



Card Contents Overview

1) Difficulty Generator: A bell-curved number from 1-10, which can be used to set the relative or absolute difficulty of an event, determine an NPC's reactions, or similar.

2) Likely Odds: Answers to Yes/No questions; "Bad" odds gives a Yes 25% of the time, "Even" gives a Yes 50% of the time, and "Good" ups it to 75%. Includes YES! and NO! as critical results.

3) Dice Wheel: Starting with the number marked by the triangle at the 1 o'clock position, the results of a d4, d6, d8, d10, d12, d20, and d00 (using two d10).

4) Norse Runes: The 24 runes of Elder Futhark; can be used for Tarot-style 'divination' or arbitration of actions and events. This field is replaced with another in the Demon Hunters GMA Deck; see the full instructions for details.

5) Elemental Symbols: Earth, Fire, Air, and Water. This field is replaced with another in the Demon Hunters GMA Deck; see the full instructions for details.

6) Random Event Generator: A verb, an adjective, and a noun; draw a card for each and combine them into a phrase, such as "Absolve Supernatural Criminal." Interpret the phrase in context with your game--this example could mean that an imprisoned mage is freed, or perhaps a demon is transfigured into a celestial.

7) Sensory Snippets: From top to bottom, these four lines are something to hear (the ear), see (the eye), feel (the poking hand), and smell/taste (the nose).

8) Tag Symbols: Three of ten possible symbols, in the three leftmost positions across the middle of the card, for 120 unique combinations. Interpret symbolically or make up a meaning for each symbol that fits the current situation.

9) Scatter Die: In the rightmost position, see one of 8 directional arrows, or dash for a miss, or a starburst for a direct hit. Use it for grenade throws, or to randomly generate the passages of a dungeon.

10) Belongings: A category, such as Small Change or Camping Gear, and three possible examples of related items (to inspire you to come up with your own; don't be limited by what is listed on the card); can be used for looting, pickpocketing, or merely describing what a character has or finds.

11) Names: Three genre-appropriate names. Each card has one probably-male, one probably-female, and one probably-ungendered/gender neutral name.

12) Catalyst: An inciting incident for a story seed or a random encounter.

13) Location: A place to set a story seed, random event, or quest.

14) Virtues and Vices: 10 possible virtues and vices, to inspire character motivations, strengths, and weaknesses.

15) Prompt Icons: This field is exclusive to the Fantasy Deck, which has a unique image on each card. Meant to inspire story or character elements, they can be interpreted by themselves or combined with any of the other fields. Create a random event, trap, character backstory, or quest with them: a dagger and a rose could indicate sudden betrayal by a romantic interest, or the beginning of an espionage storyline; a sword and shield could mean a challenge to a duel, or the arrival of a new warrior companion; a severed hand, like the one pictured above, might suggest a thief having their hand cut off as punishment, or a dangerous blade trap.

