

**Profile  
AI  
Team: Hunter**



When this Profile is revealed,  
all Enemies lose 3 lifespan.

(An Enemy is a revealed Player/  
Profile who is not on your team)

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**Profile  
Cari  
Team: Hunter**



When this Profile is revealed,  
Choose 2 cards from the  
Action Discard pile and add  
them to your hand.

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**Profile  
Carl  
Team: Hunter**



After this Profile is revealed,  
if an Action you play would  
cause a Player to lose  
lifespan, you may have them  
lose an additional 1 lifespan.

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**Profile  
Vara  
Team: Hunter**



When this Profile is revealed,  
choose a Player. Change the  
lifespan of that Player to be  
equal to yours.

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**Profile  
Scud  
Team: Hunter**



When this Profile is revealed,  
copy an Action card in play.  
You may have the copy of said  
Action affect a new Player.

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**Profile  
Wilma  
Team: Hunter**



After this Profile is revealed,  
you may choose any number  
of Players when you play an  
Action card. The effect of the  
Action must be divided by the  
number of Players in integer  
form.

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**Profile  
Dusty  
Team: Hunter**



After this Profile is revealed,  
you may play cards from the  
top of the Action discard pile  
instead of your hand.

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**Profile  
Grey  
Team: Hunter**



After this Profile is revealed,  
you may have a Player lose 1  
lifespan during your Ochre  
phase.

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Profile



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**Fraçais**

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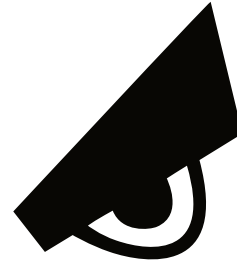
Profile



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Profile



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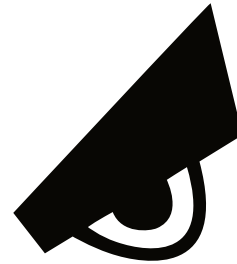
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**Profile  
Archie  
Team: Hunted**



After this Profile is revealed,  
you can only lose up to 2  
lifespans each turn.

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**Profile  
Elma  
Team: Hunted**



When this Profile is revealed,  
Draw 2 Action cards. You may  
play 1 Action card at the end  
of your current turn.

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**Profile  
Kata  
Team: Hunted**



After this Profile is revealed,  
choose an opponent. They  
must discard a card after the  
end of their turn until you are  
Extinct.

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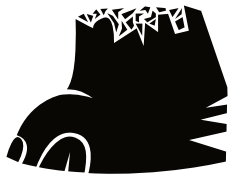
**Profile  
Monty  
Team: Hunted**



When this Profile is revealed,  
draw a card. Gain 1 lifespan for  
each card in your hand.

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**Profile  
Steller  
Team: Hunted**



When this Profile is revealed,  
Choose an opponent. The  
next card that would affect  
you also affects that  
opponent.

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**Profile  
Craig  
Team: Hunted**



When this Profile is revealed,  
choose an Action in play. That  
Action affects a Player of your  
choice instead.

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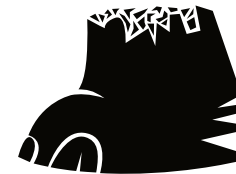
**Profile  
Sheila  
Team: Hunted**



After this Profile is revealed,  
any Player that chooses you  
loses 1 lifespan.

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**Profile  
Zen  
Team: Hunted**



After this Profile is revealed,  
Actions that would reduce  
your lifespan by less than 3 do  
not affect you.

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Profile



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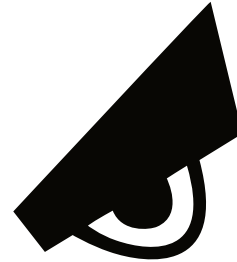
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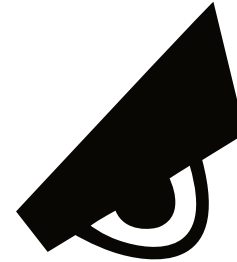
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Profile



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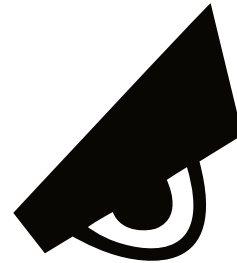
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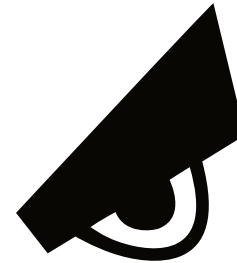
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Profile



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**Profile  
Tini  
Team: Solus**



After this Profile is revealed, if an Action would have another Player draw cards, you may draw a card.

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**Profile  
Jun  
Team: Solus**



When this Profile is revealed, you may not be chosen until your next turn.

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**Profile  
April  
Team: Solus**



When this Profile is revealed, choose a Player to lose 1 lifespan. If this would Extinct a Player, repeat this effect until it does not.

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**Profile  
Santana  
Team: Solus**



When this Profile is revealed, choose a Player. Until one of you goes Extinct, you must choose each other whenever possible.

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**Profile  
Beck  
Team: Solus**



When this Profile is revealed, choose another revealed Profile. Hide it. (Flip it. The owner may reveal the Profile as long as it is hidden).

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**Profile  
Itza  
Team: Solus**



When this Profile is revealed, choose a Player at random. The chosen Player takes their turn at the same time as you until you are Extinct.

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**Profile  
Kojo  
Team: Solus**



When this Profile is revealed, search the Action deck for any card. Place the chosen Action on top of the deck.

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**Profile  
Hugh  
Team: Apex**



You may not choose to reveal this Profile. You may pretend to be Hunter or Hunted. If you would go Extinct, reveal this Profile and reset your lifespan to 13.

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PROFILE



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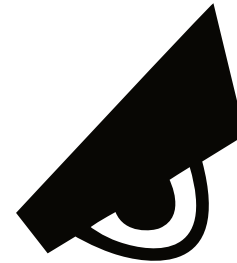
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PROFILE



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**Ochre  
1**

If you are not Hunted, gain 1  
lifespan.

If you are not a Hunter, lose 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
2**

If you are not a Hunter, gain 1  
lifespan.

If you are not Hunted, lose 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
3**

If you are a Hunter, draw a  
card

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
4**

If you are Hunted, draw a card

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
5**

If you are not Hunted, gain 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
6**

If you are not a Hunter, gain 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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**Ochre  
7**

If you are not Hunted, lose 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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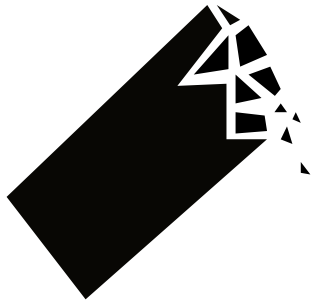
**Ochre  
8**

If you are not a Hunter, gain 1  
lifespan.

Hand this card face down to  
the Player who gave it to you.

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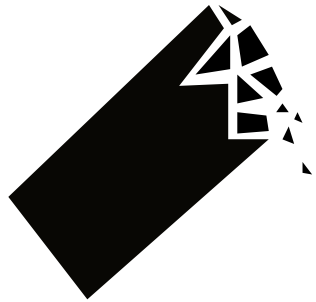
OCHRE



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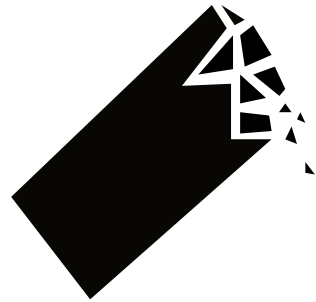
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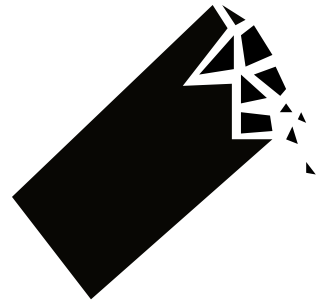
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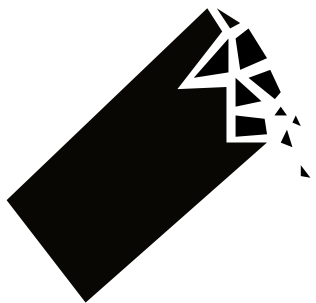
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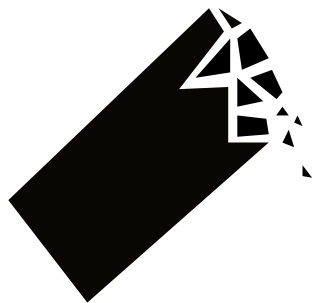
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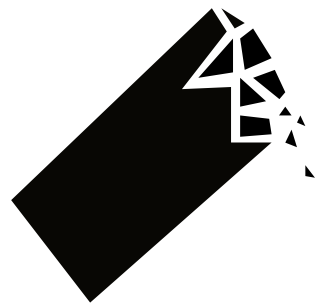
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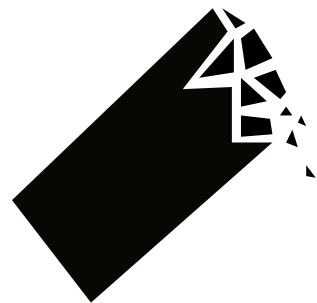
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**Ochre  
1**

If you are not Hunted, gain 1  
lifespan.

If you are not a Hunter, lose 1  
lifespan.

Hand this card face down to  
the player who gave it to you.

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**Ochre  
2**

If you are not a Hunter, gain 1  
lifespan.

If you are not Hunted, lose 1  
lifespan.

Hand this card face down to  
the player who gave it to you.

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**Ochre  
3**

If you are a Hunter, draw a  
card

Hand this card face down to  
the player who gave it to you.

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**Ochre  
4**

If you are Hunted, draw a card

Hand this card face down to  
the player who gave it to you.

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**Ochre  
5**

If you are not Hunted, gain 1  
lifespan.

Hand this card face down to  
the player who gave it to you.

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**Ochre  
6**

If you are not a Hunter, gain 1  
lifespan.

Hand this card face down to  
the player who gave it to you.

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**Ochre  
7**

If you are not Hunted, lose 1  
lifespan.

Hand this card face down to  
the player who gave it to you.

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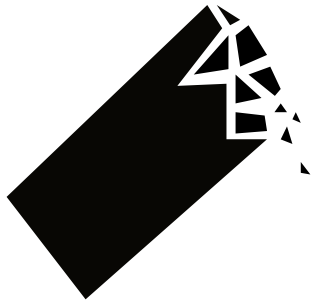
**Ochre  
8**

If you are not a Hunter, gain 1  
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Hand this card face down to  
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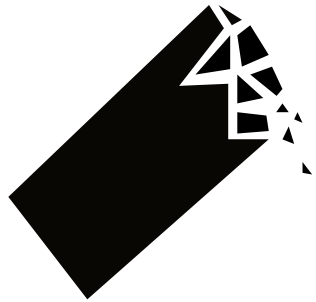
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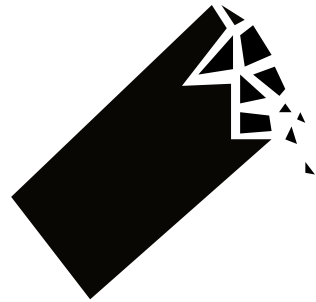
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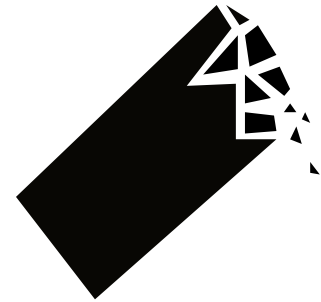
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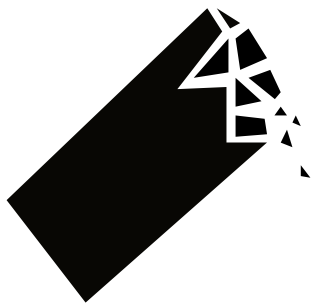
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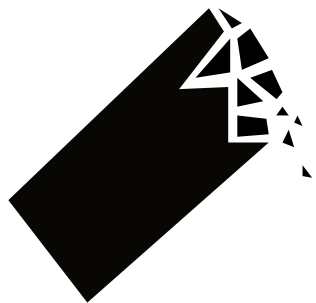
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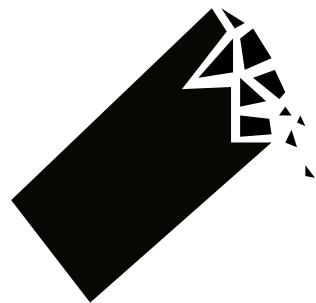
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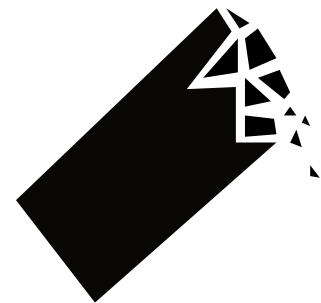
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**Action  
Varied Diet  
1**

Choose up to 2 Players. Each Player chosen loses 1 lifespan.

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**Action  
Varied Diet  
1**

Choose up to 2 Players. Each Player chosen loses 1 lifespan.

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Varied Diet  
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Choose up to 2 Players. Each Player chosen loses 1 lifespan.

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Varied Diet  
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Varied Diet  
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Choose up to 2 Players. Each Player chosen loses 1 lifespan.

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**Action  
Varied Diet  
1**

Choose up to 2 Players. Each Player chosen loses 1 lifespan.

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**Action  
"Bonding"  
2**

Choose another Player. If they have a revealed Profile, increase their lifespan by 2. If they are not, they lose 2 lifespan.

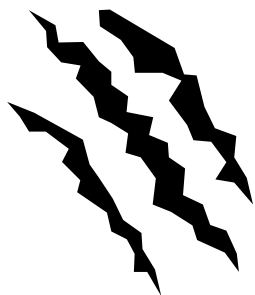
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**Action  
"Bonding"  
2**

Choose another Player. If they have a revealed Profile, increase their lifespan by 2. If they are not, they lose 2 lifespan.

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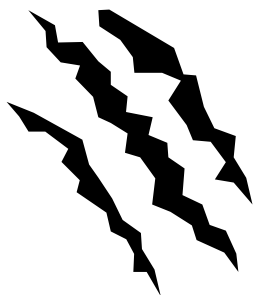
**ACTION**



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Fraçais**

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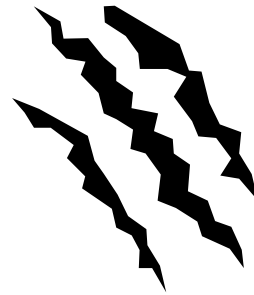
**ACTION**



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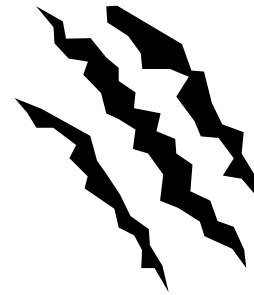
**ACTION**



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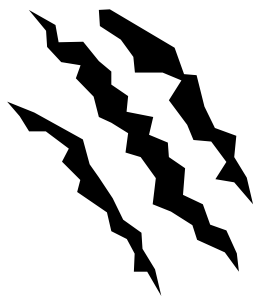
**ACTION**



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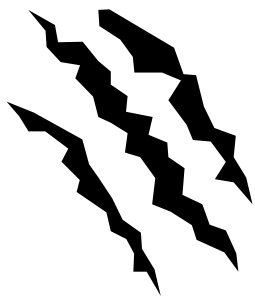
**ACTION**



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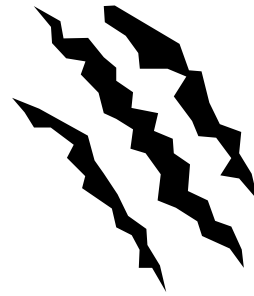
**ACTION**



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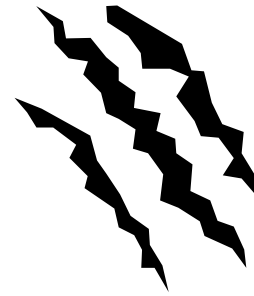
**ACTION**



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**ACTION**



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**Action  
"Bonding"  
2**

Choose another Player. If they have a revealed Profile, increase their lifespan by 2. If they are not, they lose 2 lifespan.

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"Bonding"  
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Choose another Player. If they have a revealed Profile, increase their lifespan by 2. If they are not, they lose 2 lifespan.

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**Action  
"Bonding"  
2**

Choose another Player. If they have a revealed Profile, increase their lifespan by 2. If they are not, they lose 2 lifespan.

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**Action  
Intimidate  
3**

Choose a Player. They lose 1 lifespan. Repeat your Ochre phase before you end your turn.

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**Action  
Intimidate  
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Choose a Player. They lose 1 lifespan. Repeat your Ochre phase before you end your turn.

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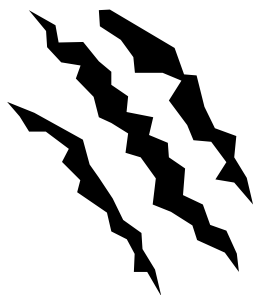
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**Action  
Intimidate  
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Choose a Player. They lose 1 lifespan. Repeat your Ochre phase before you end your turn.

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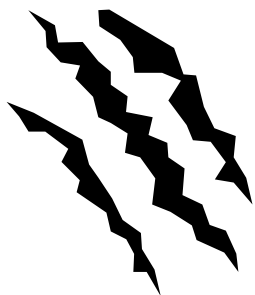
**ACTION**



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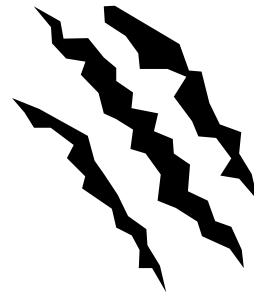
**ACTION**



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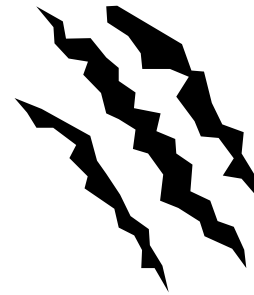
**ACTION**



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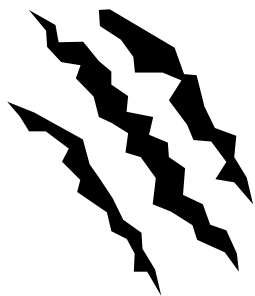
**ACTION**



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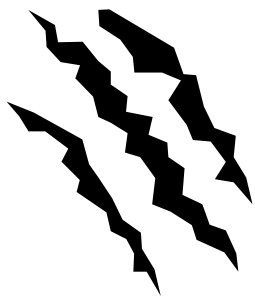
**ACTION**



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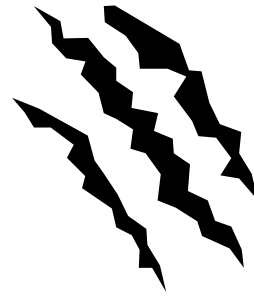
**ACTION**



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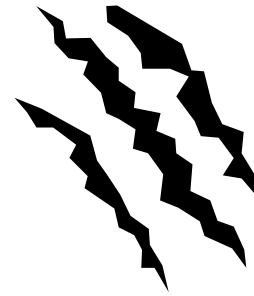
**ACTION**



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**ACTION**



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**Action  
Intimidate  
3**

Choose a Player. They lose 1 lifespan. Repeat your Ochre phase before you end your turn.

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**Action  
Dropping Temps  
4**

Beginning with the current Player, each Player must choose to: draw a card **or** have another Player lose 1 lifespan. When deciding, have Players choose in a clockwise motion.

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**Action  
Dropping Temps  
4**

Beginning with the current Player, each Player must choose to: draw a card **or** have another Player lose 1 lifespan. When deciding, have Players choose in a clockwise motion.

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**Action  
Attack  
5**

Choose a Player. They lose 2 lifespan.

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**Action  
Attack  
5**

Choose a Player. They lose 2 lifespan.

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**Action  
Attack  
5**

Choose a Player. They lose 2 lifespan.

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**Action  
Attack  
5**

Choose a Player. They lose 2 lifespan.

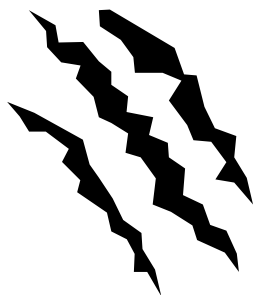
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**Action  
Attack  
5**

Choose a Player. They lose 2 lifespan.

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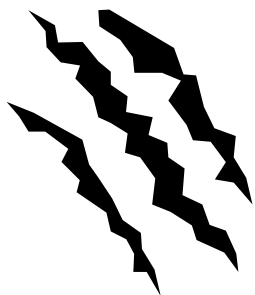
**ACTION**



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Fracois**

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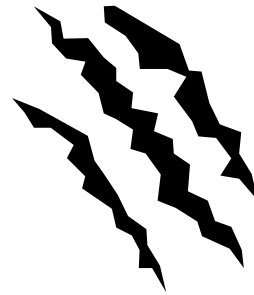
**ACTION**



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Fracois**

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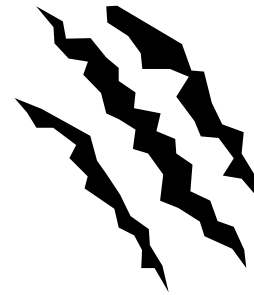
**ACTION**



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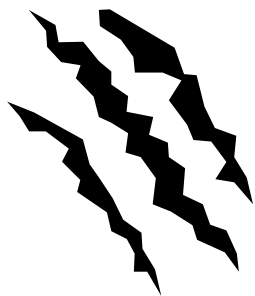
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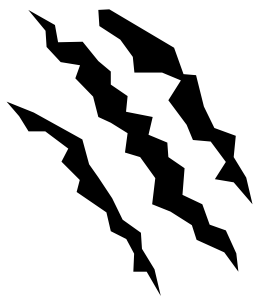
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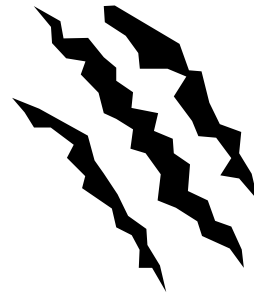
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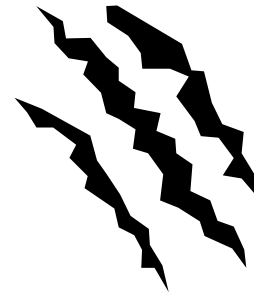
**ACTION**



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**ACTION**



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**Action  
Attack  
5**

Choose a Player. They lose 2  
lifespan.

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**Action  
Assault  
6**

Choose a Player. They lose 3  
lifespan.

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**Action  
Assault  
7**

Choose a Player. They lose 3  
lifespan.

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**Action  
Assault  
7**

Choose a Player. They lose 3  
lifespan.

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**Action  
Assault  
7**

Choose a Player. They lose 3  
lifespan.

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**Action  
Feed  
8**

Choose an Enemy. They lose 1  
lifespan. You gain 1 lifespan.

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**Action  
Feed  
8**

Choose an Enemy. They lose 1  
lifespan. You gain 1 lifespan.

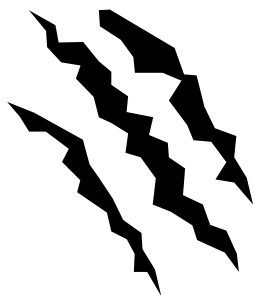
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**Action  
Feed  
8**

Choose an Enemy. They lose 1  
lifespan. You gain 1 lifespan.

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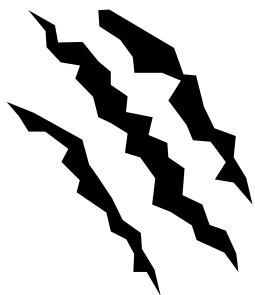
**ACTION**



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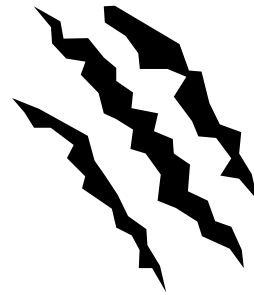
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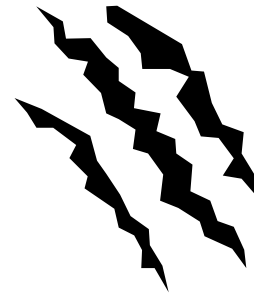
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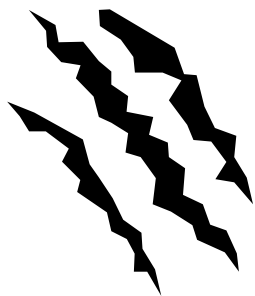
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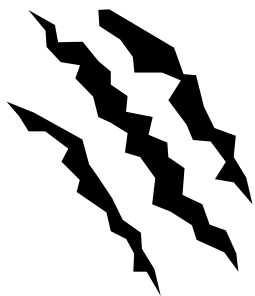
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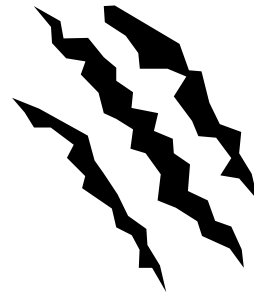
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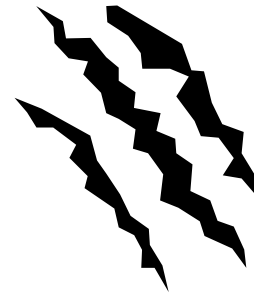
**ACTION**



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**ACTION**



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**Action  
Competition  
9**

Beginning with the current Player, each Player must choose to: gain 1 lifespan **or** have another Player lose 1 lifespan. When deciding, have Players choose in a clockwise motion.

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**Action  
Competition  
9**

Beginning with the current Player, each Player must choose to: gain 1 lifespan **or** have another Player lose 1 lifespan. When deciding, have Players choose in a clockwise motion.

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**Action  
Earth's Axis  
10**

Each Player must discard their hand and draw a new one. The current Player draws a card.

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**Action  
Earth's Axis  
10**

Each Player must discard their hand and draw a new one. The current Player draws a card.

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**Action  
Poaching  
11**

Each other Player must lose lifespan or discard a card.

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**Action  
Poaching  
11**

Each other Player must lose lifespan or discard a card.

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**Action  
Long Pelt  
12**

You may draw 2 cards or increase your lifespan by 2.

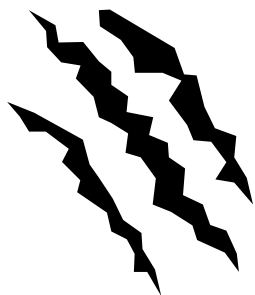
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**Action  
Long Pelt  
12**

You may draw 2 cards or increase your lifespan by 2.

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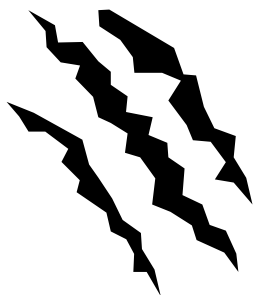
**ACTION**



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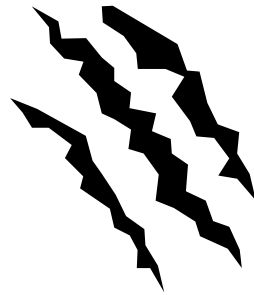
**ACTION**



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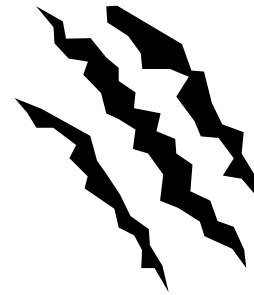
**ACTION**



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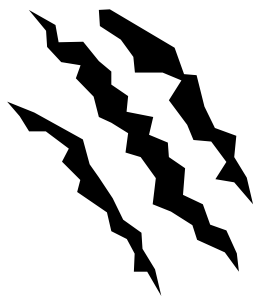
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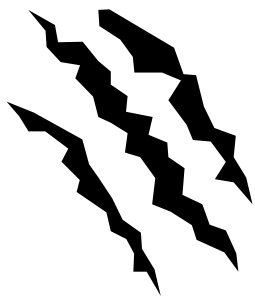
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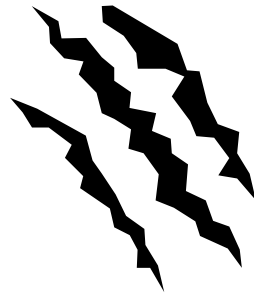
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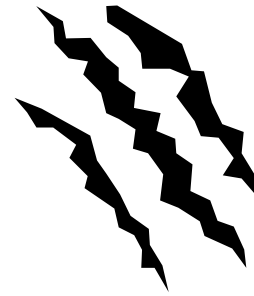
**ACTION**



**Fossil  
Fracois**

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**ACTION**



**Fossil  
Fracois**

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**Action  
Omnivory  
13**

You may choose to reduce a Player's lifespan by 2 or increase your lifespan by 1.

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**Action  
Omnivory  
13**

You may choose to reduce a Player's lifespan by 2 or increase your lifespan by 1.

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**Action  
Reckless Hunt  
14**

Choose an Enemy. They lose 4 lifespan. You lose 1 lifespan.

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**Action  
Reckless Hunt  
14**

Choose an Enemy. They lose 4 lifespan. You lose 1 lifespan.

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**Action  
Long Teeth  
15**

Choose a Player. They lose 3 lifespan and discard a card.

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**Action  
Long Teeth  
15**

Choose a Player. They lose 3 lifespan and discard a card.

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**Action  
Long Teeth  
15**

Choose a Player. They lose 3 lifespan and discard a card.

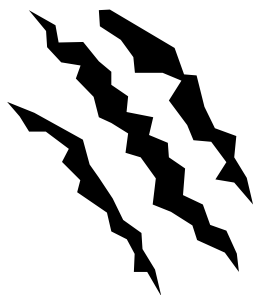
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**Action  
Long Teeth  
15**

Choose a Player. They lose 3 lifespan and discard a card.

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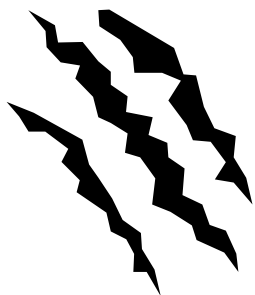
**ACTION**



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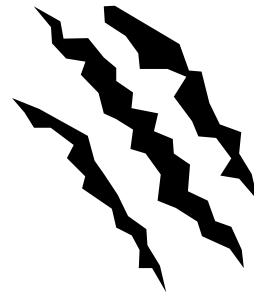
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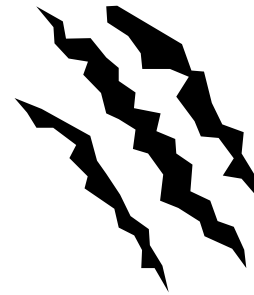
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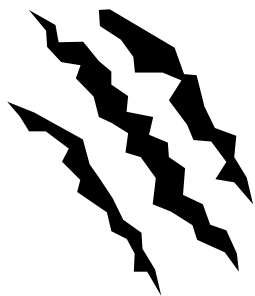
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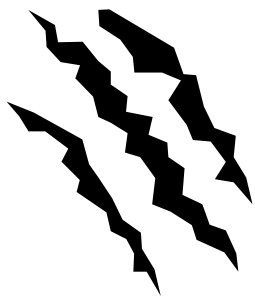
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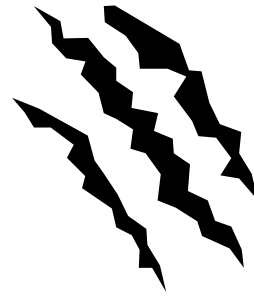
**ACTION**



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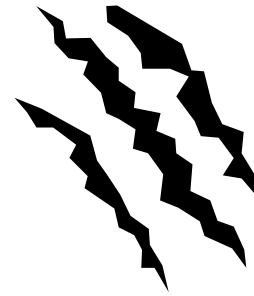
**ACTION**



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Fracois**

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**ACTION**



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**Action  
Adapt  
16**

Choose a Player. They lose lifespan equal to one plus the number of cards in your hand.

(Cards are not in your hand when you play them.)

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**Action  
Adapt  
16**

Choose a Player. They lose lifespan equal to one plus the number of cards in your hand.

(Cards are not in your hand when you play them.)

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**Action  
Outcompete  
17**

Choose 2 Players. 1 Player loses 2 lifespan. The other draws 2 cards.

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**Action  
Outcompete  
17**

Choose 2 Players. 1 Player loses 2 lifespan. The other draws 2 cards.

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**Action  
Outcompete  
17**

Choose 2 Players. 1 Player loses 2 lifespan. The other draws 2 cards.

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**Action  
Overspecialized  
18**

Choose a Player. They lose lifespan equal to the number of cards in their hand.

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**Action  
Overspecialized  
18**

Choose a Player. They lose lifespan equal to the number of cards in their hand.

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**Reaction  
Instinct  
19**

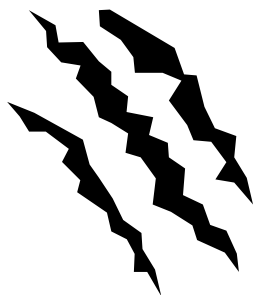
You may play this card any time another Player plays a card.

Choose an Action card in play. That card has no effect.

(An Action card is labeled "Action" on its back.)

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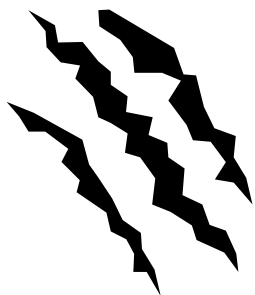
**ACTION**



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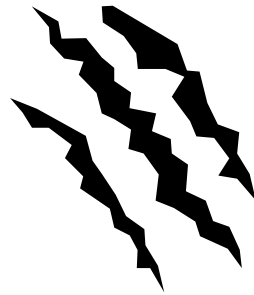
**ACTION**



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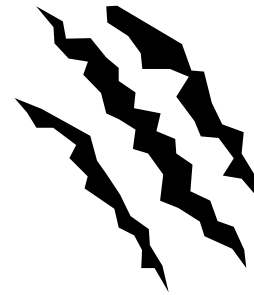
**ACTION**



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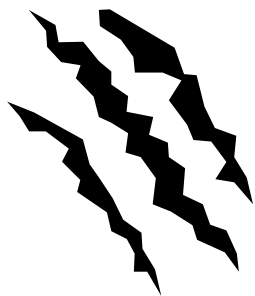
**ACTION**



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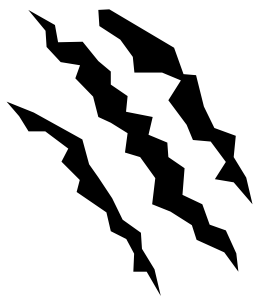
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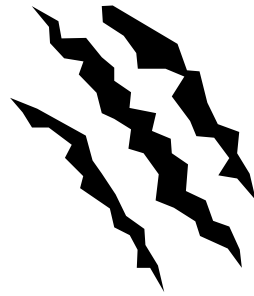
**ACTION**



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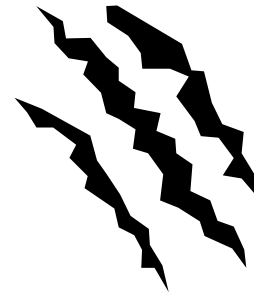
**ACTION**



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**ACTION**



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**Reaction  
Instinct  
19**

You may play a reaction any time another Player plays a card.

Choose an Action card in play. That card has no effect.

(An Action card is labeled "Action" on its back.)

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**Reaction  
Thick Hide  
20**

You may play a reaction any time another Player plays a card.

Gain 2 lifespan.

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**Reaction  
Thick Hide  
20**

You may play a reaction any time another Player plays a card.

Gain 2 lifespan.

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**Action  
Inbreeding  
21**

Each Player must discard a card at random and draw a card.

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**Reaction  
Defensive Plates  
22**

You may play a reaction any time another Player plays a card.

If you were chosen this turn, you may have any one Player who chose you lose 2 lifespan.

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**Reaction  
Defensive Plates  
22**

You may play a reaction any time another Player plays a card.

If you were chosen this turn, you may have any one Player who chose you lose 2 lifespan.

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**Action  
The Hunt  
23**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunter, that Player loses 3 lifespan instead.

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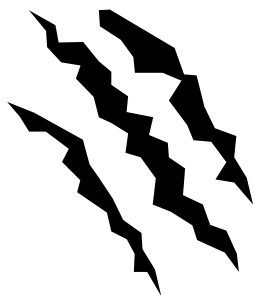
**Action  
The Hunt  
23**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunter, that Player loses 3 lifespan instead.

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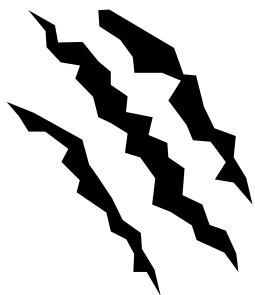
**ACTION**



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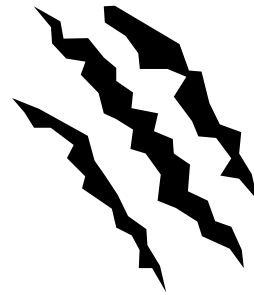
**ACTION**



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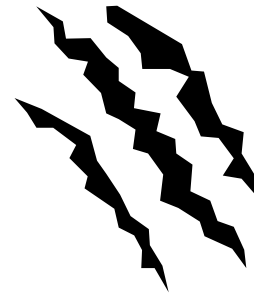
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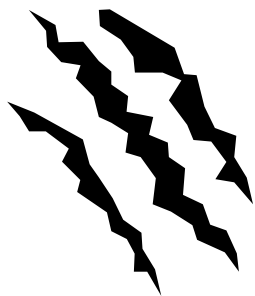
**ACTION**



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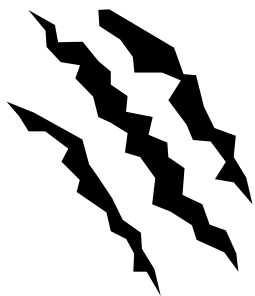
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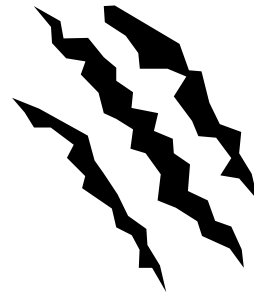
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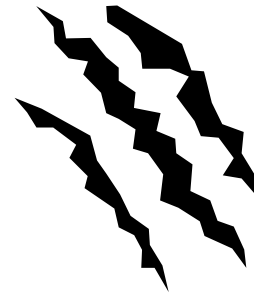
**ACTION**



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**ACTION**



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**Action  
The Hunt  
23**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunter, that Player loses 3 lifespan instead.

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**Action  
The Escape  
24**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunted, that Player loses 3 lifespan instead.

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**Action  
The Escape  
24**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunted, that Player loses 3 lifespan instead.

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**Action  
The Escape  
24**

Choose a Player. That Player loses 2 lifespan.

If you control a Hunted, that Player loses 3 lifespan instead.

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**Disaster  
Glacier  
1**

This card begins on number 1 at the end of the first round, after all Players have ended one turn. Each Player takes the effect.

1. Each Player loses 1 lifespan.
2. Each Player discards a card.
3. Each Player loses 2 lifespan.
4. Each Player discards 2 cards.
5. Each Player loses 3 lifespan.

Each Player takes the effect of the corresponding round number. Repeat the cycle once it ends.

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**Disaster  
Alpha  
2**

This card begins on number 1 at the end of the first round, after all Players have ended one turn. Each Player takes the effect.

1. All hidden Players lose 1 lifespan
2. All hidden Players lose 2 lifespan
3. All hidden Players lose 3 lifespan

Each Player takes the effect of the corresponding round number. Repeat the cycle once it ends.

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**Disaster  
Bravo  
3**

This card begins on number 1 at the end of the first round, after all Players have ended one turn. Each Player takes the effect.

1. All Players hand a card to the Player on their left.
2. All Players hand a card to the Player on their right.
3. All Players pass their hand to the left, face up.

Each Player takes the effect of the corresponding round number. Repeat the cycle once it ends.

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**Disaster  
Charlie  
4**

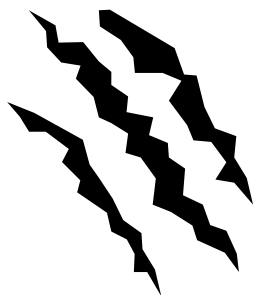
This card begins on number 1 at the end of the first round, after all Players have ended one turn. Each Player takes the effect.

1. Halve all Players lifespan. Round down.
2. Halve all Players lifespan. Round down.
3. Halve all Players lifespan. Round down.

Each Player takes the effect of the corresponding round number. Repeat the cycle once it ends.

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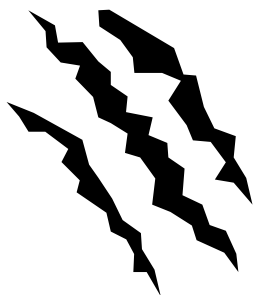
**ACTION**



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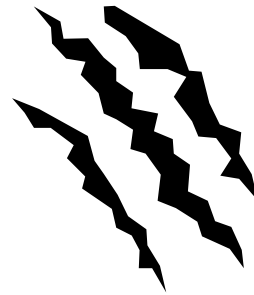
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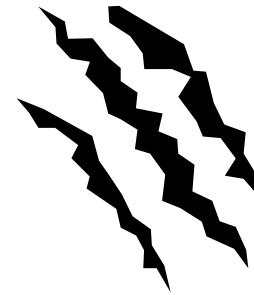
**ACTION**



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Fracois**

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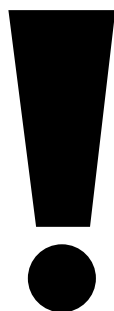
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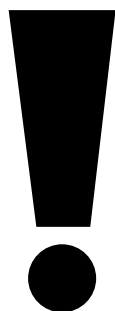
**DISASTER**



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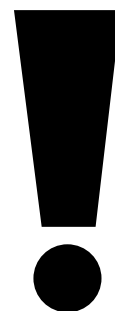
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