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MODIFIER

HULKING:
Once per mission, you can intimidate a non-player character who is not the Target, without performing a Challenge.



MODIFIER

LOVEABLE:
You may never take Damage or Meet Your Fate on a Hearts (♥) Challenge that would hurt you.



MODIFIER

SWITCH UP THE PLAY:
At the start of each session, search the deck for an Ace of your choice and then Steal it. Shuffle the deck.

Actions that fall under Clubs(♣) are forceful and active, energetic and robust, resistant and tenacious.
Actions that fall under Hearts(♥) are cunning and clever, persuasive and social, and perceptive and wise.
Actions that fall under Spades(♠) are nimble and elegant, effortless and adept, swift and deft.

NAME

PRONOUNS

CONCEPT

WEAPON

CONCEALED

TOOL

CONCEALED



SKILLS

OF ALL TRADES: Whenever you perform a Challenge, you fail upon drawing the 5th card that does not match the Suit, rather than the 4th.

I OWE YOU ONE: Once per mission, another player may discard their hand to prevent you from taking Damage. At least one card must be discarded for this to work.

CLOSE ENOUGH: Once per campaign, turn your Failed Challenge into a Successful Challenge. You still lose all cards drawn as part of the Challenge as if it had Failed.

TEAM PLAYER: Three times per mission, successfully Helping another player reduces their Difficulty Level by 2 instead of 1.

TAKING ITS TOLL: Permanently increase one of your Personal Modifiers by 1. Immediately gain two new Skills that do not reduce your Personal Modifiers.

STUPID ENOUGH TO WORK: Once per mission, you may send the top card of the deck to the Pile of Lost Opportunities to Critically Triumph at a Challenge. Characters can be Damaged this way. This skill cannot be used against Targets.

JUST IN CASE: On your first draw in a Challenge, draw two cards instead of one. Discard one and keep the other. The discarded card does not affect the Challenge.

MODIFIER SKILLS

A LITTLE EXTRA BRAWN:
Permanently reduce your Clubs(♣) Personal Modifier by 1 to a maximum of -2.

A LITTLE EXTRA BRAINS:
Permanently reduce your Hearts(♥) Personal Modifier by 1 to a maximum of -2.

A LITTLE EXTRA BALANCE:
Permanently reduce your Spades(♠) Personal Modifier by 1 to a maximum of -2.

QUEEN



MODIFIER

COMMANDING PRESENCE:

Twice per mission, you may command any non-player character to do something for you without performing a Challenge. This cannot be used against the Target.



MODIFIER

I'LL CARRY THE WEIGHT:

At any time, you may volunteer to be Damaged in place of another player.



MODIFIER

SHORTCUT:

At the start of each mission, after everyone else has triggered their start of mission Skills, search the deck for your Picture Card. Shuffle the deck and then place your Picture Card on top.

Actions that fall under Clubs(♣) are forceful and active, energetic and robust, resistant and tenacious.
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SACRIFICE: Whenever you Fail a Challenge, you may discard one Picture Card used in said Challenge and send the other drawn cards to the Pile of Lost Opportunities, or vice versa.

NOT TODAY: Whenever you Fold a Challenge, treat all cards you roll for as if their value were 2 higher.

SAFE PAIR OF HANDS: Three times per mission, you may Help another player without having to perform a Challenge.



BE MY SHIELD: Once per mission, you may send the top three Number Cards in the Discard Pile to the Pile of Lost Opportunities to avoid taking Damage.



I CAN HANDLE MYSELF: Three times per mission, you may reduce the Difficulty Level of a Challenge by 1 if no other player offers to Help.



IN RESERVE: Three times per mission, you may Steal a Number Card that would be lost during a Folded Challenge. You may only spend these cards on other players' Challenges.



LEGENDARY FORESIGHT: Three times per mission, you may peek at the top card of the deck during another player's Challenge.



MODIFIER SKILLS

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A LITTLE EXTRA BRAINS:

Permanently reduce your Hearts(♥) Personal Modifier by 1 to a maximum of -2.

A LITTLE EXTRA BALANCE:

Permanently reduce your Spades(♠) Personal Modifier by 1 to a maximum of -2.

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MODIFIER

HIGH STAKES:

After you complete any **Challenge**, regardless of the result, roll against any cards you played from your hand (as if you had **Folded**). Instead of discarding them, they re-enter your hand.



MODIFIER

FRIENDS ON THE INSIDE:

At the start of each mission, create a non-player character together with the GM. They can be found during your mission, and they owe you a favour.



MODIFIER

ALL IN:

You may spend five cards from your hand to **Critically Succeed** at your current **Challenge**. This cannot be used against your **Target**.

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AN ADDED BONUS: Whenever you **Critically Succeed** at a **Challenge**, you may **Steal** up to two **Number Cards** used in the **Challenge**.

CONSOLATION PRIZE: Whenever you **Fail** at a **Challenge**, you may **Steal** one **Number Card** used in the **Challenge**.

BEST MADE PLANS: At the start of each mission, draw from the deck until you find two **Number Cards**. **Steal** them and then shuffle the deck.

POOR CRAFTSMAN: When using your tool, your worst **Modifier** becomes 0. If it was already 0, it becomes -1.

DEEP POCKETS: You may conceal weapons or tools that would normally be too large to be **Concealed** (within reason).

ALWAYS PREPARED: At the start of each mission, you may select an extra weapon or tool of any size that has been stashed inside the area your **Target** is located.

YOU'D ONLY GET IN MY WAY: For the remainder of the campaign, you may no longer **Help** or be **Helped** by another player. Permanently reduce one of your **Personal Modifiers** by 1 to a maximum of -2

MODIFIER SKILLS

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A LITTLE EXTRA BRAINS: Permanently reduce your Hearts(♥) **Personal Modifier** by 1 to a maximum of -2.

A LITTLE EXTRA BALANCE: Permanently reduce your Spades(♠) **Personal Modifier** by 1 to a maximum of -2.