


<p>QUICK TO ACT</p> <p>CHOOSE A CHARACTER, CHARACTER WILL HAVE DOUBLE THE EFFECTS OF</p>  <p>CHANGE</p>	<p>UNRESOLVING STATE</p> <p>CHOOSE A CHARACTER, CHARACTER WILL NOT</p>  <p>CHANGE</p>	<p>DEEP IN THOUGHT</p> <p>CHOOSE A CHARACTER, CHARACTER WILL NOT</p>  <p>CHANGE</p>	<p>STATIC FEAR</p> <p>CHOOSE A CHARACTER, CHARACTER WILL NOT</p>  <p>CHANGE</p>	<p>SECOND GUESS</p> <p>CHOOSE A CHARACTER, THIS CHARACTER WILL NOT</p>  <p>CHANGE</p>
<p>FACING YOUR FEARS</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p> 	<p>EXTREMELY CONFUSED</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p> 	<p>EXPOSED TO PUBLIC</p> <p>CHOOSE A CHARACTER, CHARACTER WILL HAVE DOUBLE THE EFFECTS OF</p> 	<p>SENSITIVE</p> <p>CHOOSE A CHARACTER, CHARACTER WILL HAVE DOUBLE THE EFFECTS OF</p> 	<p>INTENSIFY FEAR</p> <p>CHOOSE A CHARACTER, CHARACTER WILL HAVE DOUBLE THE EFFECTS OF</p> 
<p>TEND THE FIRES</p> <p>GLOBAL, AFFECTS EVERY CHARACTER THIS ROUND, ALL CHARACTERS ARE NOT AFFECTED BY</p> 	<p>MADNESS</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE MOTION EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p>    	<p>MADNESS</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE MOTION EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p>    	<p>EXTRA INFORMATION</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p> 	<p>BIPOLAR</p> <p>CHOOSE A CHARACTER, FOR THIS CHARACTER, TREAT ALL POSITIVE EFFECTS AS NEGATIVE EFFECTS AND VICE VERSA</p> 

<p>DOUBLE FEAR</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; DOUBLE THE EFFECTS OF</p> 	<p>LACK OF SUBTLETY</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; DOUBLE THE EFFECTS OF</p> 	<p>RESPECT OF PRIVACY</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; ALL CHARACTERS ARE NOT AFFECTED BY</p> 	<p>CALL TO APATHY</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; ALL CHARACTERS ARE NOT AFFECTED BY</p> 	<p>NULLIFY FEAR</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; ALL CHARACTERS ARE NOT AFFECTED BY</p> 
<p>WARM WEATHER</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER GETS ONE</p> 	<p>WRATH OF THE GODS</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER GETS ONE</p> 	<p>FIERY TEMPER</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER GETS ONE</p> 	<p>NO MORE SECRETS</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; DOUBLE THE EFFECTS OF</p> 	<p>DRAMATIZE</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; DOUBLE THE EFFECTS OF</p> 
<p>FOREIGN SLANDER</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER LOSES ONE</p> 	<p>DEATH OF A HERO</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER LOSES ONE</p> 	<p>PEACE TREATY</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER LOSES ONE</p> 	<p>TENSIONS RESOLVED</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER LOSES ONE</p> 	<p>VICTORY IN BATTLE</p> <p>GLOBAL; AFFECTS EVERY CHARACTER THIS ROUND; EACH CHARACTER GETS ONE</p> 

<div>REDIRECT JOY</div> <div></div> <div>ALL EFFECTS</div> <div>THAT WOULD AFFECT ONE CHARACTER, INSTEAD AFFECT A CHARACTER OF YOUR CHOICE.</div>	<div>REDIRECT FEAR</div> <div></div> <div>ALL EFFECTS</div> <div>THAT WOULD AFFECT ONE CHARACTER, INSTEAD AFFECT A CHARACTER OF YOUR CHOICE.</div>	<div>REDIRECT AGGRESSION</div> <div></div> <div>ALL EFFECTS</div> <div>THAT WOULD AFFECT ONE CHARACTER, INSTEAD AFFECT A CHARACTER OF YOUR CHOICE.</div>	<div>DIVINE INTERVENTION</div> <div>PLAY ON AN ACTION CARD TO NULLIFY ITS EFFECTS.</div>	<div>DIVINE INTERVENTION</div> <div>PLAY ON AN ACTION CARD TO NULLIFY ITS EFFECTS.</div>
<div>GOD'S CHAMPION</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>PICK A CHARACTER AND AN EMOTION. WHENEVER THAT CHARACTER'S EMOTION CHANGES, RECEIVE A WORSHIPPER.</div>	<div>GOD'S CHAMPION</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>PICK A CHARACTER AND AN EMOTION. WHENEVER THAT CHARACTER'S EMOTION CHANGES, RECEIVE A WORSHIPPER.</div>	<div>POPULAR GOD</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>GAIN A WORSHIPPER TOKEN EACH ROUND</div>	<div>POPULAR GOD</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>GAIN A WORSHIPPER TOKEN EACH ROUND</div>	<div>REDIRECT PRIDE</div> <div></div> <div>ALL EFFECTS</div> <div>THAT WOULD AFFECT ONE CHARACTER, INSTEAD AFFECT A CHARACTER OF YOUR CHOICE.</div>
<div>HERMES' DECEPTION</div> <div>PUT TARGET PERMANENT IN PLAY INTO YOUR HAND.</div>	<div>INSURANCE POLICY</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>CHOOSE A CHARACTER. IF THAT CHARACTER DIES, DISCARD THIS PERMANENT, DRAWN THREE CARDS FROM THE ACTION DECK, AND DISCARD A CARD FROM YOUR HAND.</div>	<div>INSURANCE POLICY</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>CHOOSE A CHARACTER. IF THAT CHARACTER DIES, DISCARD THIS PERMANENT, DRAWN THREE CARDS FROM THE ACTION DECK, AND DISCARD A CARD FROM YOUR HAND.</div>	<div>FORSIGHT OF THE GODS</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>WHENEVER YOU PURCHASE AN ACTION, LOOK AT THE TOP FIVE ACTIONS AND CHOOSE ONE.</div>	<div>FORSIGHT OF THE GODS</div> <div>PERMANENT; PLACE IN FRONT OF YOU.</div> <div>WHENEVER YOU PURCHASE AN ACTION, LOOK AT THE TOP FIVE ACTIONS AND CHOOSE ONE.</div>

LIGHTNING STRIKES REMOVE ALL EMOTION COUNTERS FROM A CHARACTER. REPLENISH THEIR STARTING STATS.	MEMORY WIPE REMOVE ALL EMOTION COUNTERS FROM A CHARACTER. REPLENISH THEIR STARTING STATS.	TERMINAL ILLNESS REMOVE ALL EMOTION COUNTERS FROM A CHARACTER. REPLENISH THEIR STARTING STATS.	SMITES REMOVE ALL EMOTION COUNTERS FROM A CHARACTER. REPLENISH THEIR STARTING STATS.	HERMES' DEXCEPTION PUT TARGET PERMANENT IN PLAY INTO YOUR HAND.
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