

Deck of Many Things

Major Arcana

- The Fool:** Do not get experience for this session.
- The Magician (or The Mages):** Gain the Magical Aptitude Talent. If you already have this Talent, your Magic skill level goes up by 2.
- The High Priestess:** Gain the Theurgy Talent. If you already have this Talent, gain a Talent that has Theurgy as a prerequisite.
- The Empress:** Suffer a permanent -1 penalty to your Passive Defense rating.
- The Emperor:** Gain a +2 level bonus to Bureaucracy Skill.
- The Hierophant:** Gain the Honorable Flaw.
- The Lovers:** Gain the Lovelorn Flaw for a member of your party.
- The Chariot:** Gain a permanent +2 bonus to your Movement.
- Strength:** Gain a +1 bonus to your Strength attribute and your max Strength goes up by one.
- The Hermit:** Suffer a permanent -1 Penalty to your Charisma attribute.
- Wheel of Fortune:** Gain the Pawn of Prophecy Flaw.
- Justice:** Gain the Vengeful Flaw.
- The Hanged Man:** Suffer a permanent -1 penalty to your Health total.
- Death:** Your negative Health track only goes to -3 (rather than -5).
- Temperance:** Gain a +2 level bonus to your Archery Skill.
- The Devil:** Gain the Addiction Flaw.
- The Tower:** Gain a +2 level bonus to your Linguistics Skill.
- The Star:** Gain a permanent bonus +2 to your Health.
- The Moon:** You immediately contract Lycanthropy.
- The Sun:** Once per session, you may automatically succeed at a Skill check.
- The Last Judgment:** You will face some kind of reckoning in the future.
- The World:** Gain 5 Experience.

Suit of Wands

- Ace of Wands:** A potion appears that will heal all Health and restore all Psi when drank.
- Two of Wands:** Gain the Refuge Resource.
- Three of Wands:** Gain the Inspire Talent.
- Four of Wands:** Gain a +2 level bonus to your Survival Skill.
- Five of Wands:** Gain the Disfigured Flaw.
- Six of Wands:** Gain a +2 level bonus to your Ride Skill.
- Seven of Wands:** Gain a +2 level bonus to your Brawl Skill.
- Eight of Wands:** Gain a +2 bonus to your Movement attribute.
- Nine of Wands:** Gain a +2 level bonus to your Melee Skill.
- Ten of Wands:** Gain a +2 level bonus to your Intimidation Skill.
- Princess (Page) of Wands:** Gain the Danger Sense Talent.
- Prince (Knight) of Wands:** Gain the Dodge Talent.
- Queen of Wands:** Gain the Greed Motivation.
- King of Wands:** Gain the Highborn Talent.\

Suit of Cups

- Ace of Cups:** Gain the Curious Flaw.
- Two of Cups:** Gain the Animal Affinity Talent.
- Three of Cups:** The gold you are carrying is doubled.
- Four of Cups:** Gain the Mentor 2 Resource.
- Five of Cups:** Your Pack disappears.
- Six of Cups:** Gain a +2 level bonus to your Gambling Skill.
- Seven of Cups:** Gain the Hedonist Flaw.
- Eight of Cups:** Gain the Lazy Flaw.
- Nine of Cups:** Gain the Overconfident Flaw.
- Ten of Cups:** You no longer need to eat or drink to survive.
- Princess (Page) of Cups:** Suffer a permanent -2 penalty to Perception.
- Prince (Knight) of Cups:** Gain a +2 bonus to your Animal Handling Skill.
- Queen of Cups:** Gain the Fearsome Talent.
- King of Cups:** Gain the Animal Follower Resource.

Suit of Swords

- Ace of Swords:** Gain a +2 level bonus to your Acrobatics Skill.
- Two of Swords:** Gain a +2 level bonus to Diplomacy Skill.
- Three of Swords:** Gain a +2 level bonus to your Empathy Skill.
- Four of Swords:** Gain a +2 level bonus to your Medicine Skill.
- Five of Swords:** Take 2 Lethal damage immediately. It cannot be mitigated.
- Six of Swords:** Gain a +2 level bonus to an Academics Skill.
- Seven of Swords:** Gain the Depressed Flaw.
- Eight of Swords:** Once per session, you may interrupt the usual initiative order and take your turn when you wish.
- Nine of Swords:** Gain the Sadist Flaw.
- Ten of Swords:** All your gold disappears.
- Princess (Page) of Swords:** Gain a +2 level bonus to your Con Skill.
- Prince (Knight) of Swords:** Gain the Rank Resource.
- Queen of Swords:** Gain a +2 level bonus to your Stealth Skill.
- King of Swords:** Gain the Feint Talent.

Suit of Pentacles

- Ace of Pentacles:** Gain a +2 level bonus to your Focus Skill.
- Two of Pentacles:** Gain the Animal Antipathy Flaw.
- Three of Pentacles:** Gain a +2 level bonus a Craft Skill.
- Four of Pentacles:** Gain the Follower Resource.
- Five of Pentacles:** Gain the Danger Magnet Flaw.
- Six of Pentacles:** Gain the Jack of All Trades Talent.
- Seven of Pentacles:** You will fail at a task in the future.
- Eight of Pentacles:** Gain the Alertness Talent.
- Nine of Pentacles:** Gain the Criminal Mind Talent.
- Ten of Pentacles:** Gain 1000 gold.
- Princess (Page) of Pentacles:** Gain the Easily Lost Flaw.
- Prince (Knight) of Pentacles:** You are compelled to give away 10% of everything you earn to a charity.
- Queen of Pentacles:** Gain a +2 level bonus to your Investigation Skill.
- King of Pentacles:** Gain the Cool Head Talent.