

15 Apprentice Sorcerer

Skills and Physiology cards cost double. Character gains a "pool" of 40 CPs to purchase non-Ultra Powers that represents her spells. Powers may only be activated once, then they are discarded. Continuous Powers are discarded when deactivated.

Mutant



© 1996, Playtest Version - Rev. 1.0

15 Apprentice Sorcerer

Skills and Physiology cards cost double. Character gains a "pool" of 40 CPs to purchase non-Ultra Powers that represents her spells. Powers may only be activated once, then they are discarded. Continuous Powers are discarded when deactivated.

Normal



© 1996, Playtest Version - Rev. 1.0

10 Born of Air

Character gains the attribute of AIR. All AIR based cards gain +2D. All EARTH based cards cost twice their printed value. Character takes an extra HLT wound or AUTO Failure from MENTAL based attacks.

Mutant, AIR



© 1996, Playtest Version - Rev. 1.0

10 Born of Earth

Character gains the attribute of EARTH. All EARTH based cards gain +2D. All AIR based cards cost twice their printed value. Character takes an extra HLT wound or an AUTO Failure from EMOTION based attacks.

Mutant, EARTH



© 1996, Playtest Version - Rev. 1.0

10 Born of Fire

Character gains the attribute of FIRE. All FIRE based cards gain +2D. All WATER based cards cost twice their printed value. Character takes an extra HLT wound or an AUTO Failure from ENERGY based attacks.

Mutant, FIRE



© 1996, Playtest Version - Rev. 1.0

10 Born of Water

Character gains the attribute of WATER. All WATER based cards gain +2D. All FIRE based cards cost twice their printed value. Character takes an extra HLT wound or an AUTO Failure from VOID based attacks.

Mutant, WATER



© 1996, Playtest Version - Rev. 1.0

10 Brawler

Character gains 10 CPs that may only be spent on Physiology cards. MENTAL cards cost twice their printed value.

Normal



© 1996, Playtest Version - Rev. 1.0

5 Cosmic Being

Character gains 10 CPs that may only be spent of ENERGY cards. VOID based cards cost triple their printed value. Extra STN wound from VOID based effects.

Alien



© 1996, Playtest Version - Rev. 1.0

5 Defender

All OFF cards cost twice their printed value. Characters gain 10 CPs that may only be spent of DEF cards.

Mutant



© 1996, Playtest Version - Rev. 1.0

5 Defender

All OFF cards cost twice their printed value. Characters gain 10 CPs that may only be spent of DEF cards.

Artificial



© 1996, Playtest Version - Rev. 1.0

5 Empath

Character gains 15 CPs that may only be spent of EMOTION cards. MENTAL based cards cost double their printed value. -3 AUTO against Physical Powers.

Mutant



© 1996, Playtest Version - Rev. 1.0

15 Gadgeteer

Character may take as many GADGETS as desired. All Gadget cards cost 5 CPs less than their printed value. No card can cost less than 5 CPs. All POWERS cost twice their printed value.

Artificial



© 1996, Playtest Version - Rev. 1.0

15 Gadgeteer

Character may take as many GADGETS as desired. All Gadget cards cost 5 CPs less than their printed value. No card can cost less than 5 CPs. All POWERS cost twice their printed value.

Mutant



© 1996, Playtest Version - Rev. 1.0

15 Gadgeteer

Character may take as many GADGETS as desired. All Gadget cards cost 5 CPs less than their printed value. No card can cost less than 5 CPs. All POWERS cost twice their printed value.

Normal



© 1996, Playtest Version - Rev. 1.0

0 John Q. Public

Cannot use any Power or Physiology cards.

Normal



© 1996, Playtest Version - Rev. 1.0

10 Martial Artist

Character may pay 5 CPs less for any Skill card. No Card can cost less than 5 CPs. All POWERS cost twice their printed value.

Normal



© 1996, Playtest Version - Rev. 1.0

10 Martial Artist

Character may pay 5 CPs less for any Skill card. No Card can cost less than 5 CPs. All POWERS cost twice their printed value.

Artificial



© 1996, Playtest Version - Rev. 1.0

20 Praxxar

Shape Shifter. Character creates three stacks containing Power and Physiology cards. Flaws and Skills stay constant. Character may switch to any stack during the Activation Phase. -3 AUTO against any VOID based effect.



Alien, Energy



© 1996, Playtest Version - Rev. 1.0

5 Shadow

Character gains 15 CPs that may only be spent on VOID cards. All Energy cards cost twice their printed value. May only choose one PHYSICAL based Power or one Gadget.

Alien



© 1996, Playtest Version - Rev. 1.0

5 Sniper

Character gains 10 CPs that may only be spent on Ranged Powers and Gadgets. HTH Powers and Skills cost twice their printed value.

Mutant



© 1996, Playtest Version - Rev. 1.0

10 Tharnn

Lizard-like. Character gains 15 CPs that may only be spent on PHYSICAL and GADGET cards. Character must take Scales and Claws Physiology cards. All Powers cost twice their printed value.

Alien



© 1996, Playtest Version - Rev. 1.0

15 The Collective

Hive Mind. +1 Initiative for each Collective Character on team. Powers cost twice their printed value. Character gains 5 CPs that must be used to purchase Gadgets. No limitation on the number of Gadgets. -3 AUTO against MAGNETIC based effects.

Artificial,
Mechanical



© 1996, Playtest Version - Rev. 1.0

-10 Authority

If captured by CRIMINAL - 2 VP.

© 1996, Playtest Version - Rev. 1.0

U2

-5 Clumsy

-1 AUTO on all DEX rolls except to hit rolls.

© 1996, Playtest Version - Rev. 1.0

C4

-20 Code versus Killing*

4 INT test vs. 4 successes if kills opponent. Failure means char leaves game and immediate VP for opponent.

© 1996, Playtest Version - Rev. 1.0



R1

-10 Criminal

If captured by AUTHORITY -2 VP.

© 1996, Playtest Version - Rev. 1.0

U2

-15 Gullible

-2 AUTO vs. MENTAL and EMOTION powers.

© 1996, Playtest Version - Rev. 1.0

U1

-5 Hatred against ALIENS

Must attack ALIENS opponent if closest.

© 1996, Playtest Version - Rev. 1.0

C4

-5 Hatred against CRIMINALS

Must attack CRIMINAL opponent if closest.

© 1996, Playtest Version - Rev. 1.0

C4

-5 Hatred against MUTANTS

Must attack MUTANT opponent if closest.

© 1996, Playtest Version - Rev. 1.0

C4

-5 Hunted by Police

Roll Percentile dice at the beginning of the game. On a roll of 90 or higher, character is removed from game. Show this card to all players at the beginning of game.

© 1996, Playtest Version - Rev. 1.0

C4

-10 Hunted by Super Team

Roll Percentile dice at the beginning of the game. On a roll of 85 or higher, character is removed from game. Show this card to all players at the beginning of game.

© 1996, Playtest Version - Rev. 1.0

U2

-5 Phobia: Fear of Fire

Must make a Panic test when hit by a FIRE based attack. Must make a 0 INT test to attack a FIRE based opponent.

© 1996, Playtest Version - Rev. 1.0

C4

-15 Psychopath

Once wounds a target char, will not stop until target is dead. Gains no VP from living opponents.

© 1996, Playtest Version - Rev. 1.0

U1

-10 Suseptable to MENTAL

One additional HLT wound or failure vs. MENTAL based powers and affects.

© 1996, Playtest Version - Rev. 1.0

U2

-20 Suseptable to PHYSICAL*

One additional HLT wound or failure vs. PHYSICAL based powers and affects.

© 1996, Playtest Version - Rev. 1.0



R1

-10 Suseptable to RADIATION

One additional HLT wound or failure vs. RADIATION based powers and affects.

© 1996, Playtest Version - Rev. 1.0

U2

-10 Suseptable to EMOTION

One additional HLT wound or failure vs. EMOTION based powers and affects.

© 1996, Playtest Version - Rev. 1.0

U2

-10 Vulnerable to AIR

-3 AUTO DEF vs. AIR wounds.

© 1996, Playtest Version - Rev. 1.0

C3

-10 Vulnerable to COLD

-3 AUTO DEF vs. COLD wounds.

© 1996, Playtest Version - Rev. 1.0

C3

-10 Vulnerable to EARTH

-3 AUTO DEF vs. EARTH wounds.

© 1996, Playtest Version - Rev. 1.0

C3

-10 Vulnerable to ELECTRIC

-3 AUTO DEF vs. ELECTRIC wounds.

© 1996, Playtest Version - Rev. 1.0

C3

-20 Vulnerable to ENERGY*

-3 AUTO DEF vs. ENERGY wounds.

© 1996, Playtest Version - Rev. 1.0

ULTRA R1

-20 Vulnerable to SPIRIT*

-3 AUTO DEF vs. SPIRIT wounds.

© 1996, Playtest Version - Rev. 1.0

ULTRA

-10 Vulnerable to VOID

-3 AUTO DEF vs. VOID wounds.

© 1996, Playtest Version - Rev. 1.0

C3

10 9mm Pistol

4D Ranged OFF Killing Attack.

METAL, MECHANICAL, HELD,
MISSILE

© 1996, Playtest Version - Rev. 1.0

C3

10 Axe

4D OFF Killing Attack.

HTH, METAL

© 1996, Playtest Version - Rev. 1.0

C3

20 Battle Armor*

6D DEF, +2 STR, Hardened
Defenses.

METAL, MECHANICAL,

© 1996, Playtest Version - Rev. 1.0



U1

15 Blaster

7D OFF, Double Knockback.

MISSILE, HELD, ELECTRICAL,
ENERGY

© 1996, Playtest Version - Rev. 1.0

U2

10 Bow

3D Ranged OFF Killing Attack.

HELD, MISSILE

© 1996, Playtest Version - Rev. 1.0

C3

15 Broadsword

STR + 1D OFF.

HTH, METAL, MELEE

© 1996, Playtest Version - Rev. 1.0

U2

5 Flack Jacket

3D DEF vs. PHYSICAL, 1D DEF
vs. ENERGY.

© 1996, Playtest Version - Rev. 1.0

C4

10 Flight Belt

4 Flight.

METAL, ELECTRONIC

© 1996, Playtest Version - Rev. 1.0

U2

10 Force Field Belt

4D DEF vs. ALL non-EMOTION and non-MENTAL attacks.

METAL, ELECTRONIC

© 1996, Playtest Version - Rev. 1.0

U2

20 Force Sword*

STR +2D OFF Killing Attack.

ENERGY, MECHANICAL, MELEE, HTH

© 1996, Playtest Version - Rev. 1.0



R1

10 Jet Boots

5 Flight.

METAL, MECHANICAL

© 1996, Playtest Version - Rev. 1.0

U1

10 Kevlar Lined Costume

2 Points of Armor vs. PHYSICAL damage, or 1 Point Armor vs. ENERGY.

© 1996, Playtest Version - Rev. 1.0

C3

15 Plasma Gauntlets

4D+STR OFF, HTH.

ENERGY, MECHANICAL, METAL

© 1996, Playtest Version - Rev. 1.0

U1

15 Power Armor

6D DEF, 4D DEF vs. ENERGY, Hardened Defenses.

METAL, MECHANICAL

© 1996, Playtest Version - Rev. 1.0

U1

5 Sword

+1 HLT to wound.

METAL, HELD, HTH

© 1996, Playtest Version - Rev. 1.0

C4

20 Vibrosword*

6D OFF Killing Attack, double HLT damage, HTH only.

MELEE, HELD, ENERGY, ELECTRICAL, HTH

© 1996, Playtest Version - Rev. 1.0



R1

15 Awesome Dexterity

+6 DEX

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Health

+6 HLT

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Intelligence

+6 INT

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Mass

+6 MAS

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Resilience

+6 STN

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Speed

+6 MOV

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Strength

+6 STR

EARTH

© 1996, Playtest Version - Rev. 1.0

U1

15 Awesome Willpower

+6 WIL

None

© 1996, Playtest Version - Rev. 1.0

U1

15 Huge Size

+1 MAS, +1 STR, +1 DEF, -1 DEX.

EARTH

© 1996, Playtest Version - Rev. 1.0

U1

5 Increased Dexterity

+1 DEX

FIRE

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Health

+1 HLT

WATER

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Intelligence

+1 INT

MENTAL

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Mass

+1 MAS

VOID

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Resilience

+1 STN

EARTH

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Speed

+1 MOV

AIR

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Strength

+1 STR

EARTH

© 1996, Playtest Version - Rev. 1.0

C4

5 Increased Willpower

+1 WIL

None

© 1996, Playtest Version - Rev. 1.0

C4

10 Incredible Dexterity

+3 DEX

FIRE

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Health

+3 HLT

WATER

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Intelligence

+3 INT

MENTAL

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Mass

+3 MAS

VOID

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Resilience

+3 STN

EARTH

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Speed

+3 MOV

AIR

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Strength

+3 STR

EARTH

© 1996, Playtest Version - Rev. 1.0

U2

10 Incredible Willpower

+3 WIL

None

© 1996, Playtest Version - Rev. 1.0

U2

15 Iron Skin

+3 DEF, +0 DEF vs.
MAGNETIC.

EARTH

© 1996, Playtest Version - Rev. 1.0

U2

20 Speedster*

Automatically wins initiative rolls,
gets an additional attack per turn. +1
MOV.

AIR

© 1996, Playtest Version - Rev. 1.0

ULTRA R0

15 360 Degree Attack

Detect Power

Can make an attack in any direction without penalty. Field of vision is increased to 360 degrees.

Continuous
AIR

© 1996, Playtest Version - Rev. 1.0

U1

5 Acid Spit

Offense Power

Ranged, 6D OFF, Cannot be used at Long Range.

Action
FIRE

© 1996, Playtest Version - Rev. 1.0

C4

5 Air Jet

Offense Power

Ranged, 6D OFF, no HLT damage.

Action
AIR

© 1996, Playtest Version - Rev. 1.0

C4

15 Animal Senses

Detect Power

No penalty taken for powers or abilities of the Senses group.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

U1

20 Anti-Matter Blast*

Offense Power

8D Ranged OFF, DEF used to counter is permanently reduced by the number of blocked successes. Mark lost dice with counters.

Every other Action
VOID

© 1996, Playtest Version - Rev. 1.0



R0

10 Armor

Defense Power

Counts as 3 Points of Armor against PHYSICAL effects.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

C4

20 Awesome Luck*

Luck Power

Reroll any one roll that affects character, usable only once a turn. No character may have more than one Luck card.

Continuous
VOID

© 1996, Playtest Version - Rev. 1.0



R0

20 Berserker Fury*

Hand to Hand Power

+2 STR, one additional attack per turn. Character may not use any skills to dodge in defense this turn.

Continuous
FIRE

© 1996, Playtest Version - Rev. 1.0



R1

20 Black Sun Beam*

Offense Power

Ranged 8D OFF HLT
damage to STR.

Action
COLD, ENERGY

© 1996, Playtest Version - Rev. 1.0



R1

10 Controlled TK

Control Power

Can use a GADGET from up to
INT away, Default STR for
Contests is equal to INT.

Continuous
MENTAL

© 1996, Playtest Version - Rev. 1.0

C3

20 Dimension Shift*

Shift Power

Character can move to any
point within 9 .

Movement
ENERGY

© 1996, Playtest Version - Rev. 1.0



U1

20 Disintegration Field*

Defense Power

4D DEF, +3D OFF in HTH,
opponent takes 3D OFF of
ENERGY damage from field
when attacking character
in HTH.

Continuous
ENERGY

© 1996, Playtest Version - Rev. 1.0



R1

10 Dispel Energy

Dispel Power

Ranged, Cancels an active
ENERGY based power until
target character's next
Action Phase.

Action
VOID

© 1996, Playtest Version - Rev. 1.0

C3

20 Earthquake Punch*

Offense Power

1D OFF PHYSICAL damage
per point of STR, AREA: STR
In addition, targets must
beat wound roll with DEX roll
or be knocked down. Does
not affect airborne targets.
No to hit roll needed.

Action
EARTH

© 1996, Playtest Version - Rev. 1.0



R1

20 Elemental Control*

Combo Power

4 different 10 point powers
with the same attributes
may be purchased for 0. If
Elemental Control is lost, so
are all powers so
purchased.

Special
EARTH

© 1996, Playtest Version - Rev. 1.0



R0

5 Energy Blast

Offense Power

Ranged 4D OFF.

Action
ENERGY

© 1996, Playtest Version - Rev. 1.0

C4

10 Flight

Flight Power

5 Flight.

Movement
AIR

© 1996, Playtest Version - Rev. 1.0

C4

15 Force Field

Defense Power

6D DEF vs. all except MENTAL and EMOTION.

Continuous
ENERGY

© 1996, Playtest Version - Rev. 1.0

U2

20 Gravity Control*

Gravity Power

6D Ranged OFF, each success target character gains either: (+1 MAS, -1 DEX, -1 MOV) or (-1 MAS) for number of successes in turns.

Every other Action
VOID

© 1996, Playtest Version - Rev. 1.0



R1

15 Growth

Transform Power

Put 2 +1 MASS, and 2 +1 STR counters on character. Opponents get +2 AUTO to hit. Affect lasts until STUNNED.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

U1

10 Incredible Luck

Luck Power

Reroll any one roll the character makes, once per turn. No character may have more than one Luck card.

Continuous
VOID

© 1996, Playtest Version - Rev. 1.0

U2

15 Insect Swarm

Offense Power

3D OFF AREA: 6 , targets must beat wound roll with INT roll or be at -2 DEX for rest of turn.

Action
AIR

© 1996, Playtest Version - Rev. 1.0

U2

20 Invulnerability to Physical*

Resist Power

6 AUTO successes against PHYSICAL based abilities and damage. Can be used in any combination against STN and HLT damage.

Continuous
VOID

© 1996, Playtest Version - Rev. 1.0



R1

5 Levitate

Flight Power

3 Flight.

Movement
AIR

© 1996, Playtest Version - Rev. 1.0

C4

10 Magnetic Field

Defense Power

6D DEF vs. METAL damage, 4D vs. other PHYSICAL damage.

Continuous
MAGNETIC, EARTH

© 1996, Playtest Version - Rev. 1.0

U2

10 Mental Attack

Offense Power

Ranged 4D OFF.

Action
MENTAL

© 1996, Playtest Version - Rev. 1.0

C4

15 Mind Blast

Offense Power

Ranged, 6D OFF.

Action
MENTAL

© 1996, Playtest Version - Rev. 1.0

U2

20 Mind Control*

Control Power

Choose target character. Beat target in an INT Contest to control target's next Activation, Movement, and Action phase. If target wins contest, Mind Control is dispelled. Each following turn, if not dispelled, roll another INT contest.

Action/Continuous
MENTAL

© 1996, Playtest Version - Rev. 1.0



R0

10 Mind Shield

Offense Power

6D DEF vs. MENTAL.

Continuous
MENTAL

© 1996, Playtest Version - Rev. 1.0

C4

20 Mind Shout*

Restrict Power

6D OFF each successful wound also stuns target for 1 turn.

Action
MENTAL

© 1996, Playtest Version - Rev. 1.0



R1

20 Physical Drain

Transfer Power

Ranged 4D. Each successful wound indicates that target trait is reduced by 1 for the rest of the game.

Action
VOID

© 1996, Playtest Version - Rev. 1.0



U1

10 Power Defense

Defense Power

Counts as 4 Points of Armor against VOID based powers.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

C4

15 Razor Blast

Offense Power

Ranged 6D OFF Killing Damage.

Action
AIR

© 1996, Playtest Version - Rev. 1.0

U1

20 Reflecting Field*

Defense Power

5D DEF vs. ENERGY, All damage stopped by Field is applied to original caster

Continuous
ENERGY

© 1996, Playtest Version - Rev. 1.0



R1

15 Regeneration

Transform Power

Recovers 1 HLT during Recovery Phase.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

R1

15 Sensory Overload

Offence Power

8D Ranged OFF.

Action
EMOTION

© 1996, Playtest Version - Rev. 1.0

U1

10 TK Shield

Defense Power

4D DEF vs. PHYSICAL.

Continuous
MENTAL

© 1996, Playtest Version - Rev. 1.0

C4

10 Tractor Beam

Gravity Power

6D Ranged, target moves (2xsuccesses - MAS of target) inches towards character.

Action
VOID

© 1996, Playtest Version - Rev. 1.0

C4

20 Ultra Power*

Combo Power

4 different 15 point powers may be purchased for 0 point each, but only one may be active or be in use at one time. If Ultra Power is lost, so are all powers so purchased.
Special
VOID

© 1996, Playtest Version - Rev. 1.0



R0

10 Vigor

Transform Power

Recover an additional STN during the Recovery Phase.

Continuous
EARTH

© 1996, Playtest Version - Rev. 1.0

C3

15 Void Shield

Defense Power

AREA: 3 . Stops all Non-MENTAL and Non-EMOTION Damage, Shield cannot be seen out of or in to. No abilities may penetrate the Shield in or out.

Continuous
VOID

© 1996, Playtest Version - Rev. 1.0

U1

15 Web

Restrict Power

Ranged, Target MOV is reduced to 0, and target may make no HTH attacks until able to beat a STR roll of 5 successes.

Action
EARTH

© 1996, Playtest Version - Rev. 1.0

U2

10 Acrobatics

+1 AUTO to avoid hit, -2 AUTO knockback damage, can move out of HTH during action phase up to 3" with no penalty.

© 1996, Playtest Version - Rev. 1.0

U1

5 Brawler

+1 AUTO to hit and wound when using HTH

HTH

© 1996, Playtest Version - Rev. 1.0

C3

10 Crack Shot

No penalty for Medium Range.

© 1996, Playtest Version - Rev. 1.0

U1

10 Disarm

DEX vs Opponent's STR. Success forces opponent to discard one HELD GADGET.

HTH

© 1996, Playtest Version - Rev. 1.0

U1

5 Dodge

Roll DEX to dodge hit.

© 1996, Playtest Version - Rev. 1.0

C4

10 Emotionless Void

Reroll initial rolls of 3 when Dodging EMOTION attacks.

© 1996, Playtest Version - Rev. 1.0

C3

10 Killing Blow

-3 AUTO to hit, attack does double HLT

HTH

© 1996, Playtest Version - Rev. 1.0

U2

5 Leadership

+1 to all initiative rolls for team. Only one "Leadership" may be in use per team.

© 1996, Playtest Version - Rev. 1.0

C4

10 Martial Artist

+2 AUTO to hit and wound when in HTH.

HTH

© 1996, Playtest Version - Rev. 1.0

U1

10 Martial Block

Roll STR to Dodge PHYSICAL based attacks.

HTH

© 1996, Playtest Version - Rev. 1.0

C3

10 Martial Dodge

Roll DEX to Dodge, reroll 6s from initial roll.

© 1996, Playtest Version - Rev. 1.0

U2

15 Martial Kick

Roll DEX instead of STR to wound.

HTH

© 1996, Playtest Version - Rev. 1.0

U2

20 Master Marksman*

+2 AUTO to hit and to wound when using MISSLE Gadget.

© 1996, Playtest Version - Rev. 1.0



R1

15 Nerve Strike

-3 AUTO to hit, each wound that damages also Knocks Out target for 1 turn.

HTH

© 1996, Playtest Version - Rev. 1.0

U1

10 Stealth

Character is at -1 AUTO to hit. Character must be Spotted to be hit.

© 1996, Playtest Version - Rev. 1.0

C3

5 Trained

+1 AUTO to hit with any single Power or Gadget. Stack "Trained" and affected card together.

© 1996, Playtest Version - Rev. 1.0

C3