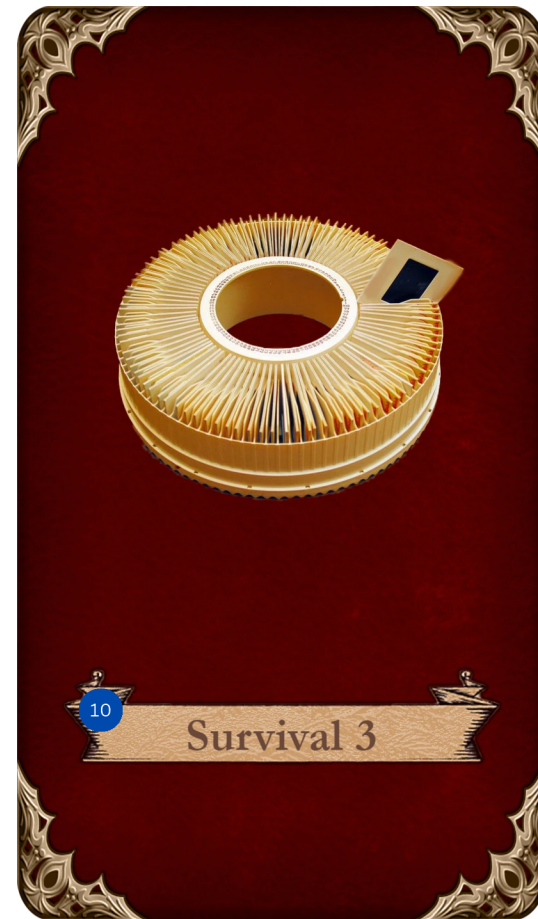


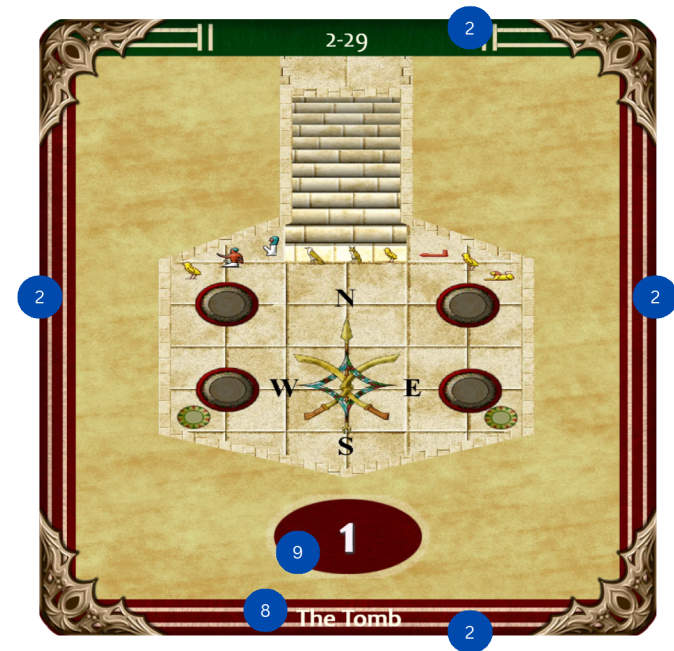
Ability Card

- 1 Unlock cost: Apperceptions needed to unlock
- 2 Is a die roll required to use this ability?
- 3 Ability type: Type of apperceptions gained and used to unlock and improve this ability
- 4 Study limit: Highest level achievable by the Study step
- 5 XP: Apperceptions gained on successful use
- 6 Name
- 7 Rules governing when and how to use the ability
- 8 Keywords
- 9 Critical roll table: Results for natural 20 & natural 1
- 10 Starting deck & sequence



Area Card

- 1 Card ID (SET:##)
- 2 Movement indicators (green/open = go, red/closed = no)
- 3 Keywords
- 4 Card name
- 5 When the card's effect occurs
- 6 Card effects
- 7 Location modifiers
- 8 Area name
- 9 Location number



(Note: Locked area cards always have a card ID of LA:XX, but the Location number and back of the card will match the card they replace.)

Baddie Card



- 1 Damage taken at end of turn
- 2 Card ID (SET:##)
- 3 Baddie level
- 4 Keywords
- 5 Card name
- 6 Baddie area-of-effect
- 7 Card effects
- 8 Immunities (if any)



Conditions Card



- 1 Card ID (SET:##)
- 2 Keywords
- 3 Card name
- 4 Card effects
- 5 Deck name



Item Card



- 1 Card ID (SET:##)
- 2 Keywords
- 3 Card name
- 4 Card effects
- 5 Deck name



Projector Card



- 1 Card name
- 2 Card effects
- 3 Card ID (SET:##)
- 4 Deck name



Resource Card



- 1 Resource name
- 2 Number of resources on this card
- 3 Card effects
- 4 Keywords



Entropy Card



- 1 Card ID (SET:##)
- 2 Keywords
- 3 Card name
- 4 Card effects
- 5 Entropy level



Story Card



- 1 Story deck name
- 2 Card effects
- 3 Card ID (SET:##)

