



THRYM'S BOON

RE-ROLL DAMAGE FOR POWERS OR
SPECIAL ABILITIES WITH COLD,
COLDFIRE, OR ICE TRAPPING. CAN BE
USED TO RE-ROLL DAMAGE ON AN
ATTACK MADE AGAINST YOU





SIGEL'S BOON

IGNORE ALL PENALTIES FOR POOR
LIGHTING, INCLUDING OBSCURE.
COVER MODIFIERS APPLY NORMALLY





VALI'S BOON

+2 TO VIGOR ROLLS TO RESIST
POISON AND DISEASE





DARGAR'S BOON

AUTOMATICALLY GO BERSERK AS
PER THE EDGE OF THAT NAME



10



THE NORN'S BOON

IF THE CHARACTER IS SHAKEN,
FURTHER SHAKEN RESULTS HAVE
NO ADDITIONAL EFFECT



9

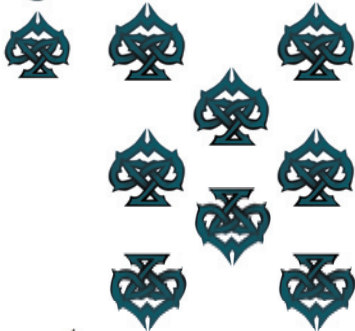


NIHT'S BOON

AUTOMATICALLY GET THE
DROP AGAINST ONE FOE

M

8



NIHT'S BOON

AUTOMATICALLY GET THE
DROP AGAINST ONE FOE

M

7



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FURTHER SHAKEN RESULTS HAVE
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2



2



ERTHA'S BOON

+2 ARMOR. STACKS WITH MAGICAL
AND MUNDANE ARMOR





TIW'S BOON

CHOOSE: +2 TO FIGHTING ROLLS
OR +2 TO KNOWLEDGE (BATTLE)
ROLLS





ULLR'S BOON

CHOOSE: +2 TO SHOOTING OR
THROWING ROLLS **OR** ATTACKERS
USING RANGED WEAPONS (NOT
SPELLS) ARE -2 TO HIT THE
CHARACTER





THE UNKNOWNABLE ONE'S BOON

MAKE A SINGLE TEST OF WILLS
OR TRICK AS A FREE ACTION



10



NEORTHE'S BOON

THE CHARACTER CAN WALK AND RUN ACROSS WATER AS IF IT WERE A SOLID SURFACE. IF ALREADY UNDERWATER, HE BOBS TO THE SURFACE IMMEDIATELY



9



RIGR'S BOON

ATTACKERS GAIN NO GANG-UP
BONUS AGAINST YOU



8



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CHOOSE: +2 TO FIGHTING ROLLS
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ROLLS



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ERTHA'S BOON

+2 ARMOR. STACKS WITH MAGICAL
AND MUNDANE ARMOR



2



2



KENAZ'S BOON

+4 ARMOR AGAINST ANY ATTACKS
WITH COLD, COLDFIRE, OR ICE
TRAPPINGS. STACKS WITH MUNDANE
AND MAGICAL ARMOUR





FREO'S BOON

CHOOSE: RUN AS A FREE ACTION
OR IGNORE ALL PENALTIES FOR
DIFFICULT GROUND





EIRA'S BOON

CHOOSE: +2 TO ANY HEALING ROLL
(MAGICAL OR MUNDANE) **OR** ONE
ADJACENT ALLY USES YOUR PARRY
SCORE. ALLY MUST REMAIN ADJACENT
OR THE EFFECT ENDS





MAERA'S BOON

CHOOSE: +2 TO ANY SINGLE ARCANES
SKILL ROLL **OR** GAIN ARCANES
RESISTANCE EDGE



10



EOSTRE'S BOON

PLANTS AND ANIMALS WITH (A)
SMARTS WILL NOT ATTACK THE
HERO, EVEN IF HE ATTACKS THEM



9



THUNOR'S BOON

+2 TO ESCAPE GRAPPLES OR ANY
ENTANGLEMENT. INCLUDES POWERS
SUCH AS ENTANGLE, HAMPER
MOVEMENT AND PUPPET (WHICH
ENSNARES THE MIND)



8



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+4 ARMOR AGAINST ANY ATTACKS
WITH COLD, COLDFIRE, OR ICE
TRAPPINGS. STACKS WITH MUNDANE
AND MAGICAL ARMOUR



2



2



HELA'S BOON

IMMUNE TO FEAR AND
INTIMIDATION





SCAETHA'S BOON

GAIN CHAMPION EDGE





HOTHAR'S BOON

CAST PUPPET (VOICE OF AUTHORITY
TRAPPING) AS AN ACTION USING
SPIRIT AS ARCANE SKILL DIE



A detailed illustration of a skeleton in ornate, dark metal armor with gold-colored accents. The skeleton is standing in a dark, misty forest with tall, thin trees. It holds a large, ornate mace or staff in its right hand. The card's text and symbols are overlaid on this background.

NAUTHIZ'S BOON

CHOOSE: WITHDRAW FROM COMBAT
WITHOUT PROVOKING ANY ATTACKS

OR USE 2 + HALF STEALTH DIE AS
PARRY SCORE



10



HOENIR'S BOON

CHOOSE: +1 TO ANY SINGLE TRAIT
ROLL **OR** MAKE A SINGLE UNSKILLED
TRAIT ROLL AS IF YOU HAD A D6
IN THE TRAIT



9



VAR'S BOON

+2 TO RESIST TESTS OF WILL
AND TRICKS



8



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CHOOSE: +1 TO ANY SINGLE TRAIT
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SCAETHA'S BOON

GAIN CHAMPION EDGE



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HELA'S BOON

IMMUNE TO FEAR AND
INTIMIDATION



2



2





POWER OF THE RUNES (OPTIONAL)

All cards save for the Jokers and deuces come with a divine boon. In order to activate his action card's boon, a character must spend a benny. This is a free action. A character cannot activate the boon until his turn begins, but may delay doing so until later in the round if he so wishes. The boon takes effect immediately the benny is spent.

Unless otherwise stated, the boon affects only the activating character. No matter the nature of the boon, the effect lasts only until the start of the character's next turn. This applies even if the boon is a spell with a Maintained Duration. If a character activates the boon and immediately goes on Hold, the boon ceases at the end of the *current* round unless he comes off Hold before then. If a hero is Incapacitated the boon ends immediately. If a boon grants a flat Trait bonus, then the bonus also applies if a benny is spent on a re-roll. Edges from boons do not stack with Edges the character already possesses.

GM controlled NPCs and monsters may also activate boons. In the case of Extras, one individual gains the boon per benny spent.

Optional: If the deity granting the boon is the character's patron deity then he may activate the boon without spending a benny. This can be done only once per session.

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Artwork by Chris Kuhlmann



TAG10112

HELLFROST

**ACTION
DECK**

**WITH
HELLFROST RUNES**

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