

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

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

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

**Another Day,  
Another Crisis**  
Hero Card

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Another Crisis**  
Hero Card

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Motion
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(1d)
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Ability

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Hero Card

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

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

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Catchphrase
<hr/>
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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

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### 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. This Adversity cannot Be in a starting Deck

Adversity

### Secret Identity

Extraordinary measures Are required to keep Your true nature hidden

Discard an Ability

Adversity-Temporary

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Hero Card

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-1 to all Wits rolls

Remove by Beating a Disaster Threat

Adversity-Lingering

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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

### 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

### 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

### Martin Mann

He's smarter than Everyone else, so why shouldn't be be In charge?

40

Resistant to Gimmicks

Threat-Villain

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Hero 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
An Alien mind that Inhabits machines And teaches them To hate
35
Resistant to Violence Resistant to Gimmicks
Threat-Villain

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<b>Tyrant</b>
Mind of a South American Dictator. Body of a Dinosaur
55
Weak to Motion
Threat-Villain

<b>Coyote's Daughter</b>
All her virtues are from Her mother's side
20
Put a random Adversity On top of your deck After beating
Threat-Villain

<b>Dr. Diogenes' Herald</b>
A Shadow on a cave wall, Cast by his Lantern
25
Immune to Violence Weak to Origin
Threat-Villain

<b>The Mad Mimic</b>
Anything you can do, He can do better.
20
Immune to Gimmicks
Threat-Villain

<b>G. I. Jingo</b>
If you're not with him, you're against him.
30
Weak to Wits
Threat-Villain

<b>Grover Cleveland</b>
Undead. Unrelenting. Presidential.
20
Immune to Wits
Threat-Villain

<b>The Millennum Committee</b>
Dedicated to achieving world Conquest by the year 2000. Running a bit behind schedule.
20
Weak to Violence
Threat-Villain

<b>The Id Entity</b>
Wherever you go, There it is.
20
Immune to Motion
Threat-Villain

<b>The Honey Badger</b>
His Theme is so 38 seconds ago.
20
Threat-Villain

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**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

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### 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

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### 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

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### 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

### 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

### Goons

Nothing says 'I care'  
Like hired goons

Add 5 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 5 to Threat Rating  
Hero may play Wits  
Or Gimmicks to cancel

Drama-Combat

### Aerial Escape

Up, Up, and Away

Add 5 to Threat Rating  
Hero may play Motion  
Or Gimmicks to cancel

Drama-Combat

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Drama Card



### Rubble

Don't let this come  
Between us.

Add 5 to Threat Rating  
Hero may play Motion  
Or Violence to cancel

Drama-Combat

### Mirror Images

Which one is the  
True Threat?

Add 5 to Threat Rating  
Hero may play Wits  
Or Violence to cancel

Drama-Combat

### Maze

Twisty little alleyways,  
All alike.

Add 5 to Threat Rating  
Hero may play Wits  
Or Motion to cancel

Drama-Combat

### Rubble

Don't let this come  
Between us.

Add 5 to Threat Rating  
Hero may play Motion  
Or Violence to cancel

Drama-Combat

### Mirror Images

Which one is the  
True Threat?

Add 5 to Threat Rating  
Hero may play Wits  
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### Maze

Twisty little alleyways,  
All different.

Add 5 to Threat Rating  
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### Henchman

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

Add 3 to Threat Rating  
Hero May play Violence  
To Cancel

Drama-Combat

### Henchman

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

Add 3 to Threat Rating  
Hero May play Violence  
To Cancel

Drama-Combat

### Time Bomb

Tick...Tick...Tick

Add 3 to Threat Rating  
Hero may play Gimmicks  
To Cancel

Drama-Combat

### Trail of Clues

An Artist has to  
Sign his work.

Add 3 to Threat Rating  
Hero may play Wits  
To Cancel

Drama-Combat

### Trail of Clues

An Artist has to  
Sign his work.

Add 3 to Threat Rating  
Hero may play Wits  
To Cancel

Drama-Combat

### Time Bomb

Tick...Tick...Tick

Add 3 to Threat Rating  
Hero may play Gimmicks  
To Cancel

Drama-Combat

### Getaway Car

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

Add 3 to Threat Rating  
Hero may play Motion  
To Cancel

Drama-Combat

### Getaway Car

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

Add 3 to Threat Rating  
Hero may play Motion  
To Cancel

Drama-Combat

### Mercenary Ally

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

Add 7 to Threat Rating  
Hero pay play any Ability  
To Cancel

Drama-Combat

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### 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 cards in the  
Discard pile. The Hero  
Can add a card from  
His hand to the attack  
To replace it.

Drama-Combat

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Don't tell me it's  
Never happened to  
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Put one of the hero's  
Support cards in the  
Discard 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 two cards from  
The Hero Deck into  
The Hero Discard Pile

Drama-Initial

### Amnesia

Who am I?  
What am I doing here?

Put two cards 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

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The Hero player discards  
The first card he draws  
Next turn

Drama-Ending

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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 From the Reserve, Which he then plays.
Drama-Initial

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The hero draws a Random ability and A random adversity From the Reserve, Which he then plays.
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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 2 Drama Cards.
Drama-Initial

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Coyote's power is Almost limitless, As is his sense of whimsy.
Draw 2 Drama Cards.
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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

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### Master Plan

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

Remove a Token  
From any Threat

Drama-Ending

### Edge City Sewers

Nobody ever gets used  
To the smell.

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

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  
All but one card.

Drama-Initial

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Drama-Initial

### Power Retcon

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

Put one of the cards  
In this turn's attack  
In the History pile.

Drama-Ending

### Power Retcon

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

Put one of the cards  
In this turn's attack  
In the History pile.

Drama-Ending

### 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

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### Jailbreak

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

Put a Threat from Jail  
On top of the Threat  
Deck

Drama-Initial

### Jailbreak

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

Put a Threat from Jail  
On top of the Threat  
Deck

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

Threat Level 0

Threat Level 1

Threat Level 2

Threat Level 3

Threat Level 4

Threat Level 5

Reboot!

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