

Gambler

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Leave this card in front of you. It is always in play, but isn't part of your plan.

To Collect from a target, reduce the Stakes by 4 as many times as you want, then fumble that many cards of your choice in the target's plan. Next, reduce the Stakes by X, and deal X untyped damage to the target.

After resolving your Plan, take untyped damage equal to the Stakes, then set the Stakes to 0.

Rule

Call

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If you play this faceup, it is terminal.

While you have initiative, interrupts may not be played.

Choose a facedown card in an opponent's plan and choose a keyword from among (Skill, Guard, Mind, Preparation, Attack, Projectile, Chant, Rune, Gesture, Meditation, Move, Blank). Reveal that card. If that card has a matching keyword, fumble that card, then either Collect from that opponent or increase the Stakes by 6. If that card does not have a matching keyword, increase the Stakes by 3.

If you can't choose a facedown card in an opponent's plan, you may reduce the Stakes to a number of your choosing.

Gamble Skill

Call

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Gamble Skill

Ante 6

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If the Stakes are 0, set the Stakes to 6.

Focus

All In

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Set the Stakes to your current hit points.

Focus

Roll the Bones

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Roll 2d6. Increase the Stakes by the highest number rolled. If both dice show the same number, increase the Stakes by the total of the dice.

Gamble Focus Skill

Roll the Bones



Roll 2d6. Increase the Stakes by the highest number rolled. If both dice show the same number, increase the Stakes by the total of the dice.

Gamble Focus Skill

Sure Thing



When an ally rolls a die, you may reveal and resolve this. If you do, that ally may reroll that die. If the new roll is higher than the previous roll, the ally may use that result. If the new roll is equal to or higher than the previous roll, you take untyped damage equal to the number on the die.

Gamble Swift Skill

House Edge



When a die is rolled, you may change the die to show the next higher or next lower number. If you do, put a counter on this, then take 1 untyped damage per counter on this.

After your plan has been resolved, you may choose to leave this card in your plan.

When this is fumbled, take 1 untyped damage per counter on this.

Gamble Skill

House Edge



When a die is rolled, you may change the die to show the next higher or next lower number. If you do, put a counter on this, then take 1 untyped damage per counter on this.

After your plan has been resolved, you may choose to leave this card in your plan.

When this is fumbled, take 1 untyped damage per counter on this.

Gamble Skill

Longsword

This is equipped in either hand.

This makes melee attacks.

Attacks made with this weapon target units at range 1 and deal 1d4+3 physical damage.

Gear - Weapon

Leather Armor

This is equipped on the body.

+1 evasion.

Gear - Armor

Move 1



Move up to 1 step. If this is the only card in your plan, you may resolve your plan first this tick.

Basic Move

Swift Spring 1



If you play this faceup, it is terminal.

Move 1 step. If this is the last card in your plan, move 1 more step.

Swift Spring 1 - Common

Steady Aim +1

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Unique Aim: The next attack made as part of this plan gets +X accuracy, where X is your Aim bonus; then set your Aim bonus to zero.

Basic Guard Preparation

Guard +3 - Common

Guard +3

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When you are hit by an attack, if this is the first card in your plan you may reveal and resolve this.

If this is resolved in response to a trigger, return each other card in your plan to your hand. +3 Guard bonus and Unique Guard: Physical protection X, where X is your Guard bonus.

Basic Rest

Ready - Common

Ready



Choose one:

1. Use an item that doesn't have its own card
2. Equip a weapon
3. Swap equipped weapons.
4. Return up to one card from your discard to your hand. If this is the only card in your plan, return up to two cards instead.

Blank

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No effect. Your supply of blank cards is always infinite. You may cancel this at any time.

Basic Blank