

How to Use the Adventure Cards

Shuffle the Adventure Deck at the start of each session, and deal each player one card per Rank (one for Novice, two for Seasoned, etc.). Each player may play one card per session. Players may trade cards at any time.



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A Proud [X]-ian



Something reminds you of your home Land. Increase your Land's attribute by one until the end of the scene.

But Why are You Doing This?



Play after making a Taunt Test to force an opponent to lose their next turn as they reveal parts of their master plan.

Chance Meeting



There's another Agent or a team around here. They have a mission of their own, and aren't necessarily nice (GM's call).

Coordinated Maneuver



Play after your turn ends to immediately give yourself or another teammate a full turn.

Dangerous Stunt



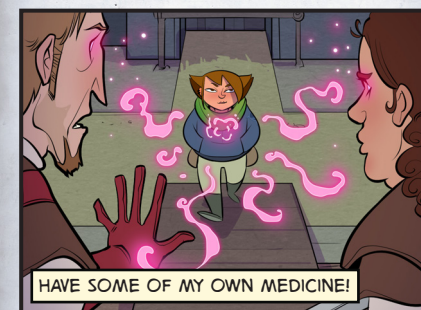
Play when you're targeted by a ranged attack to roll Agility. Succeed, and you can move your Pace, and the attack hits someone of your choice along the path. Fail, and you fall prone if the attack hits you.

Defensive Positions



You and your fellow teammates gain +2 Parry and +2 Toughness until one of you becomes Shaken.

Exploitative Theme



A foe reacts strangely to your Crystal. Any power you successfully activate on them makes them Vulnerable.

Finish Them



Play after rolling damage to double the total.

Formal Tone



Add +4 to all of your social rolls made to impress or Intimidate for the duration of the current scene.

Give In



Play after you play out a Hindrance of your Crystal, to ignore up to 4 points of penalties on a Crystal Channeling roll you make this turn.

Give It All I've Got



Play to ignore Wound or Fatigue penalties until the end of the scene. You must then make a Vigor roll (with the penalties!) to avoid taking another Wound or level of Fatigue.

Go on the Offensive



You and all of your teammates add +2 to all attacks and physical Tests until one of you becomes Shaken.

Good Credit



Play when you recover a resource of great value or establish an important agreement, to gain 4 Requisition.

Helping Hand



Play when a teammate rolls a Trait to make an immediate Support roll and also give them a free reroll.

I Have to Tell You Something



Play to gain a Secret Hindrance of your choosing, which is immediately revealed. If it's Minor, refresh your starting Bennies. If it's Major, from now on you draw another Benny at the start of each session, FOREVER.

I Will Survive



JUST... A LITTLE BIT... MORE.

Play when setting out on a journey to gain +2 on all checks to prevent Fatigue.

I'm a Friend



I GUESS I JUST SMELL GOOD.

Play to make animals accept your presence. They will not attack unless you attack first.

I'm Alive?..



IT... *IS* JUST A FLESH WOUND!

Play after someone rolls damage to make them use the minimum amount possible.

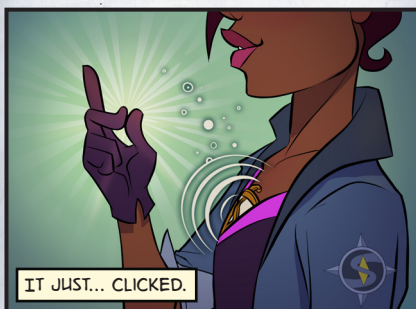
I've Got That in the Tank



I SWEAR WE PACKED ONE OF THOSE.

You scavenge around a bit in the Tank and find a tool, piece of hardware, a food item, or the like, as long as there's even the slightest chance it could be there.

I've Got the Hang of This



IT JUST... CLICKED.

Play after you activate a Power Stunt to make the new power permanent for you.

I've Read About This



AIM FOR ITS SOFT SPOT!

You read something about a creature you're currently fighting. You know one of its weaknesses, or if it has none, add +2 to your attacks and damage rolls against this type of creature from now on.

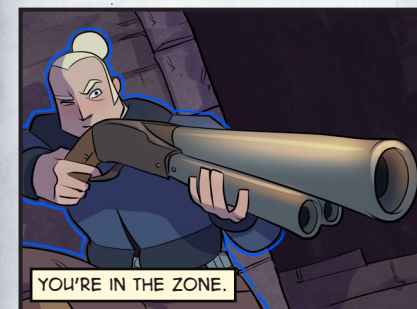
It's In the Manual



SEE, ON PAGE 206 IT SAYS...

Play when you encounter a new creature, item or location. The GM tells you one important detail you recall about it.

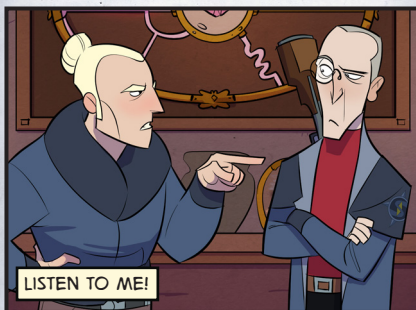
Keep Going



YOU'RE IN THE ZONE.

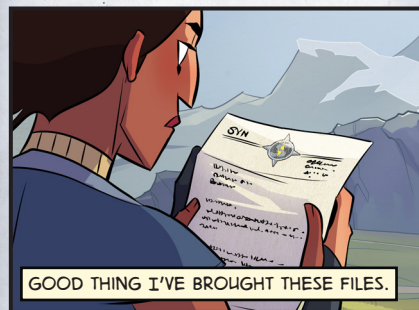
Play after taking down an enemy with a ranged attack to immediately make another such attack against a new target, as a free action.

Let's Talk This Out



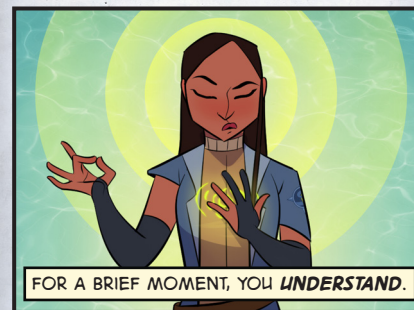
Play during combat after you make a Test with Persuasion to force the target to take your words seriously and respond.

Mission Dossier



Play to say what Syn knows about a person or organization you recently met. (limited by GM approval)

Moment of Harmony



This turn all of your Crystal Channeling rolls ignore up to 4 points of penalties.

Organizational Memory



Play this card to have the Game Master tell you how a previous group of Agents encountered and resolved a situation similar to the one you're currently facing.

Our Supervisor Taught Me This Trick



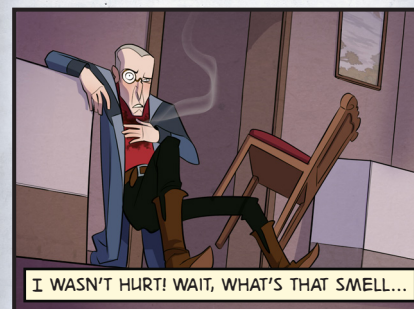
Play to gain the benefit of any one Edge, regardless of requirements, for the rest of the session.

Perfect Timing



This combat round you act as if you had drawn a Joker, a heart suit, or both.

Phew!



Play to ignore the damage from one attack. Your harness took the brunt of the hit, and you roll Crystal Channeling with -1 until its fixed (with Engineering or Healing).

Powerful Insight



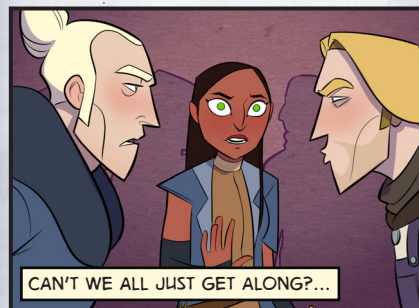
Gain a new power until the end of the scene. (Like a Power Stunt; it doesn't cost a Benny)

Quick Response



Play after a creature attacks you in melee to make an immediate Test against them.

Smooth Things Over



Play when a social situation turns hostile. You get +2 on one final Trait roll to try and stop things from escalating.

Still Kicking



Play to prevent someone from dying. They're stable, but only for another minute or two.

Strange Synergy



Play as you activate a power in the presence of another Crystal's power. Some strange synergy empowers the two, as if both got a raise on the activation roll.

Sudden Empowering



Play when you activate a damage-dealing power with your Crystal. You roll with +2 and deal double damage. You must then make a Vigor roll or take a level of Fatigue.

Swiftly!



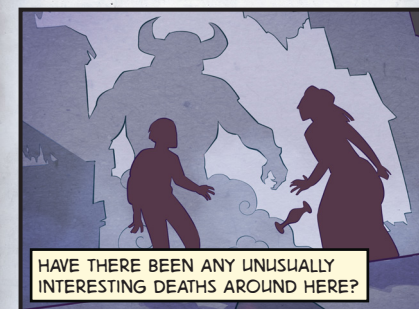
Play to move to any location in the battlefield, regardless of what's in the way, and ignoring Withdrawing From Melee.

Teamwork



Play instead of rolling for a Support action. You automatically succeed, and give a +4 bonus instead of the regular bonus.

The 3rd Sign of Crystal Presence



You recall some rumors or notice some clue as to the theme, trapping or feral manifestation of a Crystal in your vicinity. The GM will tell you what.

They Owe Us Here



Play when meeting a person of importance. This person owes Syn a favor! Which means they owe **YOU** a favor. It's worth about 2 Requisition.

This Just Got Messy



Play during a conflict between the Agents and some foes to make a third party appear and become involved (GM's choice).

Time to Shine



Play to increase your Wild Die by one step (to d8) until the end of the scene.

True Beast



Play at the beginning of combat to declare that a creature you are facing is Crystal-touched. The GM rolls twice on the Crystal-touched Abilities table. All players get a Benny, and you can draw and play another Adventure card.

Try Someone Your Own Size



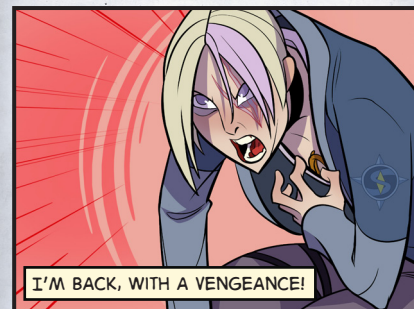
Play when a teammate fails to defend against a Test to force the foe to reroll, this time targeting you.

Twist of Fate



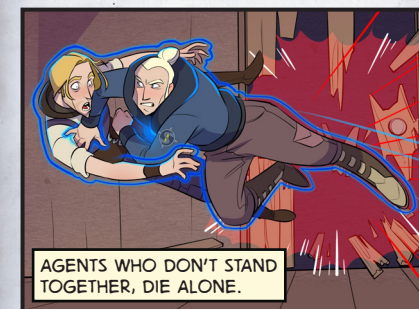
Play after scoring a Critical Failure to instead succeed with a raise. The GM gets to do the same for one of their NPCs later this session.

Vitality Surge



Play when you're about to become desynced. Instead, you gain +2 on all Trait rolls until the end of your next turn.

Watch Out!



Play when a nearby Agent is hit by an attack to jump in the way. The damage roll is made against you, with -2.

Way Station



Play when arriving at a new location to declare that there's a way station there. It's pretty interesting (roll twice on the Quirks list) and well-equipped (ignore Lacking).

We Covered This in Training



Gain a d6 in a skill you don't have for the remainder of the game session.

Well-Equipped

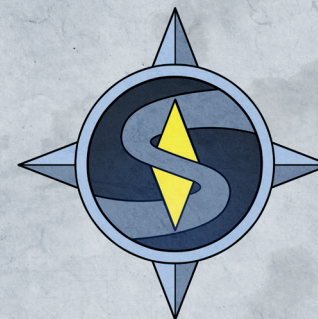


Get a single item or service without needing to roll Requisition.

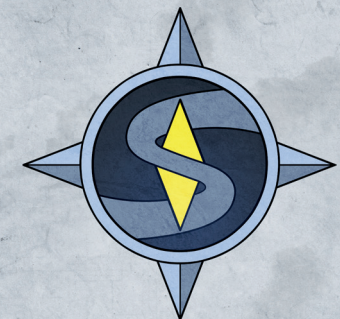
When It Rains



Play to make things worse: reinforcements arrive for the enemy; the bridge collapses under you; the Tank's engine dies out; etc. It's the GM's call. All players get a Benny, and you can draw and play another Adventure card.



ADVENTURE
DECK



ADVENTURE
DECK