

# Shark Bytes Adventure Cards

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## ANTI-BENNY

*"But that should have worked!"*

This card is the very opposite of a Benny. Play it to cancel the use of one Benny (such as the one the GM just used to save the villain's hide for the umpteenth time). Further Bennies, if available, may still be spent for the same roll.



## CATCH PHRASE

*"It's like I always say..."*

When you play this card, create a catchphrase for your character that you can invoke up to three times later in this session. You gain a +2 bonus on a single trait roll each time you invoke your catchphrase, but only if it is appropriate to the situation.



## CHOREOGRAPHY

*"Hup! Hah! Nearly got me that time!"*

You may play this card to negate all damage that would otherwise be done to a single character during a single round, regardless of its source.



## JOKER UP MY SLEEVE

*"Now I'm smiling..."*

You may play this card to replace any card drawn by friend or foe from the Action Deck for initiative at the beginning of a round. This card counts as a Joker. It takes effect regardless of any Edges or Hindrances possessed by the character it is played on (such as Slow). The Action Deck must be shuffled at the end of the round, and this card cannot be played again in this session. If the Wild Deuce card is played on the same character in a round, roll a d6. On an odd result, this card takes priority.



## WILD DEUCE

*"Too slow!"*

You may play this card to replace any card drawn by friend or foe from the Action Deck for initiative at the beginning of a round. This card counts as a deuce. It takes effect regardless of any Edges or Hindrances possessed by the character it is played on (such as Quick). This card cannot be played again during this session. If the "Joker Up My Sleeve" card is played on the same character in the same round, roll a d6. On an even result, this card takes priority.



## WUSHU OVERDRIVE

*"I'm here to kick ass and chew bubblegum... and I'm all out of bubblegum!"*

Your hero ignores the Multiple Action Penalty rule this round-no matter how many actions he performs!