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## The Deck of Many Actions

By Charles Rice and Chris Davis



Welcome to *The Deck of Many Actions*. What is The Deck of Many Actions? They are cards drawn at the beginning (or during) an adventure to spice things up and give the PCs a chance to perform a special actions.

### How to use The Deck of Many Actions

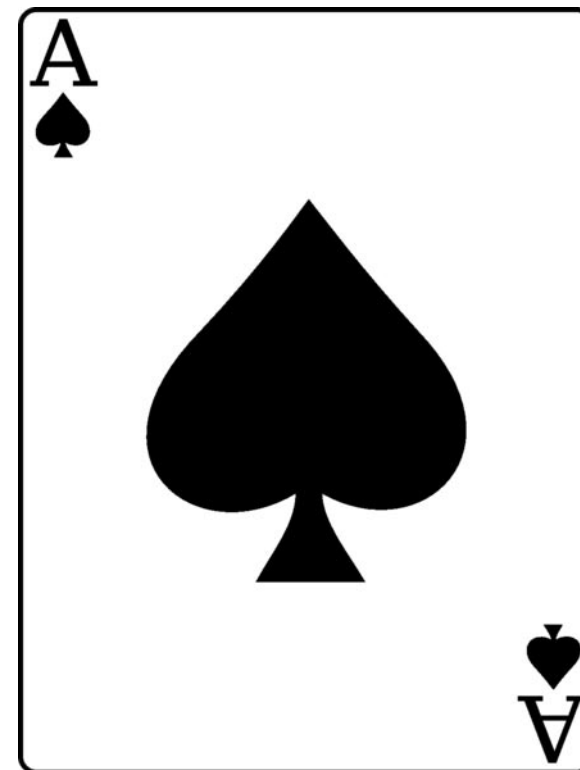
The Deck of Many Actions can be used two ways, depending on how you want to integrate them into your game:

#### Method 1: Campaign Use

At any point during an adventure (or prior to starting), the player may choose to spend an Action Point to draw a card from the deck. The character keeps the card and may use it immediately or any time in the future (including a future adventure). A player may only draw or use one card per round (just like spending an Action Point) and may not have more than 3 cards at any time (the GM could adjust the maximum number of cards to make the game more cinematic). Once used, the card is shuffled back into the deck.

#### Method 2: Adventure Use

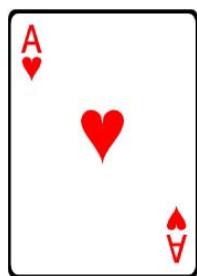
The players choose 3 cards (or more if the GM wants more cinematic action) prior to starting an adventure. At any point during the adventure, a player may spend an Action Point to use the card. At the end of the adventure, the cards are returned to the deck.



## Spending Action Point Cards on behalf of other Players.

Sometimes a card cannot help the player that draws it. For example, a player may draw the *6 of Clubs* and already possess the Cleave feat. This player may choose to use a card and apply the benefits to another player, but he or she must still spend the Action Point.

## Action Point Cards



### Hearts (Love, Friendship, Allies)

**Ace of Hearts:** *Remember the Maine!* Play when a comrade or ally has fallen (unconscious, incapacitated, dying or dead). All remaining allies

gain a +2 morale bonus to ranged and melee attack rolls, melee damage rolls and saving throws for 1-6 rounds + your Charisma modifier

**King of Hearts:** *Nick of time:* You arrive just in time to help a comrade or NPC, even if your being there is totally implausible or impossible.

**Queen of Hearts:** *Heartbreaker:* A member of the opposite sex, who also works for one of your opponents is smitten with you and helps you at a crucial time in a non-combat way, either with information or helping you escape.

**Jack of Hearts:** *Reinforcements!* Ally arrives

**10 of Hearts:** *Human Shield:* Take one successful attack against an ally within 30 feet of you

**9 of Hearts:** *Rolodexterity:* An old friend shows up with a skill you lack, but need (1 rank of skill per character level) at just the right time

**8 of Hearts:** *Hometown:* For whatever reason the adventure takes place in a locale where you grew up or spent a lot of time as a youth. You gain a +2 circumstance bonus on all Bluff, Diplomacy and Gather Information skill checks for the next 24 hours + a number of hours equal to your Charisma modifier

**7 of Hearts:** *Old Flame:* You run into an old girlfriend or boyfriend who is willing to help you in minor ways (loaning you a car or perhaps some money- aiding you in a Wealth check).

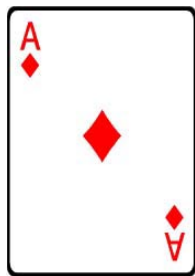
**6 of Hearts:** *Bonds of friendship:* You and one ally gain the benefits of the Teamwork feat (+2 bonus on attack and skill checks) for 1-6 rounds + your Charisma modifier

**5 of Hearts:** *Distraction:* Some random weirdness distracts your opponent, allowing you to make a Bluff check as a free action to attempt to feint (either for combat or to hide).

**4 of Hearts:** *Informant:* +4 bonus on all Gather Information skill checks for 1-6 hours + a number of hours equal to your Charisma modifier

**3 of Hearts:** *Smooth:* +4 bonus on all Diplomacy skill checks for 1-6 hours + a number of hours equal to your Charisma modifier

**2 of Hearts:** *Liar, Liar:* +4 bonus on all Bluff skill checks for 1-6 hours + a number of hours equal to your Charisma modifier



## **Diamonds (resilience, resistance)**

**Ace of Diamonds:** *Just a flesh wound:* The next successful attack inflicts minimum damage

**King of Diamonds:** *Lucky break:* Reroll a failed saving throw.

**Queen of Diamonds:** *Like a rock:* Gain a +4 bonus on all rolls to resist being tripped, disarmed or grappled for the next 1-6 rounds + your Constitution modifier

**Jack of Diamonds:** *Just warming up:* Second wind (as the talent)

**10 of Diamonds:** *Who needs sleep?* Remove the fatigue or exhausted condition

**9 of Diamonds:** *Guardian Angel:* +2 divine bonus on saving throws for 1-6 rounds + Wisdom modifier

**8 of Diamonds:** *Don't go into the light!* Automatically stabilize at negative hit points.

**7 of Diamonds:** *Left for dead:* Appear dead to all opponents or survive an attack that no one assumes you could survive (such as a massive explosion).

**6 of Diamonds:** *Nothing to fear:* You are immune to fear and intimidation for the next 1-6 rounds + your Constitution bonus

**5 of Diamonds:** *But fear itself:* +4 bonus on all Intimidate skill checks for 1-6 hours + your Constitution modifier

**4 of Diamonds:** *Snake doctor:* You are immune to poison for the next 1-6 rounds + your Constitution bonus

**3 of Diamonds:** *Mind over body:* You do not suffer any ill effects from hunger, thirst or environmental damage for the next 24 hours + a number of rounds equal to your Constitution modifier

**2 of Diamonds:** *Resilient:* +4 bonus on all Concentration skill checks for 1-6 hours + a number of hours equal to your Constitution modifier



## **Spades (movement, insight)**

**Ace of Spades:** *Iron mind:* +4 bonus on all Will saving throws for the next 1-6 rounds + a number of rounds equal to your Wisdom modifier

**King of Spades:** *On your game:* +4 to skill checks based on a random ability score for the next 1-6 hours + a number of hours equal to your Wisdom modifier

**Queen of Spades:** *Sting like a bee:* You may make one additional attack at your highest base attack bonus. This attack as well as all other attacks this round take a -2 penalty to hit.

**Jack of Spades:** *Like the wind:* +10' bonus to movement for 1-6 rounds + Dexterity modifier

**10 of Spades:** *Float like a butterfly:* +2 Dodge bonus to Defense for 1-6 rounds + Dexterity modifier

**9 of Spades:** *Duck and Cover:* You gain the benefits of the Evasion talent on your next Reflex saving throw.

**8 of Spades:** *Flash of Inspiration:* +8 Insight bonus to one skill check

**7 of Spades:** *Muse:* +2 bonus to one skill check for the next 24 hours + a number of hours equal to your Wisdom modifier

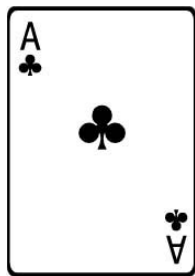
**6 of Spades:** *Land on your feet:* You suffer minimum damage from a single fall

**5 of Spades:** *The sentinel:* +2 bonus on all Spot and Listen skill checks for 1-6 hours + your Wisdom modifier

**4 of Spades:** *The shadow:* +2 bonus on all Hide and Move Silently skill checks for 1-6 hours + your Dexterity modifier

**3 of Spades:** *Niagara Falls:* +4 bonus on all Balance skill checks for 1-6 hours + your Dexterity modifier

**2 of Spades:** *Like a cat:* +4 bonus on all Tumble skill checks for 1-6 hours + your Dexterity modifier



## Clubs (combat, morale)

**Ace of Clubs:** *Bang!* You gain the benefits of the Double Tap feat on your next successful firearms attack roll, provided the weapon meets the requirements for that feat.

**King of Clubs:** *Pop!* You inflict maximum damage on your next successful attack.

**Queen of Clubs:** *Lucky Shot:* A critical threat is automatically confirmed

**Jack of Clubs:** *Come get some:* +2 morale bonus to all attack rolls for 1-6 rounds + your Strength modifier

**10 of Clubs:** *Let's get busy:* +1 morale bonus to melee attack and damage rolls for 1-6 rounds + Strength your modifier

**9 of Clubs:** *Ferocious attack:* All Massive Damage Saves triggered by your melee attacks are increased by +5 for the next 1-6 rounds + your Strength modifier

**8 of Clubs:** *Revenge:* You gain the Enemy feat (+2 to attack rolls and skill checks against one opponent) for 1-6 rounds + your Strength modifier

**7 of Clubs:** *The hammer:* You gain a +2 morale bonus to unarmed attack and damage rolls and provoke no attacks of opportunity for unarmed attacks for 1-6 rounds + Strength your modifier

**6 of Clubs:** *You want some of this?* You gain the benefits of the Cleave feat for 1-6 rounds + your Strength modifier

**5 of Clubs:** *Bulldozer:* You gain a +2 morale bonus to charge attacks for 1-6 rounds + Strength your modifier

**4 of Clubs:** *Heat of battle:* You gain the benefit of the Power Attack feat on one melee attack roll

**3 of Clubs:** *Like a fish:* +4 bonus on all Swim skill checks for 1-6 hours + your Strength modifier

**2 of Clubs:** *Mountain man:* +4 bonus on all Climb skill checks for 1-6 hours + your Strength modifier

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