

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Violence
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Gimmick
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Motion
(1d)
Signature Move: <hr/> (2d) if Upgraded
Ability

Wits
(1d)
Catchphrase: <hr/> (2d) if Upgraded
Ability

Wits
(1d)
Catchphrase: <hr/> (2d) if Upgraded
Ability

Wits
(1d)
Catchphrase: <hr/> (2d) if Upgraded
Ability

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Wits
(1d)
Catchphrase
<hr/>
(2d) if Upgraded
Ability

Origin
Who I am, and How I came to Be...
Flashback to your Origin Story. (2d)
Ability

Secret Identity
Extraordinary measures Are required to keep Your true nature hidden
Discard an Ability
Adversity-Temporary

Hated and Feared
The public loathes you. Mobs protest your Every action
-1 to all Motion rolls
Remove by beating any Threat without Violence
Adversity-Lingering

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

Bad Press

The Media put all your Words and deeds in The worst possible light

-1 to all Wits rolls

Remove by Beating a Disaster Threat

Adversity-Lingering

Wanted: Dead or Alive

The police are Actively trying to Capture you

Discard an Ability other That violence each turn

Remove by Beating any Threat by at least 5 points

Adversity-Lingering

Berserk!

You are losing control Over your own actions

The Director picks your Threat this turn. You Must play all of your Abilities against it.

Adversity-Temporary

Dark and Edgy

Are you turning into The very thing you Fight against?

You must use Violence As your primary attack If possible.

Adversity-Temporary

Bad Luck

Some days it doesn't Even seem worth Getting out of bed.

Roll your attack twice, And use the lower value.

Adversity-Temporary

Danger-Prone Friend

Who needs Enemies?

Attack a random Threat this turn.

Adversity-Temporary

Achilles' Heel

It's your only weakness, But it's a doozy.

-1 to all dice

Adversity-Temporary

Power Surge

You don't always Know your own strength.

Draw two cards. You must play all Abilities in your attack.

Adversity

Secret Identity

Extraordinary measures Are required to keep Your true nature hidden

Discard an Ability

Adversity-Temporary

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

Bad Press

The Media put all your Words and deeds in The worst possible light

-1 to all Wits rolls

Remove by Beating a Disaster Threat

Adversity-Lingering

Wanted: Dead or Alive

The police are Actively trying to Capture you

Discard an Ability other Than violence each turn

Remove by Beating any Threat by at least 5 points

Adversity-Lingering

Berserk!

You are losing control Over your own actions

The Director picks your Threat this turn. You Must play all of your Abilities against it.

Adversity-Temporary

Crisis of Faith

Can you be sure You aren't doing More harm than good?

You don't get bonus Dice for matching The attack card This turn

Adversity-Temporary

Alienation

You're so different From everyone else You doubt your Own humanity.

Re-roll any '6' in Your attack. (Only do this once)

Adversity-Temporary

Danger-Prone Friend

Who needs Enemies?

Attack a random Threat this turn.

Adversity-Temporary

Bad Luck

Some days it doesn't Even seem worth Getting out of bed.

Roll your attack twice, And use the lower value.

Adversity-Temporary

Hated and Feared

The public loathes you. Mobs protest your Every action

-1 to all Motion rolls

Remove by beating any Threat without Violence

Adversity-Lingering

Martin Mann

Criminal Genius and Would-be world-ruler

40

Resistant to Gimmicks

Threat-Villain

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Hero Card

**Another Day,
Another Crisis**
Threat Card

The Rodent
A dangerous, criminally insane freak with a thing for rats.
10
Threat-Villain

Crime Wave
No bank or merchant in all of Edge City is safe
5
On beating, draw Threats until a Villain is revealed. This is the mastermind behind these crimes. You may immediately fight that threat this turn
Threat-Event

Tornado
The storm that has been building has arrived.
15
Weak to Gimmicks Resistant to Violence
Threat-Disaster

Periodic Mabel
Mistress of the Elements
20
Weak to Gimmicks
Threat-Villain

The Decimatrix
40% Robot 50% Woman 10% Deadly
25
Resistant to Violence
Threat-Villain

The Magnificent Beard
Don't get caught in a hairy situation
20
Resistant to Motion
Threat-Villain

S.W.A.R.M
Science Wizard Alliance for Reality Modification
30
Weak to Violence
Threat-Villain

Long John Titanium
He's a Robot <i>and</i> A Pirate
15
Resistant to Violence
Threat-Villain

Malice
Alien Intelligence That dominates All machinery
35
Resistant to Violence Resistant to Gimmicks
Threat-Villain

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

Tyrant

Mind of a South American Dictator. Body of a Dinosaur

55

Weak to Motion

Threat-Villain

Coyote's Daughter

All her virtues are from
Her mother's side

20

Put a random Adversity
On top of your deck
After beating

Threat-Villain

Dr. Diogenes' Herald

A Shadow on a cave wall,
Cast by his Lantern

25

Immune to Violence
Weak to Origin

Threat-Villain

The Mad Mimic

Anything you can do,
He can do better.

20

Immune to Gimmicks

Threat-Villain

G. I. Jingo

If you're not with him,
you're against him.

30

Weak to Wits

Threat-Villain

Grover Cleveland

Undead.
Unrelenting.
Presidential.

20

Immune to Wits

Threat-Villain

The Millennium Committee

Dedicated to achieving world
Conquest by the year 2000.
Running a bit behind schedule.

20

Weak to Violence

Threat-Villain

The Id Entity

Wherever you go,
There it is.

20

Immune to Motion

Threat-Villain

The Honey Badger

His Theme is so
38 seconds ago.

20

Threat-Villain

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

Mystery Threat

You won't know
Until you open
The door.

Replace with the
Top card of the
Threat Deck when
attacked.

Threat-Event

The Blue Puma

Inhabits dangerous
Urban crevasses

15

Threat-Villain

Owlbear

A Wizard did it.

25

Threat-Villain

Orcus, the Whale who Walks

(No Relation)

35

Threat-Villain

The 60-foot Brat

3 years old.
30 tons of attitude.

30

Weak to Motion

Threat-Villain

Rimshot

As a comedian,
he's a pretty decent
assassin.

25

Weak to Motion

Threat-Villain

The Green Thumb

Nobody's Plants
Are safe.

20

Resistant to Motion

Threat-Villain

Blue Streak

@#\$%, he's fast.

30

Resistant to Motion

Threat

Venus Mantrap

The Deadliest
Plant on Earth

25

Resistant to Motion
Weak to Gimmicks

Threat

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

Epidemic
A deadly plague, With the only cure Hundreds of miles away
20
Weak to Motion
Threat-Disaster

Invading Army
If they get a beachhead In Edge City, Seattle Could be next.
20
Weak to Wits
Threat-Disaster

Tenement Fire
Going back to save The kitten is just Showing off.
10
Threat-Disaster

Crashing Plane
Any landing they Can walk away from Is a good one.
15
Immune to Violence
Threat-Disaster

Riot!
Who could have Predicted this?
20
Resistant to Wits
Threat-Disaster

Experiment Run Amok
The Edge City Institute Doesn't believe in 'Things man wasn't Meant to know'
30
Weak to Gimmicks
Threat-Disaster

20-car pileup
Distracted Driving kills
25
Weak to Violence
Threat-Disaster

Earthquake
Shake, Rattle, Roll
30
Threat-Disaster

The End of the World
It's never been nigh-er
100
Put a Token on this Each time you beat Another Threat
Threat-Disaster

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

Visiting Hero

Somehow, when an
Out-of-towner shows up,
It always leads to a fight

20

If this would move to Threat
Level 2, put it in Jail and put
A new Threat at Level 0 instead.
If you beat this without Violence,
Put a random Ability Card from
The reserve on top of your deck.

Threat-Event

Government Hearings

It turns out they're
Not all in favor
Of vigilantism

-

(cannot be attacked)
If this would move to Threat
Level 2, put it in Jail and put
A new Threat at Level 0 instead.
All other threats are +5 to rating.

Threat-Event

Gator Maid

She's got more
Teeth than sense.

30

Threat-Villain

The Calzone Mob

Stuffed full of
Criminal schemes

15

Weak to Violence

Threat-Villain

The Surrealtor

Coyote's youngest son.
He'll buy your dreams
And sell you his nightmare.

15

Resistant to Wits

Threat-Villain

Doctor Disaster

It's really only an
Honorary P.H.D.

25+5 per disaster in play.
Each disaster in play is
+5 Threat Rating

Threat-Villain

The Unpleasant Truth

A disciple of Dr. Diogenes,
His revelations of secrets
And lies usually lead to
Riot and ruin

30

The Hero must attack
This threat if possible.

Threat-Villain

Erik the Red

Time-travelling
Communist Viking

30

Resistant to Violence
Weak to Wits

Threat-Villain

Quazlop the Conqueror

Would like nothing
Better than to add
Earth to his Empire

40

Whenever this threat
Advances a level,
Remove a token from it

Threat

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

The Purple Mist

How can you catch
A thief you can't
Even touch?

20

Immune to Violence

Threat-Villain

The Living Jinx

Coyote's Oldest Son.
Bad Luck rolls off him
And onto everyone around.

30

Resistant to Wits

Threat-Villain

Professor Paradox

Coyote's Middle son.
Treats the laws of
Physics as 'suggestions'

25

Immune to Gimmicks
Weak to Wits

Threat-Villain

Orange Crusher

A wrestler who did
A face/heel turn into
A life of crime

25

Weak to Motion

Threat-Villain

iKiller

Escapee from a
Video game. Despite
His bodycount, he
Still thinks he's the hero

25

Weak to Wits

Threat-Villain

The Leveler

A Disciple of Dr. Diogenes,
He'll help people learn to
Live without luxuries, like
Houses, clothing, cars...

25

Draw only three cards
Each turn while this
Threat is in play

Threat-Villain

Goons

Nothing says 'I care'
Like hired goons

Add 10 to Threat Rating
Hero may play Violence
Or Gimmicks to cancel

Drama-Combat

Deathtrap

Even if you do
Manage to escape,
It will be far too
Late to stop me

Add 10 to Threat Rating
Hero may play Wits
Or Gimmicks to cancel

Drama-Combat

Aerial Escape

Up, Up, and Away

Add 10 to Threat Rating
Hero may play Motion
Or Gimmicks to cancel

Drama-Combat

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Threat Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Rubble

Don't let this come
Between us.

Add 10 to Threat Rating
Hero may play Motion
Or Violence to cancel

Drama-Combat

Mirror Images

Which one is the
True Threat?

Add 10 to Threat Rating
Hero may play Wits
Or Violence to cancel

Drama-Combat

Maze

Twisty little alleyways,
All alike.

Add 10 to Threat Rating
Hero may play Wits
Or Motion to cancel

Drama-Combat

Rubble

Don't let this come
Between us.

Add 10 to Threat Rating
Hero may play Motion
Or Violence to cancel

Drama-Combat

Mirror Images

Which one is the
True Threat?

Add 10 to Threat Rating
Hero may play Wits
Or Violence to cancel

Drama-Combat

Maze

Twisty little alleyways,
All alike.

Add 10 to Threat Rating
Hero may play Wits
Or Motion to cancel

Drama-Combat

Goons

Nothing says 'I care'
Like hired goons

Add 10 to Threat Rating
Hero may play Violence
Or Gimmicks to cancel

Drama-Combat

Deathtrap

Even if you do
Manage to escape,
It will be far too
Late to stop me

Add 10 to Threat Rating
Hero may play Wits
Or Gimmicks to cancel

Drama-Combat

Aerial Escape

Up, Up, and Away

Add 10 to Threat Rating
Hero may play Motion
Or Gimmicks to cancel

Drama-Combat

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Henchman

Even a three-handed
Alien needs a right-hand
man

Add 5 to Threat Rating
Hero May play Violence
To Cancel

Drama-Combat

Henchman

Even a three-handed
Alien needs a right-hand
man

Add 5 to Threat Rating
Hero May play Violence
To Cancel

Drama-Combat

Time Bomb

Tick...Tick...Tick

Add 5 to Threat Rating
Hero may play Gimmicks
To Cancel

Drama-Combat

Trail of Clues

An Artist has to
Sign his work.

Add 5 to Threat Rating
Hero may play Wits
To Cancel

Drama-Combat

Trail of Clues

An Artist has to
Sign his work.

Add 5 to Threat Rating
Hero may play Wits
To Cancel

Drama-Combat

Time Bomb

Tick...Tick...Tick

Add 5 to Threat Rating
Hero may play Gimmicks
To Cancel

Drama-Combat

Getaway Car

Or bus, or plane,
Or flying horse...

Add 5 to Threat Rating
Hero may play Motion
To Cancel

Drama-Combat

Getaway Car

Or bus, or plane,
Or flying horse...

Add 5 to Threat Rating
Hero may play Motion
To Cancel

Drama-Combat

Mercenary Ally

Villains rarely work
Together, but
Money does talk...

Add 15 to Threat Rating
Hero pay play any Ability
To Cancel

Drama-Combat

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Master Plan

I didn't just expect
You to do that,
I was counting on it.

Remove a Token
From any Threat

Drama-Ending

Power Loss

Don't tell me it's
Never happened to
You before.

Put one of the hero's
Support card in the
History pile. The Hero
Can add a card from
His hand to the attack
To replace it.

Drama-Combat

Power Loss

Don't tell me it's
Never happened to
You before.

Put one of the hero's
Support card in the
History pile. The Hero
Can add a card from
His hand to the attack
To replace it.

Drama-Combat

Amnesia

Who am I?
What am I doing here?

Put three card from
The Hero Deck into
The Hero Discard Pile

Drama-Initial

Amnesia

Who am I?
What am I doing here?

Put three card from
The Hero Deck into
The Hero Discard Pile

Drama-Initial

Battle Wound

During the fight, one
Of those blasts must
Have caused some real
damage

The Hero player discards
The first card he draws
Next turn

Drama-Ending

Dissent in the Ranks

Sometimes, the best
Way to make an entrance
Involves heavy firepower

Put a Threat into Jail,
Then draw a new Threat
And put it in Threat Level 1

Drama-Initial

Dissent in the Ranks

Sometimes, the best
Way to make an entrance
Involves heavy firepower

Put a Threat into Jail,
Then draw a new Threat
And put it in Threat Level 1

Drama-Initial

Battle Wound

During the fight, one
Of those blasts must
Have caused some real
damage

The Hero player discards
The first card he draws
Next turn

Drama-Ending

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Permanent Changes
After this, the hero Will never be The same
The hero draws a Random ability and A random adversity, Which he then plays.
Drama-Initial

Permanent Changes
After this, the hero Will never be The same
The hero draws a Random ability and A random adversity, Which he then plays.
Drama-Initial

Coyote's Gift
Coyote's gifts are Rarely a blessing And often a curse.
Reveal the top card in the Hero's Deck. If it's the Origin Card, put A Random Ability card on top of The Hero's Deck and put it in The Discard pile. Otherwise, put It in the History pile and put a Random Adversity on top of the Hero's Deck.
Drama-Initial

Permanent Changes
After this, the hero Will never be The same
The hero draws a Random ability and A random adversity, Which he then plays.
Drama-Initial

Coyote's Prank
Coyote's power is Almost limitless, As is his sense of whimsy.
Draw three Drama Cards
Drama-Initial

Coyote's Prank
Coyote's power is Almost limitless, As is his sense of whimsy.
Draw three Drama Cards
Drama-Initial

Coyote's Prank
Coyote's power is Almost limitless, As is his sense of whimsy.
Draw three Drama Cards
Drama-Initial

Coyote's Gift
Coyote's gifts are Rarely a blessing And often a curse.
Reveal the top card in the Hero's Deck. If it's the Origin Card, put A Random Ability card on top of The Hero's Deck and put it in The Discard pile. Otherwise, put It in the History pile and put a Random Adversity on top of the Hero's Deck.
Drama-Initial

Coyote's Gift
Coyote's gifts are Rarely a blessing And often a curse.
Reveal the top card in the Hero's Deck. If it's the Origin Card, put A Random Ability card on top of The Hero's Deck and put it in The Discard pile. Otherwise, put It in the History pile and put a Random Adversity on top of the Hero's Deck.
Drama-Initial

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Master Plan

I didn't just expect
You to do that,
I was counting on it.

Remove a Token
From any Threat

Drama-Ending

Master Plan

I didn't just expect
You to do that,
I was counting on it.

Remove a Token
From any Threat

Drama-Ending

Origin Retcon

"Everything you know
About yourself is wrong."
-Dr. Diogenes

The Hero discards
The origin card. If
He can't, he discards
His entire hand.

Drama-Initial

Origin Retcon

"Everything you know
About yourself is wrong."
-Dr. Diogenes

The Hero discards
The origin card. If
He can't, he discards
His entire hand.

Drama-Initial

Power Retcon

"Did you really think
That the laws of physics
Had *loopholes*?"
-Dr. Diogenes

Put one of the cards
In the current attack
In the History pile.

Drama-Combat

Power Retcon

"Did you really think
That the laws of physics
Had *loopholes*?"
-Dr. Diogenes

Put one of the cards
In the current attack
In the History pile.

Drama-Combat

Somebody Dies!

Ones of the Hero's
Supporting cast
Does not survive.

Pick an Adversity
Card, and put on top
Of the hero's deck.

Drama-Ending

Raised Stakes

When it rains, it pours.

Play when the hero has
Failed to beat a Threat.
Put a random Adversity
On the top of his deck.

Drama-Ending

Raised Stakes

When it rains, it pours.

Play when the hero has
Failed to beat a Threat.
Put a random Adversity
On the top of his deck.

Drama-Ending

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

Jailbreak

There's no such thing
As an escape-proof
prison.

Put a Threat from Jail
Under Threat Level 1

Drama-Initial

Jailbreak

There's no such thing
As an escape-proof
prison.

Put a Threat from Jail
Under Threat Level 1

Drama-Initial

Psychedelic Mindscape

A world you never made.
But then again, aren't
They all?

Location (Play only
One Location per turn.)
-1 to Wits Dice

Drama-Initial

Edge City Sewers

Nobody ever gets used
To the smell.

Location (Play only
One Location per turn.)
-1 to Motion Dice

Drama-Initial

Alien Arena

Just once, couldn't we
Meet some aliens who
aren't immune to bullets?

Location (Play only
One Location per turn.)
-1 to Violence Dice

Drama-Initial

Grim Meathook Future

Somehow, you're going
To get blamed for this

Location (Play only
One Location per turn.)
-1 to Wits Dice

Drama-Initial

Threat Level 0

Threat Level 1

Threat Level 2

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**
Drama Card

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

Threat Level 3

Threat Level 4

Threat Level 5

Reboot!

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**

**Another Day,
Another Crisis**