

# 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

MELEE 8

8 MANEUVER

DODGE 8

— TAUNT

UNARMED 10

7 TRICK

TOUGHNESS 8

— SHOCK

WOUNDS —

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

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**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

MELEE **9**

**15** MANEUVER

DODGE **12**

**10** TAUNT

UNARMED **15**

**10** TRICK

TOUGHNESS **15**  
(3)

**11** SHOCK

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

MELEE 9

9 MANEUVER

DODGE 9

7 TAUNT

UNARMED 9

7 TRICK

TOUGHNESS 12  
(4)

8 SHOCK

WOUNDS —

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

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

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**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

MELEE **8**

**8** MANEUVER

DODGE **10**

**13** TAUNT

UNARMED **14**

**10** TRICK

TOUGHNESS **21**  
(4)

**16** SHOCK

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

MELEE 9

8 MANEUVER

DODGE 9

9 TAUNT

UNARMED 9

9 TRICK

TOUGHNESS 9  
(2)

6 SHOCK

WOUNDS —

**Mace (9):** Strength +2 (9)

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

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**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

MELEE 12

9 MANEUVER

DODGE 12

11 TAUNT

UNARMED 9

12 TRICK

TOUGHNESS 9  
(2)

9 SHOCK

WOUNDS 1

**Longsword (12):** Strength +2 (9)

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

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**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

MELEE 9

8 MANEUVER

DODGE 9

8 TAUNT

UNARMED 8

9 TRICK

TOUGHNESS 12  
(4)

7 SHOCK

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

MELEE 9

9 MANEUVER

DODGE 9

11 TAUNT

UNARMED 9

10 TRICK

TOUGHNESS 9  
(2)

11 SHOCK

WOUNDS 1

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

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**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

MELEE 15

10 MANEUVER

DODGE 12

12 TAUNT

UNARMED 12

13 TRICK

TOUGHNESS 16  
(2)

12 SHOCK

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

MELEE 15

13 MANEUVER

DODGE 14

13 TAUNT

UNARMED 12

15 TRICK

TOUGHNESS 20  
(5)

15 SHOCK

WOUNDS 3

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

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**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

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**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)

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**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

MELEE 8

8 MANEUVER

DODGE 8

7 TAUNT

UNARMED 7

8 TRICK

TOUGHNESS 8

8 SHOCK

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

MELEE 11

9 MANEUVER

DODGE 11

10 TAUNT

UNARMED 9

12 TRICK

TOUGHNESS 9

14 SHOCK

WOUNDS 4

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

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**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

# GHOST

12 INTIMIDATE

9 MANEUVER

8 TAUNT

8 TRICK

MELEE 7

DODGE 8

UNARMED 8

TOUGHNESS 5



## GHOST

12 INTIMIDATE

MELEE 7

9 MANEUVER

DODGE 8

8 TAUNT

UNARMED 8

8 TRICK

TOUGHNESS 5

10 SHOCK

WOUNDS -

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

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**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

MELEE **11**

**11** MANEUVER

DODGE **12**

**(10)** TAUNT

UNARMED **14**

**(10)** TRICK

TOUGHNESS **17**  
**(3)**

**8** SHOCK

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

MELEE 7

7 MANEUVER

DODGE 7

(9) TAUNT

UNARMED 9

4 TRICK

TOUGHNESS 8

5 SHOCK

WOUNDS -

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

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**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

MELEE 11

13 MANEUVER

DODGE 13

(11) TAUNT

UNARMED 13

5 TRICK

TOUGHNESS 11

— SHOCK

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

MELEE 10

10 MANEUVER

DODGE 10

6 TAUNT

UNARMED 9

8 TRICK

TOUGHNESS 12  
(4)

8 SHOCK

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

MELEE 10

10 MANEUVER

DODGE 8

8 TAUNT

UNARMED 10

8 TRICK

TOUGHNESS 10  
(2)

6 SHOCK

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

MELEE **15**

**8** MANEUVER

DODGE **12**

**8** TAUNT

UNARMED **12**

**10** TRICK

TOUGHNESS **19**  
(3)

**—** SHOCK

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

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**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

MELEE **10**

**11** MANEUVER

DODGE **12**

**7** TAUNT

UNARMED **11**

**5** TRICK

TOUGHNESS **8**

**8** SHOCK

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

MELEE **8**

**8** MANEUVER

DODGE **10**

**7** TAUNT

UNARMED **10**

**5** TRICK

TOUGHNESS **8**

**8** SHOCK

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

MELEE **8**

**9** MANEUVER

DODGE **10**

**11** TAUNT

UNARMED **9**

**10** TRICK

TOUGHNESS **13**  
(4)

**10** SHOCK

WOUNDS **3**

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

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**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

MELEE 8

12 MANEUVER

DODGE 9

8 TAUNT

UNARMED 9

6 TRICK

TOUGHNESS 8

6 SHOCK

WOUNDS 1

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

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**Venom:** The target's Strength decreases by one