



Permanently discard your currently equipped weapon. No other card can bring it back.



The next two rooms are covered in toxic slime. Each roll of the dice costs you 2HP. Discard this card after the two turns, and draw another G-Card.



Your health is now permanently capped at 50HP. Anytime you gain health that goes over the 50 cap, you lose the overflow.



Grenades are now removed entirely from the game. If it's in your inventory, discard it permanently.



Security guards now think you're a threat. Each turn, before you draw a Situation card, roll the die. 5-6: Encounter. Lose 5 HP. 1-4: No encounter.



Discard your entire inventory. Instead, from now on, shuffle the equipment deck and draw a new card at the beginning of a turn, then discard it at the end.



You see a vision of your future. Draw a situation card, and either discard, or use it in your next turn. Discard this card, and draw another G-Card.



You find a passport on the ground. You feel it might be useful. Add this card to your inventory, then draw another G-Card.





Your situation has just worsened. Draw another G-Card. Every time you reveal a G-Card from now on, take 2HP damage.



All healing cards are disabled, including situations. You can now only heal for 5HP each time you roll 6 on the die during encounters.



Each time you reveal a G-Card, roll the dice. Multiply the shown by two. Take that damage to yourself.



Keep this card in your inventory. Clear an entire room of hostiles on command, only once.



All abilities are now limited to one charge.



If this is your third G-Card, pick any weapon you want from the equipment deck. If it's not, instantly take 30 HP damage, and draw another G-Card.



You must change your currently equipped weapon each turn before you draw a situation card. If you don't, discard that card.



Put the remaining G-Cards back into the deck. Shuffle, and redraw six more cards.





Do not unveil a G-Card for two turns. At the end of those two turns, discard this card and draw another G-Card.



From now on, anytime you roll an odd number, take 1 HP damage.



At the end of every situation, put your currently equipped item back into the equipment deck. Shuffle and draw another.



From now on, every time you clear a situation, roll the die. You can only collect loot cards if you roll an even number.



Immediately discard this card, and draw another G-Card face down.



