



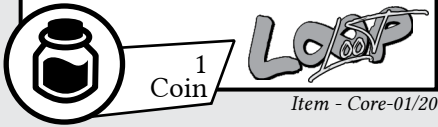
PRINT + PLAY MATERIAL ITEMS - PLAYER SET

ALCOHOL

Drink

Action: FLEX 1.

Examples: Bottle, Gourds...

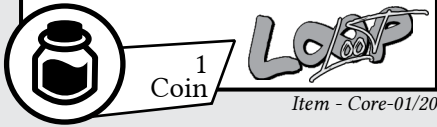


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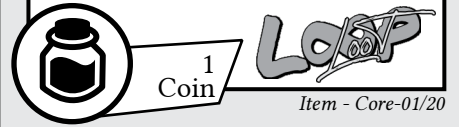


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PASSIVE: Ignore Damage from Actions with Combinations of 2 cards or less. Statuses would still be applied.

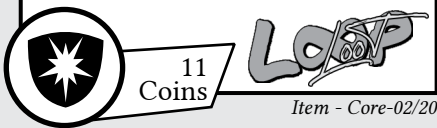
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Modern: Kevlar, Ceramic...



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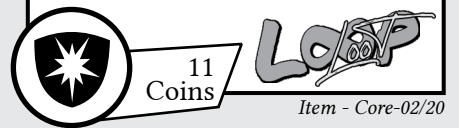
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BOMB

Throw

Action {♠}: Damage 5, keyword Ⓢ. Sweeping. Ranged.



BOMB TYPE + KEYWORD

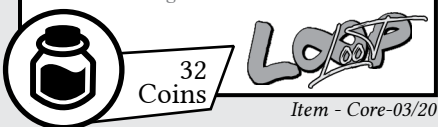
♦ FLASH BANG → Blind 1

♣ SHRAPNEL GRENADE → Bleed 4

♥ FIRE BOMB → Burn 5

♠ POISON BOMB → Poison 4

Examples: Grenade, fuse bomb, magical device...



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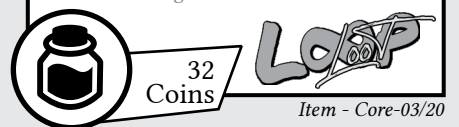
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Use

Action: High 3 (effect ). Take 3 Damage when the High Status is removed.



DRUG TYPE + EFFECT

◆ PSYCHO → +1 Max Push

♣ STIM → +1 Action

♥ STEADY → +1 {Attribute}

♠ TURBO → +2 Maneuver

Examples: Sniffing powder, syringe, patch, vial...




18
Coins



Item - Core-04/20

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Item - Core-04/20

FANCY HAT

PASSIVE: +1 {Attribute} .



HAT TYPE + ATTRIBUTE

◆ PRODIGY HAT → {♦}

♣ FIGHTER BANDANA → {♣}

♥ SOCIALITE CAP → {♥}

♠ SCOUNDREL HOOD → {♠}

Examples: Sweaty Bandana, Patchy Hood, Plummet Helmet, Green Bycocket, Cavalier Hat, Hand-Knitted Chullo, Tin-Foiled Cap, Wizard Hat With Yellow Stars...




5
Coins



Item - Core-05/20

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Item - Core-05/20

HAND WEAPON

Attack

Action {♣}: Damage 2x{♣}, +1 Damage per [♣] in your Combination. Melee.

Dual Wielding Attack

Reaction {♣}: After a successful Melee Action with another Item, you may take another free Attack Action. Melee.

Examples: Axe, Club, Flail, Hammer, Mace, Scimitar, Sword...



13
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Item - Core-07/20

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Item - Core-07/20

HELMET

PASSIVE 1: When you declare a Reaction, FLEX 1.

PASSIVE 2: After a successful Reaction, put a [Face] from your Fatigue Pile at the bottom of your Deck.

Examples: Armet, Bascinet, Great Helm, Barbute, Kabuto, Paseki, Motorcycle Helmet...



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LIGHT SOURCE

PASSIVE: It provides light around you for 4 hours.

Buuuurn!

Action {♥}: Burn C, where C is number of [♥] in your Combination. Then, 50% chance the item is destroyed.

Examples: Torch, Magic Orb, Glowing Crystal, Lantern...



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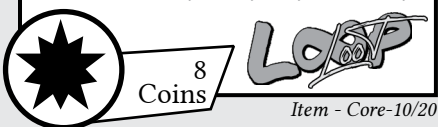
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Action {♠}: Damage {♥}+{♠}. If your Combination is a single [Jack], Damage x2. Melee/Ranged.

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Reaction {♦} (Melee): Ignore all Damage/Effects from the Action with the Melee keyword.

Examples: Chakram, Dagger, Knife, Kunai, Shiv, Tomahawk,...



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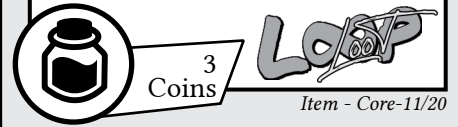


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POISON KIT

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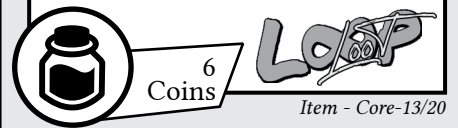


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Action: Recover 3.

Examples: Sandwich, Packed meal...



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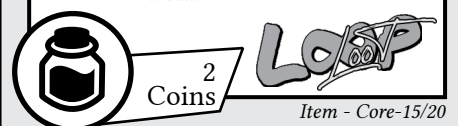


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PRINT + PLAY MATERIAL ITEMS - PLAYER SET

GREAT WEAPON

Cleave

X Actions {♣}: Damage 5 x X, where X the number of Actions.
Sweeping. Melee. Heavy.



Examples: Falx, Glaive, Halberd, Lance, Quaterstaff, Pike, Scythe, Sledge, Voulge, Warhammer...

26
Coins



Item - Core-06/20

SATCHEL

PASSIVE: +5 Inventory Slots.

Examples: Assortment of bags, purses, pouches and other containers...



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Item - Core-16/20

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PRINT + PLAY MATERIAL ITEMS - PLAYER SET

MUSIC INSTRUMENT

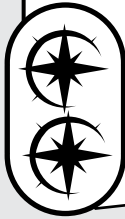
Bolster Allies

Action {♥}: Up to C Allies can Flex 1, where C is your Combination size.

Sooth Allies

Action {♥}: All Allies may Recover C, where C is the the number of [♥] in your Combination.

Examples: Bagpipes, Banjo, Flute, Guitar, Harmonica, Lyre, Mandolin, Maracas, Tambourine, Violin,...



9
Coins



Item - Core-12/20

SHIELD

Block

Reaction {♣} (Action): Ignore all Damage/Effects from the Action. You may use the "Block" Reaction for any Ally in your Melee Cluster.

Examples: Bucker, Pavis, Rondache, Targe...



10
Coins



Item - Core-17/20

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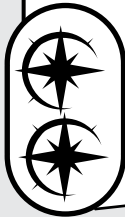
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Item - Core-17/20



PRINT + PLAY MATERIAL ITEMS - PLAYER SET

RANGED WEAPON

Shoot

Action {♠}: Damage {♠} x C, where C is your Combination size.
Ranged.

Examples: Arblast, Arquebus, Bow, Crossbow, Culverin, Musket, Rifle...



Item - Core-14/20



7
Coins

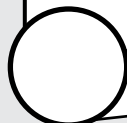
SPELLCASTING ARTIFACT

Magic Spell - Action {♦}:
Cast the pre-defined spell.
Magic.

Examples: Spellbook, Psionic
Enhancing Bracelet, Magic
Wand,...



Item - Core-18/20



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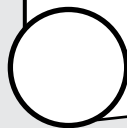
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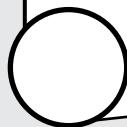
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Item - Core-18/20



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PRINT + PLAY MATERIAL ITEMS - PLAYER SET

TOOL



TOOL EXAMPLES

A Bedroll	A Iron Tongs
2 Blacksmith's Hammer	2 Lens
3 Bucket	3 Lockpicks
4 Chain (3m)	4 Manacles
5 Chalk	5 Nails
6 Charcoal	6 Net
7 Chisel	7 Pick
8 Cookpots	8 Rope (15m)
9 Crowbar	9 Saw
10 Fishing rod	10 Shovel
J Grappling Hook	J Soap
Q Hand drill	Q Whistle
K Horn	K Wool Blanket



5
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Item - Core-19/20

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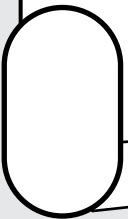
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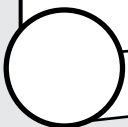
Item - Core-19/20



Coins



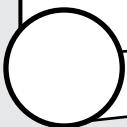
Item - Homebrewed



100
Coins



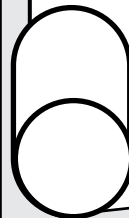
Item - Homebrewed



Coins



Item - Homebrewed



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Item - Homebrewed