

THE WILDCARD

“My Eidolon is.”

Range: Consult Active Playbook

CHARACTER NAME:

☐

POW

EIDOLON NAME:

☐

ELE

PLAYER NAME:

☐

GEN

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

**WILDCARD
HOLD**

When you play your resonant card, apply the following Forecast: “Every card turns up in your favor.” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a blessing upon you; take +1 Forward. The Luck spirit will remain in this world until you play a neutral or negative card.

When you play your dissonant card, apply the following Forecast: “You go all in and lose it all.” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a curse upon you; take -1 Forward. The Luck spirit will remain in this world until you play a neutral or positive card.

Starting Moves

- ☒ **Deal In:** Automatically use this Move at the start of every new play session, or when instructed to do so by one of your other Moves. The GM will choose 3 Playbooks, other than the Veteran and the Wildcard. Choose one of them, and make it your new Active Playbook.
- ☒ **Make a Play:** Any time you get a new Active Playbook, Hold 3. You can use any of your Active Playbook’s Starting Moves, and you can spend 1 Hold to use any of its Advanced Moves. Immediately Deal in when you run out of Hold.

- ☒ **Card Shark:** If you Scrap or Snipe using your Eidolon, you can draw **BIZ** instead of **POW** or **ELE**.

Advanced Moves

- ☐ **Poker Face:** Take the Unflappable Move from the Vanguard Playbook.
If a GM-controlled character tries to threaten or intimidate you, show them that they don't scare you and draw **GLAM**. On a positive card, they'll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they'll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.
- ☐ **Pair of Aces:** Once per session, when you Deal In and choose an Active Playbook that matches the Playbook of another player, you both take +1 Forward.
- ☐ **Mulligan:** Spend 1 Make a Play Hold to rewrite your Eidolon Power, maintaining your Active Playbook's template. You cannot use this Move if you only have 1 Make a Play Hold.
- ☐ **Double or Nothing:** Once per session, when you Push Yourself, you can tick the Phantom Clock twice to Push Yourself a second time.
- ☐ **Fold:** Lose any remaining Make a Play Hold you have and Deal In. Take -1 Forward. You can only Fold once per session.
- ☐ **Deal From the Bottom:** Once per session, when you make a Move, you can look at the bottom card of the Fate Deck, and draw from either the bottom or the top of the deck.
- ☐ **Insurance:** Once per session, when you run out of Make a Play Hold, you can choose to immediately gain 3 Make a Play Hold instead of Dealing In.
- ☐ **Friend of Fortune:** When a Luck Spirit has appeared before you, you can ask them a single question. They'll answer to the best of their ability, drawing on knowledge unknowable in the material world, but if they appeared because you played your dissonant card, you won't like the answer.

Master Moves (Requires Level 5 or higher)

- ☐ **Joker's Wild:** When you have utterly defeated an enemy Eidolon master, you can sever their Eidolon and switch your Active Playbook to the one that most closely matches their abilities. Your Eidolon transforms to look exactly like theirs until you Deal In, and their Eidolon remains severed until you do.
- ☐ **High Roller:** You can spend 2 Make a Play Hold to use a Master Move from your Active Playbook. You can only use this Move once per session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>