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HOW TO USE THESE CARDS

Shuffle the Adventure Deck at the start of each game session. Deal one card to each player for each of her character's Ranks (e.g., two for Seasoned, five for Legendary).

Each player may play one card per session, but cards which grant an additional draw allow an additional play as well.

Players may trade cards or play them for others as they like, unless the card says otherwise.

DESTINY'S CHILD (BACKGROUND EDGE)

REQUIREMENTS: Novice

Your hero is favored by Destiny. She draws and plays an additional Adventure Card each game session.

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AGE

Play instead of rolling to automatically succeed at a Trait roll with a single raise.

"NEVER TELL ME THE ODDS."

ARTIST: Emmo Huang



ADRENALINE SURGE

Your hero gets an additional and immediate turn (including new movement).

"WHOA! HE WENT MATRIX ON 'EM!"

ARTIST: Cheyenne Wright



ARCANE INSPIRATION

Add +2 to Trait rolls made to activate powers for the remainder of this encounter.

"PURE ENERGY."

ARTIST: Cheyenne Wright



BETTER YOU THAN ME

Play when your hero has been hit by an attack and there is another character within 5" (10 yards). The other character suffers the attack instead. This may be played on friend or foe.

"FRITZ! THEY SHOT FRITZ!"

ARTIST: Cheyenne Wright



BULLSEYE!

Play after damage is rolled to double the total of a successful ranged attack.

"EVEN PLATE MAIL HAS EYESLITS."

ARTIST: Aaron Riley



CONTACT

Your hero finds a friend or acquaintance who helps him in his current situation.

"REGGIE. YOU OLD SCOUNDREL. HOW'VE YOU BEEN?"

ARTIST: Ross Grams



DEADLY BLOW

Play to double the damage total of a successful melee attack.

"OOOH! THAT'LL LEAVE A MARK!"

ARTIST: Tom Fowler



DRESSED TO KILL

Your hero dresses up, is "on" for the night, or is otherwise far more attractive or personable than usual. Add +2 to your Persuasion rolls for the duration of the current "scene."

"Wow. You CLEAN UP NICE, KID."

ARTIST: Cheyenne Wright

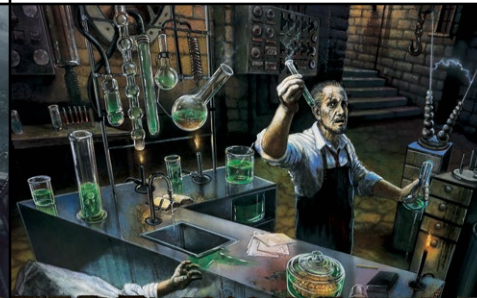


ENEMY

Play on an enemy Wild Card in the first round of combat. You may not soak Wounds from his attacks for the rest of this encounter, but you immediately draw three Adventure Cards and keep one of your choice. You may play another Adventure Card this session.

"You!"

ARTIST: Daniel Rudnicki



EPIPHANY

Something you never understood before suddenly "clicks." You gain a d6 in any skill you choose for the remainder of this game session.

"BEGINNER'S LUCK."

ARTIST: Ed Cox



EXTRA EFFORT

Play to add +1d6 to any Trait roll. This roll may Ace.

"IMPRESSIVE! MOST IMPRESSIVE."

ARTIST: Cheyenne Wright



FLESH WOUND

Play to cause all allied Extras Wounded in this encounter to rise immediately, un-Shaken and unharmed.

"GET UP, HICKS. YOU AIN'T FOOLIN' ANYONE."

ARTIST: Cheyenne Wright



FOLK HERO

Play after you save a group of people from dire circumstances. The community adopts you and your party as local heroes, and you can always find aid there.

"SHE ROBBED FROM THE RICH AND GAVE TO THE POOR..."

ARTIST: Antonio



GET A CLUE

Play this card for advice from the Game Master on how to resolve a current predicament or problem; or to find all the clues or evidence in a particular scene.

"WAIT! I'VE GOT AN IDEA!"

ARTIST: Cheyenne Wright

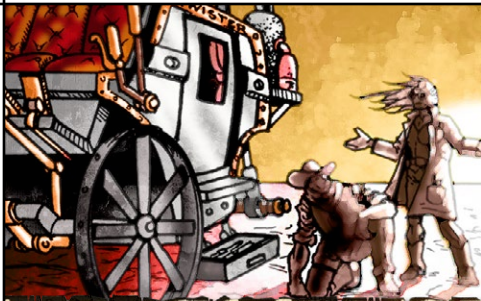


HERE COMES THE CAVALRY

Help arrives from some source determined by the GM.

"I THOUGHT YOU GUYS WOULD NEVER GET HERE."

ARTIST: Cheyenne Wright



HIDDEN STASH

Your hero scrounges up mundane necessities of some sort, such as food and water, shelter, a box of ammo, enough money for a room, etc.

"YOU NEED AN ALLEN WRENCH?
IN THE MIDDLE OF THE DESERT?
YEAH, I THINK I CAN DO THAT."

ARTIST: Cheyenne Wright



INSPIRATION

Player characters add +2 to all Trait totals for the rest of this round.

"WE ONLY HAVE ONE SHOT AT THIS.
IT'S ALL OR NOTHING, GANG."

ARTIST: Cheyenne Wright



LAST STAND

Your hero and all allies within 5" (10 yards) gain +2 Parry and Toughness until the next Joker is dealt.

"NO RETREAT. NOT
ONE BLOODY STEP."

ARTIST: Cheyenne Wright



LET'S SETTLE THIS

Play at the beginning of a combat round with no Jokers. No character can soak Wounds until a Joker is drawn.

"YOU GONNA SKIN THAT
SMOKEWAGON OR JUST STAND
THERE AND BLEED?"

ARTIST: Cheyenne Wright



LOVE INTEREST

Play on a nonplayer character. The target (eventually) falls in love with your hero. He or she may tag along on your adventures or appear intermittently to help in various ways, but also gets into trouble as well.

"GET KIDNAPPED HERE OFTEN?"

ARTIST: Cheyenne Wright



LUCKY BREAK

Play this card to completely negate the damage from one successful attack to one character.

"THANK GOD I HAD THAT SILVER
FLASK IN MY SHIRT POCKET!"

ARTIST: Jonathan Taylor



MECHANICAL MALFUNCTION

A device malfunctions in some way: a gun jams, a bow string breaks, etc. The device can be fixed by 10 minutes' work followed by a Repair roll at -2.

If part of a large device, one system breaks down instead.

"SPROING!"

ARTIST: William O'Connor



NOBLE SACRIFICE

Play when a nearby ally (GM's call) suffers damage to take the damage result yourself.

"GOTTA TAKE ONE
FOR THE TEAM..."

ARTIST: Tomasz Tworek



NOT TODAY

Play after any attack to change it from a success to a Critical Failure.

"MISSED ME. NOW IT'S MY TURN."

ARTIST: Dan Frazier



PAYBACK

Play on an opposing Wild Card. Your damage-causing attacks are made at +2 against him for the duration of the scene.

"THIS IS FOR MY FATHER!"

ARTIST: Cheyenne Wright



PEACE

Play to improve the initial attitude of an individual or group one level (using the Reaction Table in *Savage Worlds*).

"WAIT. I KNOW THAT GUY..."

ARTIST: Christophe Swal



POWER SURGE

Immediately recover all your hero's spent Power Points.

"WHO! WHERE'D THAT COME FROM?"

ARTIST: Tomasz Tworek



RALLY

All allies in 5" (10 yards) discard their Shaken, Stunned, Distracted, or Vulnerable status.

"TO ME!"

ARTIST: Emil Cabaltierra & Chris Bivins



REINFORCEMENTS

Play during combat. Strong reinforcements arrive for the opposition (the exact number and type is up to the GM, but should represent a significant threat). Every player character immediately draws an Adventure Card and may play an additional one this session.

"THEY'RE EVERYWHERE! GAME OVER, MAN!"

ARTIST: David Leri



RENOWN

Play after completing a good deed of some import. Everyone who contributed receives a point of Conviction (if not using Conviction, they refresh their Bennies instead).

"YOU'RE THE ONE WHO DEFEATED THE DRAGON OF INNSBURG?"

ARTIST: Cheyenne Wright



THE SPIRITS TOLD ME

Your character may use her arcane skill in place of any Smarts-based skill rolls for the rest of this scene.

"THEY KNOW IF YOU'VE BEEN BAD OR GOOD. AND WE BOTH KNOW YOU AIN'T BEEN GOOD."

ARTIST: Cheyenne Wright



RILED UP

Your hero causes +2 damage for each Wound he has in this encounter. Wounds count whether they were suffered previously or after this card is played.

"THAT HURTS. NOW IT'S MY TURN."

ARTIST: Cheyenne Wright



SECOND WIND

Your hero instantly recovers up to two Wounds and all Fatigue sustained in this combat. If Shaken, he is un-Shaken now as well.

"I'M FEELING MUCH BETTER NOW."

ARTIST: Cheyenne Wright



SEIZE THE DAY!

The character acts as if his Action Card is a Joker this round.

"OUT OF MY WAY!"

ARTIST: Cheyenne Wright



SPILL THE BEANS

The subject of your questioning tells you *everything* you want to know, whether by friendly persuasion, intimidation, or force.

"YOU DON'T WANNA GET HER RILED, AMIGO."

ARTIST: Tomasz Twork



TEAMWORK

The bonus from all Support rolls is doubled this round. This applies to all allied characters.

"ON MY MARK..."

ARTIST: Jonathan Taylor



TURNCOAT

Your hero somehow convinces or bribes a foe to perform a small favor—such as helping the hero escape, revealing the location of the "boss," etc.

"HOW MUCH ARE THEY PAYING YOU?"

ARTIST: Cheyenne Wright



UH-OH!

Each player draws a card from the Adventure Deck and may play an additional card this session. Sometime soon, the party is subject to a strong and dangerous attack from enemies or creatures out for blood.

"DID YOU HEAR THAT?"

ARTIST: Daniel Rudnicki



VILLAINOUS VERBOSITY

Play to make an opposing Wild Card lose his next action by gloating or talking about his master plan.

"HAH! YOU FOOLS! DID YOU REALLY THINK YOU COULD THWART SUCH AN INGENIOUS PLAN?"

ARTIST: Cheyenne Wright



DESPERATE TIMES

Play to take any one Adventure Card from the discard pile.

"ONLY ONE CHANCE..."

ARTIST: Ross Grams



HOT IRON AND WHISKEY

Play on a Wounded character out of combat. All Wounds are recovered, but the victim gains a permanent scar that subtracts 2 from his Persuasion for the next game month.

"I'M NOT GONNA KID YA. THIS IS GONNA HURT."

ARTIST: Paul (Prof.) Herbert



SHAKIN' IN THEIR BOOTS

Play in a combat situation. Your character does or says something so shocking that it brings the area to a standstill. All other characters, friend or foe, are Shaken.

"I'M GONNA' RIP YOUR HEAD OFF AND..."

ARTIST: Cheyenne Wright



SAINTS AND MARTYRS

All player characters and allies with Arcane Backgrounds regain 2d6 Power Points.

"THEIR LONG-STILL VOICES AND PALE SHADES WERE THERE FOR US, TO HELP US THROUGH THE FIGHT."

ARTIST: Liz Green



ANGRY MOB

A mob of angry locals (about two per hero) join the fight. Whether they are friend or foe depends on the situation!

"BURN THE WITCH!"

ARTIST: Cheyenne Wright



ARCANE SPIKE

A character with an Arcane Background may cast any power available in their setting, regardless of Rank, one-time only.

"I THINK I'VE GOT THIS FIGURED OUT!"

ARTIST: Richard Clark



PARLEY

All characters cease fighting and listen to the hero speak for at least 30 seconds. Others may only take defensive actions during this time. This has no effect on beasts and other creatures that cannot understand the speaker.

"I CALL ON THE ANCIENT RITE OF PARLEY!"

ARTIST: Cheyenne Wright



OUT OF THE FRYING PAN

Play to get the party out of some troublesome or deadly incident. This leads to some other trouble, however, such as capture, escape to a new location with its own harrowing adventure, or the sacrifice of a noble ally.

"QUICK! DOWN THIS GARBAGE CHUTE!"

ARTIST: Cheyenne Wright



PERFECT TIMING

Pay a Benny to search through the remaining Adventure Deck and take any one card of your choice. You may play an additional card this session.

"BY THEN, IT WAS TOO LATE."

ARTIST: Cheyenne Wright & Wayne Miller



BETRAYED!

A trusted friend turns against you, allying with your foes and spilling your secrets. You get a point of Conviction, or refresh your starting Bennies if Conviction isn't in play.

"HER DOUBLE-CROSS BURNED HOT IN MY GUTS. OR MAYBE THAT WAS THE LEAD."

ARTIST: Cheyenne Wright



DARK BARGAIN

Play after contact with an arcane force or strange incident. Draw an Adventure Card immediately and increase the number you may draw and play by one *forever*. Gain the Bad Luck Hindrance (or GM's call if you already have it). Discard and redraw if you ever get this card again.

"YOU PAY YOUR MONEY AND YOU TAKE YOUR CHANCES."

ARTIST: Cheyenne Wright



UNEXPECTED INSIGHT

Your hero may affect a creature with any of her attacks, regardless of Invulnerabilities.

"WAIT! I READ SOMETHING ABOUT THIS!"

ARTIST: Cheyenne Wright



GET SAVAGE!

Your character gains the benefit of any one Edge, regardless of requirements, for the rest of this encounter.

"I HAVE NO IDEA HOW I DID THAT."

ARTIST: Tom Fowler



I REALLY HATE THESE GUYS!

At the beginning of combat, choose one specific and identical type of Extra (e.g., wormlings, toxic zombies, cultists). For the duration of the fight, all of your attacks gain +1d6 damage against them.

"WORMLINGS? SERIOUSLY? MORE OF THESE SLITHERY TWITS? GAH!"

ARTIST: Carmen Sinek