



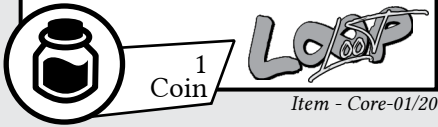
PRINT + PLAY MATERIAL ITEMS - PLAYER SET

ALCOHOL

Chug!

Action: FLEX 1.

Examples: Bottle, Gourds...

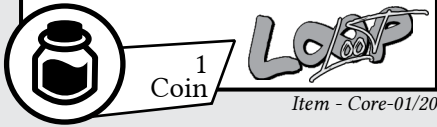


ALCOHOL

Chug!

Action: FLEX 1.

Examples: Bottle, Gourds...

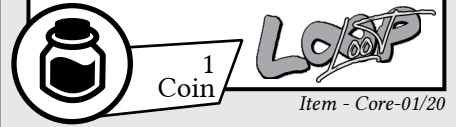


ALCOHOL

Chug!

Action: FLEX 1.

Examples: Bottle, Gourds...



ARMOR

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

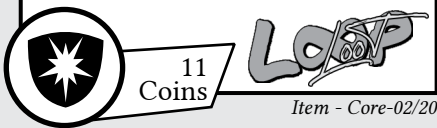
Medieval: Leather, Bronze, Chainmail...
Modern: Kevlar, Ceramic...



ARMOR

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

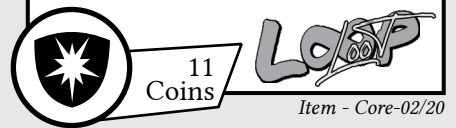
Medieval: Leather, Bronze, Chainmail...
Modern: Kevlar, Ceramic...



ARMOR

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

Medieval: Leather, Bronze, Chainmail...
Modern: Kevlar, Ceramic...



BOMB

Throw

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



BOMB TYPE + KEYWORD

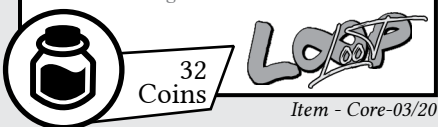
♦ FLASH BANG → Blind 1

♣ SHRAPNEL GRENADE → Bleed 4

♥ FIRE BOMB → Burn 5

♠ POISON BOMB → Poison 4

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



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...



BOMB

Throw

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



BOMB TYPE + KEYWORD

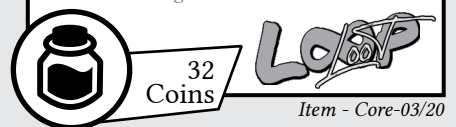
♦ FLASH BANG → Blind 1

♣ SHRAPNEL GRENADE → Bleed 4

♥ FIRE BOMB → Burn 5

♠ POISON BOMB → Poison 4

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



DRUG

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

DRUG

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

DRUG

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

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

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

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

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
Coins



Item - Core-06/20

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
Coins



Item - Core-06/20

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
Coins



Item - Core-06/20

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...



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...



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...



LIGHT SOURCE

PASSIVE: It provides light around you for 4 hours.

Buuuuurn!

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...



LIGHT SOURCE

PASSIVE: It provides light around you for 4 hours.

Buuuuurn!

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...



LIGHT SOURCE

PASSIVE: It provides light around you for 4 hours.

Buuuuurn!

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...



LIGHT WEAPON

Attack

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

Parry

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

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



LIGHT WEAPON

Attack

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

Parry

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

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



LIGHT WEAPON

Attack

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

Parry

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

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

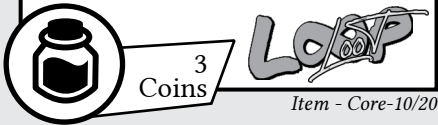


MEDICINE KIT

First Aid

Action {♦}: Heal C, where C is the number of [♦] in your Combination.

Examples: First Aid Kit, Bandages, Ointments...

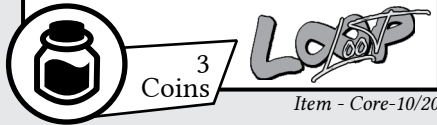


MEDICINE KIT

First Aid

Action {♦}: Heal C, where C is the number of [♦] in your Combination.

Examples: First Aid Kit, Bandages, Ointments...

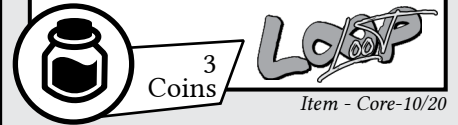


MEDICINE KIT

First Aid

Action {♦}: Heal C, where C is the number of [♦] in your Combination.

Examples: First Aid Kit, Bandages, Ointments...

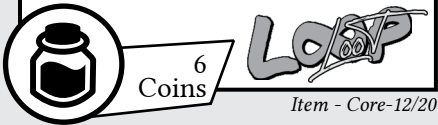


POISON KIT

Coat Weapon

Action: Apply to a Weapon, its Actions gain "Poison 3" until the end of the Round.

Examples: Cyanide, Belladone...



POISON KIT

Coat Weapon

Action: Apply to a Weapon, its Actions gain "Poison 3" until the end of the Round.

Examples: Cyanide, Belladone...

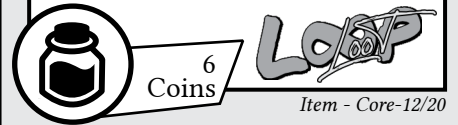


POISON KIT

Coat Weapon

Action: Apply to a Weapon, its Actions gain "Poison 3" until the end of the Round.

Examples: Cyanide, Belladone...

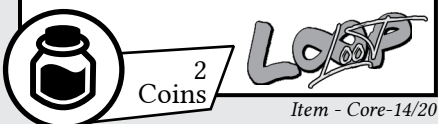


RATION

Eat

Action: Recover 3.

Examples: Sandwich, Packed meal...



RATION

Eat

Action: Recover 3.

Examples: Sandwich, Packed meal...

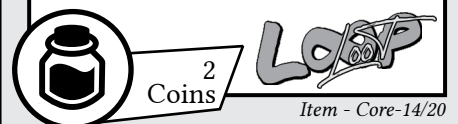


RATION

Eat

Action: Recover 3.

Examples: Sandwich, Packed meal...

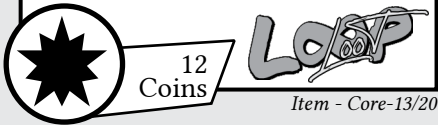


RANGED WEAPON

Shoot

Action {♠}: $A \times C \clubsuit$, where A the number of spent Actions and C is your Combination size.

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

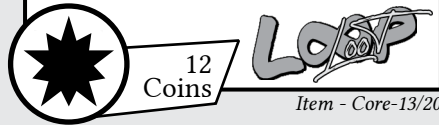


RANGED WEAPON

Shoot

Action {♠}: $A \times C \clubsuit$, where A the number of spent Actions and C is your Combination size.

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

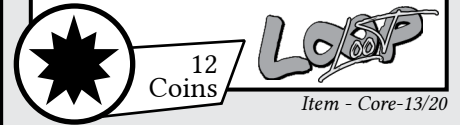


RANGED WEAPON

Shoot

Action {♠}: $A \times C \clubsuit$, where A the number of spent Actions and C is your Combination size.

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



MUSIC INSTRUMENT

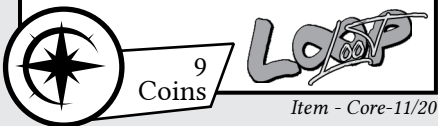
Bolster Allies

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 number of [♥] in your Combination.

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



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 number of [♥] in your Combination.

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



MUSIC INSTRUMENT

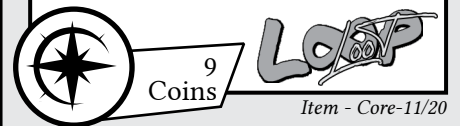
Bolster Allies

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 number of [♥] in your Combination.

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

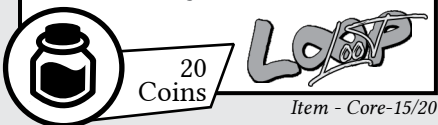


REMEDY

Drink

Action: Remove any number of Conditions you have.

Examples: Potion...



REMEDY

Drink

Action: Remove any number of Conditions you have.

Examples: Potion...

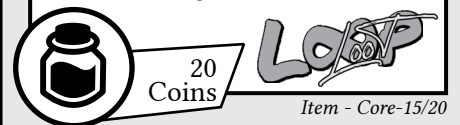


REMEDY

Drink

Action: Remove any number of Conditions you have.

Examples: Potion...



SPELLCASTING ARTIFACT

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

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



SPELLCASTING ARTIFACT

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

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



SPELLCASTING ARTIFACT

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

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



SATCHEL

PASSIVE: +5 Inventory Slots.

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



SATCHEL

PASSIVE: +5 Inventory Slots.

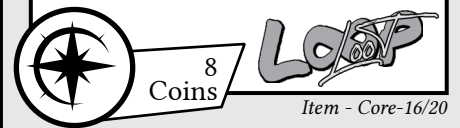
*Examples: Assortment of bags,
purses, pouches and other
containers...*



SATCHEL

PASSIVE: +5 Inventory Slots.

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



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...*



SHIELD

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

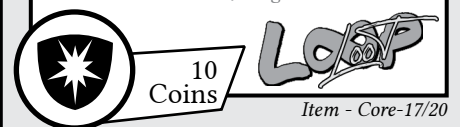
*Examples: Bucker, Pavis,
Rondache, Targe...*



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...*





PRINT + PLAY MATERIAL ITEMS - PLAYER SET

TOOL



TOOL EXAMPLES

A Bedroll	A Iron Tongs
B Blacksmith's Hammer	B Lens
C Bucket	C Lockpicks
D Chain (3m)	D Manacles
E Chalk	E Nails
F Charcoal	F Net
G Chisel	G Pick
H Cookpots	H Rope (15m)
I Crowbar	I Saw
J Fishing rod	J Shovel
K Grappling Hook	K Soap
L Hand drill	L Whistle
M Horn	M Wool Blanket



5
Coins



Item - Core-19/20

TOOL



TOOL EXAMPLES

A Bedroll	A Iron Tongs
B Blacksmith's Hammer	B Lens
C Bucket	C Lockpicks
D Chain (3m)	D Manacles
E Chalk	E Nails
F Charcoal	F Net
G Chisel	G Pick
H Cookpots	H Rope (15m)
I Crowbar	I Saw
J Fishing rod	J Shovel
K Grappling Hook	K Soap
L Hand drill	L Whistle
M Horn	M Wool Blanket



5
Coins



Item - Core-19/20

TOOL



TOOL EXAMPLES

A Bedroll	A Iron Tongs
B Blacksmith's Hammer	B Lens
C Bucket	C Lockpicks
D Chain (3m)	D Manacles
E Chalk	E Nails
F Charcoal	F Net
G Chisel	G Pick
H Cookpots	H Rope (15m)
I Crowbar	I Saw
J Fishing rod	J Shovel
K Grappling Hook	K Soap
L Hand drill	L Whistle
M Horn	M Wool Blanket



5
Coins



Item - Core-19/20

WORKER CLOTHES

PASSIVE: +1 Base Push.

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



4
Coins



Item - Core-20/20

WORKER CLOTHES

PASSIVE: +1 Base Push.

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



4
Coins



Item - Core-20/20

WORKER CLOTHES

PASSIVE: +1 Base Push.

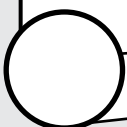
Examples: Assortment of bags, purses, pouches and other containers...



4
Coins



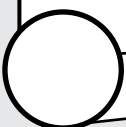
Item - Core-20/20



100
Coins



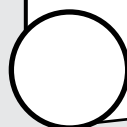
Item - Homebrewed



Coins



Item - Homebrewed



Coins



Item - Homebrewed