

12 INTIMIDATE

9 MANEUVER

11 TAUNT

10 TRICK

10 SHOCK

MELEE **8**

DODGE **10**

UNARMED **9**

TOUGHNESS **13 (4)**

WOUNDS **3**

M-16 Assault Rifle (10): Damage 13, Long Burst, Range 50/100/200

Negation: Spend 1 Possibility to Counter a spent Possibility (not Soaking)

Reality (12): 3 Possibilities

MOSASAURUS

13 INTIMIDATE

12 MANEUVER

10 TAUNT

5 TRICK

Very Large

+4

MELEE

12

DODGE

10

UNARMED

12

TOUGHNESS

17
(1)



MOSASAURUS

13 INTIMIDATE

MELEE 12

12 MANEUVER

DODGE 10

(10) TAUNT

UNARMED 12

5 TRICK

TOUGHNESS 17
(1)

13 SHOCK

WOUNDS 4

Bite (12): Damage Str +3 (19)

Dread: Counts as a Dramatic Scene

Swim: Move 12 in the water

Very Large: +4 attacks against

NIBIKRID

6 INTIMIDATE

12 MANEUVER

8 TAUNT

6 TRICK

MELEE 8

DODGE 9

UNARMED 9

TOUGHNESS 8



NIBIKRID

6 INTIMIDATE

12 MANEUVER

8 TAUNT

6 TRICK

6 SHOCK

MELEE 8

DODGE 9

UNARMED 9

TOUGHNESS 8

WOUNDS 1

Bite: Damage Str +1 (9), venom if damage exceeds Toughness

Venom: The target's Strength decreases by one