



Magic Man

Relic

Binding(cannot lose, change or give)

Magic Dice: At start of battle, gain 10 **Magics**. Card or relics with **Magic** need a *check*(DC = **Magics**) to take effect. *Critical Success* makes double effect and *Critical Failure* makes u take 6 damage.

Any **Magic** card makes **Magics** randomly increase or decrease by 1.

Starting

Good Eat: At end of battle, gain an extra chance to get a **Magic** card.

Boss

"Perfect" Graphics: **Magic**. Gain 1 **Energy** at start of turn.

Common

Middle Part: At start of battle, gain 3 **Magics**; *check* +3.

Uncommon

Eastern Leaf: When *check* failed, lose 1 **Magics** and gain 3 **Block**.

Rare

Speeding: Each turn, the first *check* +1d20.

Card

Attack

Starting

Strike: 1. Deal 6(9) damage.

Magic Strike: 1. **Magic**. Deal **Magics** + 6(9) damage.

Common

Teamkill: 0. Take 6(9) damage; gain 6(9) **Vigor** and 6(9) **Magics**.

Brain-dead Strike: X. **Magic**. Deal $(X + 1(2)) \cdot \text{Magics}$ damage to ALL enemies; **Discard** ALL cards in hand.

Difficult to Beng: 0. Deal 5(8) damage. Return to hand when *check* failed.

wrud: 0. **Innate**. Deal 2 damage and gain 2 **Block**. Each *Shuffle* doubles the damage and **Block**.

nia: 0. Deal 3(5) damage. Automatically played from anywhere after playing an attack which cost is not 0.

Uncommon

Magic And Magic: 1. **Magic**. Deal 9(12) damage. Each *Success check* leads to another *check* to 1 more attack.

Good Morning: 0. **Innate**. **Magic**. Deal 12(16) damage to ALL enemies. Each play increases 1 **Energy**.

Rush Rush: 1. Deal 11(15) damage; draw 1 card. After played, the cost change to 0 in this turn.

Are You Hitting?: 2. **Exhausted**. **Magic**. Deal 25(33) damage. Always -> If the enemy is intended to attack, add *Good At Hitting* to hand.

Deer Crash: 5. Deal 16 damage to ALL 2(3) times; draw 2(3) cards and **Discard** 2 cards.

Rare

Brilliant Appearance: 0. **Exhausted**. **Magic**. Deal 18(24) damage; Gain 3(5) **Magics**. Automatically played when drawn to hand.

Murmur: 2. **Exhaust** ALL other attacks in hand, each gain 1 **Energy** and deal 7(10) damage.

Light Cast: 3. Can be played only when **Magics** lower than 5. Deal 16(22) damage to ALL and kill ALL enemies whose health is lower than 16.

Skill

Starting

Defend: 1. Gain 5(8) **Block**.

Magic Defend: 1. **Magic**. Gain **Magics** + 5(8) **Block**.

I Am Magic Man: 0. **Exhausted**. Increase **Magics** by 5. Next *check* result is always *Success*(*Critical Success*).

Common

You Are God-level!: 1. Gain 8(11) **Block**; change an enemy's intention to attack.

Magic Spread: 2. **Exhaust**. Let an enemy make a *saving check*(DC = **Magics**); if *save failed*,

get **Dazed**.

Milk Dragon Cry: 0. **Magic**. Gain 6(8) **Block**. *Failed* -> Still gain half. Return to hand when taken damage.

what can i say: 0. **Exhausted**. Can be played only when **Energy** is 0. **Discard** ALL cards in hand and draw untill full.

niu: 1(0). **Exhaust**. Double one of the buffs randomly.

checkcheck: 0. Let an enemy make a *saving check*, *Saving Failed* -> Apply 1 random debuff.

Uncommon

Word For Word: 1(0). **Exhaust** ALL cards in hand; add equal amount of random cards to hand and their cost -1 this turn.

So Handsome, Bro!: 2. (**Retain**.) Gain 16 **Block**; if **Magics** \geq 16, *check* to double the **Block**.

What a Life: 1. Gain 3(4) **Block** when *check* failed this turn.

Good At Hitting: 2. **Exhausted**. Gain 21(28) **Block**; add *Are You Hitting?* to draw pile.

Little Man Language: 3(2). This turn, ALL cards in hand reduce cost by 1.

[/yx]: 0. **Magic**. Gain 1(2) **Energy**.

Roll Man: 1. Draw 2(3) cards; obtain *advantage* for next turn.

Rare

Just Random Deer: 1. Gain 3 **Resistance**. Cannot play **Magic** cards next turn.

Hit Magic: 0. Next turn, *check* +1d4.

Power

Uncommon

+1: 3. **Ethereal**. Take a *check* after *Critical Success*(*Success*) to gain 1 time more effect.

Woodie Man: 2. Clear ALL other buffs except **Strength** and **Dexterity**; gain 2(3) **Strength** and 1 **Resistance**.

[/wul/wul/wul]: 1. Each time *check*, gain 3(4) **Block**.

Magic Detection: 0. Whenever an enemy makes a *saving check*, deal 2(3) damage.

Rare

Magic Form: 3. **Magic**. Gain 10 **Magics**; obtain *advantage* and +10 for ALL *check*. (*Failed* -> Still gain 5 **Magics** and +5 for ALL *check*.)

Everything is emoji: 2. At start of turn, a random enemy should pass a *saving check*, otherwise he would lose 1 **Strength**.