

## Action Deck

All Action cards are discarded after use.

Deck breakdown-

- 40% movement
- 20% item use
- 20% events
- 10% gameplay affectors
- 10% bad cards (traps etc)

Number of Cards	Name	Type	Notes
	Memories of a past life	Event	Human may choose to attack a Cenobite using a non-Physical statistic
	Escape from Hell	Event	All Humans that were sucked into Hell, including the original victim, come back. Without their skin. They can appear at any of the Leviathan Entry Points, if that tile is empty. They are controlled by their original owners (including the Leviathan player for the first victim). Having no skin reduces their physical statistics to 1 point each. Any other statistic that was at 0, is now at 1.
	Resurrection	Event	A dead Human may come back to life within 2 turns. However their physical statistics must be transferred from their mental and spiritual statistics in order to heal. Any Human in the same tile suffers 1pt of mental damage per turn from the horrible sight.
	Vision	Gameplay	You may look at the cards of a Leviathan player.
	Clue	Gameplay	Go through the discarded Action cards and choose one, or draw two new Action cards.
	Tome	Gameplay	Transfer any amount of spritual attributes to mental attributes.
	Conversion	Gameplay	You appeal to the humanity of a Cenobite's plaything. One Creature in the same room is now controlled by you. Move it, as well as your character in your own turn.
	Think harder	Event	Double one mental statistic until your next turn.
	Run for your Life	Event	Double your speed until the next turn.
	Move 6	Movement	Add 6 to your move this turn.
	Move 5	Movement	Add 5 to your move this turn.
	Move 4	Movement	Add 4 to your move this turn.
	Move 3	Movement	Add 3 to your move this turn.
	Move 2	Movement	Add 2 to your move this turn.
	Move 1	Movement	Add 1 to your move this turn.
	Reload	Item	Ignore the first out of ammunition or misfire for a weapon.
	Surge of Adrenaline	Item	Add 3 successes to any Tipping, Obstacle or Restraint action.

Spilt blood

Event

For this turn if any Human, Creature or Skinned Human takes physical damage in the same map tile as a Human corpse - that corpse comes back as a Skinned Human next turn.

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