

Another ***Day,***

Another ***Crisis***

A One-on-One Game of Superheroic Storytelling

By Jeff R.

Game Chef 2012

Ingredients:

Coyote, Doctor, Lantern, "Funny Games (and the Temple of Ass)", Mimic

Introduction

Another Day, another Crisis is a game of superheroics for two players. One of those players will play the role of a superhero, and the other will direct the action and plot along typical comic-book narratives.

Materials

You will need:

The three decks of cards in this game. It is possible to play with paper printouts, but shuffling and handling the cards will be much easier if you paste the cards onto the faces of three decks of playing cards, ideally all with distinct backs.

Dice; lots of dice. 6 each of four distinct colors of dice would be ideal.

A handful of small tokens.

A pen or other writing implement, and a suitable playing surface.

Setting Up

Arrange the three various decks and threat level cards on the table according to this diagram:



The next step is to create the hero character. The hero player should pick a name and basic concept for his character, and then build his hero deck selecting the following cards:

1 **Origin**, 1 **Adversity**, and 10 **Abilities**, with at least one of each of the four types of abilities (**Violence**, **Gimmicks**, **Motion**, and **Wits**). There are advantages to both specialization and diversification, so no single build should be 'right'. On page 8 are some suggested starting decks for various hero archetypes. The Hero player should then shuffle those cards and draw his starting hand of four cards.

The Director, meanwhile, should deal the top four cards in the **Threat deck** and put them face-up underneath the "**Threat Level 1**" Marker. These cards represent the various supervillains and other disasters that the hero must beat in order to protect Edge City. Finally, the Director should draw a single **Drama** cards to form her own 'hand'.

The Golden Rule

As in most games of this sort, whenever a card and the rules here conflict, follow the card.

The Other Golden Rule

The Director's main job is to ensure that exciting superhero stories arise from play. It is her responsibility to ensure that scenes are actually role-played and keep the game from being simply a card game.

Order of Play

Each turn, the following things should happen:

(1) If the Director's **Drama** card is of type '**initial**', he plays it, and both players should role-play the effects and responses to these cards.

(2) The Hero player plays any **Adversity** cards from his hand, and follows any directions on them. If the **Adversity** is '**Lingering**', it goes in play and will remain there until the condition on it is met. Otherwise, put it in the Hero Discard pile. Both players should be sure to incorporate the story elements from that card this turn and as long as the card is in play.

(3) The Player picks one of the **Threats** on the table to engage. Both players role-play the **Threat's** danger and the Hero's initial approach to beat that threat.

(4) The Player should choose one of his **Ability** cards to attack the **Threat** with, narrating his efforts accordingly. He may also play any number of other **ability** cards to support his main attack card. He then takes as many dice as his **ability** cards have on them, *plus* one additional die for each supporting **ability** card of the same type as his attack card, and prepares to roll them. He may wish to hold some cards back, because...

(5) If the Director's **Drama** card is a **combat** card, she plays it, narrating its effect into the fight against the **Threat**. Many of these allow the Hero to counter their effects by playing a card.

(6) The Player then rolls his dice, modifying their effects if the **Threat** has a **weakness** (halving), is **resistant** (doubling), or is **immune** (reduce to zero) to those abilities, and compares it to the **Threat Rating**. If the total is higher than or equal to the **Threat Rating**, put the **Threat** in the **Jail** pile and **Upgrade** the Attack card and role-play the hero's triumph over the **Threat**. Then turn over the top card of the **Threat** deck and put it under '**Threat Level 0**'.

If the total is not enough to beat the **Threat**, role-play a temporary defeat and place a **token** on the **Threat** card. Each token reduces a **Threat's Rating** by five, to a minimum of 10. If the total is at least half the base **Threat Rating** (before applying **tokens** or other card-based modifiers), add a second **token**

(7) If the Director's **Drama** card is an **ending** card, she plays it, narrating the effect.

(8) If the Director was unable to play her **Drama** card, she discards it. In any case, she draws a new **Drama** card at this time. The Hero discards any cards in his hand and draws four new cards. If there aren't enough cards to do this, the Hero shuffles his discard pile and makes it his new deck. Whenever this happens, move every **Threat** up one space on the **Threat Track**. If any **Threat** ever advances beyond **Threat Level 5**, a **Reboot** happens. Then start the next turn with step (1).

Upgrades

To upgrade an **Ability**, the Hero player must choose a **Power** or **Catchphrase**, as indicated, and write it into the blank space on the card. From then on, so long as the Hero player manages to work that **Power** or **catchphrase** into the action, the card is worth two dice rather than one, even as a support card. The Director should insist that powers be interesting expressions of the hero's unique identity.

Examples:

Violence: Boxing-glove arrow, Blast Vision, Sucker-punch

Gimmicks: Energy Net, Shield Reflection, Darkness Bombs

Motion: Teleportation, Superspeed, Flight, Uncanny Dodge

Reboots

Sometimes, a Hero falls. As in comic books, that's not always the end of the story. Possibly another person will take up the fallen hero's legacy, or the hero will eventually return from disgrace or even death. Sometimes the entire universe gets restarted from the beginning.

When the rules call for a **Reboot**, take every card in the **Hero Deck**, **Discard**, and **History**, and put them together. Then add one of each type of **Ability** card. Shuffle these cards together, and then deal out four cards. If one of those cards is the **Origin** card, put it back into the **hero deck**. Put the remaining three or four cards into the **History** pile. What is left is the new **Hero Deck**.

The directory should also reshuffle the **Threat** deck with the **Jail**, dealing four new threats into **Threat Level 1**, and reshuffle the **Drama** deck and discard piles. Then continue play, deciding which kind of **Reboot** this is and playing the new Hero accordingly.

Ending the Game

The struggle to save Edge City and the world is a never-ending one, so like successful comic book characters stories, this game can go on as long as the audience is interested. (Players who want a more finite game experience may choose to play for a specific time limit, or to end the game after a set number of reboots.)

Appendix I: Glossary

Ability- A Card representing something that a hero can do

Adversity- A Card representing something that makes a hero's life more difficult

Beat- To eliminate a threat by exceeding its **rating** with your dice and **tokens**

Catchphrase- A statement or battle-cry that your hero will repeatedly use

Combat- Drama card type played during combat

Drama- A Card played by the Director, usually driving the story by interfering with the hero.

Edge City- The setting of this game

Ending- Drama card type played at the end of a turn.

Immune- Dice of this type cannot be used on this **threat**

Initial- Drama card type played at the beginning of a turn

Jail- The pile of defeated **threats**.

Lingering-This **adversity** lasts until a condition is met, and is discarded

Power- A superhuman ability of a hero

Rating- The large number on a **threat**, indicating how dangerous it is

Reboot- The end of the Hero's story, and a new beginning

Resists- Dice of this type are divided in half (round up)

Temporary- Adversity card that lasts through the current turn, and is then put into your discard pile

Threat- A Card representing something a hero must **beat**.

Token-Experience gained fighting a threat, reduced it's **Rating** by 5 (to a minimum effective **rating** of 10)

Weakness- Dice of this type are doubled

Appendix II: Character Archetypes

<p>The Martial Artist This is a Superhero who is mostly a fighter, but relies on speed and skill rather than brute force.</p> <p>4x Violence 2x Wits 1x Gimmick 3x Motion 1x Origin 1x Bad Press</p>	<p>The Speedster Getting around quickly and avoiding attacks are this Hero type's usual strategy.</p> <p>1x Violence 2x Wits 2x Gimmick 5x Motion 1x Origin 1x Wanted: Dead or Alive</p>
<p>The Brick This kind of Hero is all about raw strength and toughness, more likely to ignore attacks than dodge them.</p> <p>6x Violence 1x Wits 2x Gimmick 1x Motion 1x Origin 1x Berserk!</p>	<p>The Metahuman This is the type of hero who has a list of different powers, usually focused on a single theme.</p> <p>1x Violence 2x Wits 2x Motion 5x Gimmick 1x Origin 1x Hated and Feared</p>
	<p>The Paragon This is a balanced, all-around hero type.</p> <p>2x Violence 2x Wits 3x Gimmick 3x Motion 1x Origin 1x Secret Identity</p>

Designer's Notes

Following this page are an awful lot of cards. (156 of them, although with enough duplication that it's a little less than 100 unique card texts) I do not expect you (the Game Chef reviewer) to read every single one of them. Just skimming through them, reading one or two that strike your fancy on each page, should be enough to get the idea. This is the sort of game in which most of the cards should be initially discovered by the players during actual play, anyhow.

The four 'fixed' ingredients in this competition (Coyote, Doctor, Lantern, and Mimic) practically screamed 'superheroes' to me and I'm sure many other Chefs. (Each of them is, or is part, of a perfectly acceptable name for a superhero or villain.) So, my primary use of these ingredients is as that collective, superheroic gestalt. In addition, I've incorporated some of them more directly into the overall setting implied by the names and 'flavor text' of the cards, with two cosmically powered beings representing the forces of Chaos and Order, both to excess: Coyote and Dr. Diogenes (a two-fer, evoking 'Doctor' and 'Lantern' together), who frequently interfere with any heroes they meet.

I also threw in a Villain named 'The Mad Mimic', but my more significant fourth ingredient is one of the four Forge Threads: <http://indie-rpgs.com/archive/index.php?topic=1707.0>, "Funny games (and the Temple of Ass)", which starts out as a complaint about parody games and turns into an interesting discussion how to make a game funny to play as opposed to merely being funny to read. I think that one possible solution to that involves a card-based game of this type, where the player's first encounter with most of the 'jokes' will be in play. Of course, in a 'finished' game of this sort, each card would feature an amusing cartoon of some sort and the humorous elements would not rest merely on a dozen or so of my words per card.

As for the theme, well, I think that it shows through in several places, from the idea of end-of-the-world superhero universal reboots to the fact that the default rules allow the game to go on forever.

I've been interested in attempting to use Dominion/Ascension/etc style 'Deck Building' as the central mechanic for a roleplaying game since my first encounters with those types of games, or actually, since considerably before then: since reading Neal Stephenson's *Cryptonomicon*, which contains a brief scene of people playing just that sort of a game (inspired no doubt by Magic the Gathering). While I'd not want anything to do with the sort of Groggardly Hypersimulationist game that those characters preferred, the basic idea of a roleplaying game with an evolving deck as a character sheet has been lurking at the back of my head for years, and it's been a good experience to actually try and make one. I chose to make this a one-on-one RPG in part because making it multiplayer would probably lead to competitive mechanics, and move it closer to those board/card games and away from the deckbuilding RPG area that I was aiming at. (And also in part because that is how the vast majority of comic books are already structured.)

Finally, I'll mention the other influences to which this game owes debts: firstly, of course, hundreds upon hundreds of comic book stories, particularly those of the Bronze and Chrome ages, Steve Jackson Games' *Illuminati* (both versions), and the games of Tom Wham, both of which are an education in how to build worlds with a handful of names and brief epigrams.

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

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

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

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

Another Day,
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Hero Card

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Another Day,
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Hero Card

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

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

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

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

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Hero Card

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Another Day,
Another Crisis
Hero Card

Wits
(1d)
Catchphrase
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Ability

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Wits
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Catchphrase
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(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
You don't get bonus Dice for matching The attack card 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

Another Day,
Another Crisis
Hero Card

Another Day,
Another Crisis
Hero Card

Another Day,
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Hero Card

Another Day,
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Another Day,
Another Crisis
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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

Adversity-Temporary

Berserk!

You are losing control Over your own actions

You must play all of Your abilities against The Threat this turn.

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

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

Adversity-Temporary

Another Day,
Another Crisis
Hero Card

Another Day,
Another Crisis
Hero Card

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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 Than violence

Adversity-Temporary

Berserk!

You are losing control Over your own actions

You must play all of Your Abilities against The Threat this turn.

Adversity-Temporary

Crisis of Faith

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

-1 to all Gimmicks rolls

Remove by beating a Threat that has no Tokens on it

Adversity-Lingering

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 he be In charge?

40

Resists: Gimmicks

Threat-Villain

Another Day,
Another Crisis
Threat Card

Another Day,
Another Crisis
Hero Card

Another Day,
Another Crisis
Hero Card

Another Day,
Another Crisis
Threat Card

Another Day,
Another Crisis
Hero Card

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Hero Card

Another Day,
Another Crisis
Hero Card

Another Day,
Another Crisis
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.. You may immediately fight that threat this turn
Threat-Event

Tornado
The storm that has Been building has arrived.
15
Weakness: Gimmicks Resists: Violence
Threat-Disaster

Periodic Mabel
Mistress of the Elements
20
Weakness: Gimmicks
Threat-Villain

The Decimatrix
40% Robot 50% Woman 10% Deadly
25
Resists: Violence
Threat-Villain

The Magnificent Beard
Don't get caught in A hairy situation
20
Resists: Motion
Threat-Villain

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

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

Malice
An Alien mind that Inhabits machines And teaches them To hate
35
Resists: Violence Resists: Gimmicks
Threat-Villain

Another Day,
Another Crisis
Threat Card

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Another Day,
Another Crisis
Threat Card

Tyrant

Mind of a South American Dictator. Body of a Dinosaur

55

Weakness: Motion

Threat-Villain

Ms. Fortune

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: Violence
Weakness: Origin

Threat-Villain

The Mad Mimic

Anything you can do,
He can do better.

20

Immune: Gimmicks

Threat-Villain

G. I. Jingo

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

30

Weakness: Wits

Threat-Villain

Grover Cleveland

Undead.
Unrelenting.
Presidential.

20

Immune: Wits

Threat-Villain

The Millennium Committee

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

20

Weakness: Violence

Threat-Villain

The Id Entity

Wherever you go,
There it is.

20

Immune: Motion

Threat-Villain

The Honey Badger

His Theme is so
38 seconds ago.

20

Threat-Villain

Another Day,
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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

Weakness: Motion

Threat-Villain

Rimshot

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

25

Weakness: Motion

Threat-Villain

The Green Thumb

Nobody's Plants
Are safe.

20

Resists: Motion

Threat-Villain

Blue Streak

@#\$%, he's fast.

30

Resists: Motion

Threat

Venus Mantrap

The Deadliest
Plant on Earth

25

Resists: Motion
Weakness: Gimmicks

Threat

Another Day,
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Another Day,
Another Crisis
Threat Card

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

Invading Army
If they get a beachhead In Edge City, Seattle Could be next.
20
Weakness: 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: Violence
Threat-Disaster

Riot!
Who could have Predicted this?
20
Resists: Wits
Threat-Disaster

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

20-car pileup
Distracted Driving kills
25
Weakness: 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

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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 3, 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 3, 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

Weakness: Violence

Threat-Villain

The Surrealtor

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

15

Resists: 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

Resists: Violence
Weakness: 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
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The Purple Mist

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

20

Immune: Violence

Threat-Villain

The Living Jinx

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

30

Resists: Wits

Threat-Villain

Professor Paradox

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

25

Immune: Gimmicks
Weakness: Wits

Threat-Villain

Orange Crusher

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

25

Weakness: Motion

Threat-Villain

iKiller

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

25

Weakness: Wits

Threat-Villain

Grim Meathook Future

Somehow, you're going
To get blamed for this

Location
-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
escape, It will be 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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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.

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Which one is the
True Threat?

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Maze

Twisty little alleyways,
All different.

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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 may 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

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

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

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

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Drama-Ending

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

Permanent Changes
After this, the hero Will never be The same
The hero draws a Random ability and A random adversity From the reserve.
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 ,put it in the Discard pile and put a Random Ability card on top of the Hero's Deck.. 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 From the reserve.
Drama-Initial

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

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

Alien Arena
Just once, couldn't we Encoutner aliens who aren't Immune: bullets?
Location -1 to Violence Dice
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 ,put it in the Discard pile and put a Random Ability card on top of the Hero's Deck.. Otherwise, Put It in the History pile and put a Random Adversity on top of the Hero's Deck.
Drama-Initial

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Coyote's gifts are Rarely a blessing And often a curse.
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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
-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

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

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.

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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
-1 to Wits Dice

Drama-Initial

Threat Level 0

Threat Level 1

Threat Level 2

Threat Level 3

Threat Level 4

Threat Level 5

Beat or
Reboot!

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