

GM Award

Award: Next Round, you get to tie the best Nish rolled by the players.

GM Award

Award: You regain 1 luck box now. If you have all, then your first luck roll is free.

GM Award

Award: Your next Atk hits.

GM Award

Award: Your next Defense is at +100 to the roll.

GM Award

Award: You get 2 free Meta Regain Rolls on your next Nish.

GM Award

Award: Your next jump roll is the maximum possible.

GM Award

Award: You may activate an Omega for only an AP (not Meta required) during your next Nish.

GM Award

Award: You have one free Blue Meta, you can use anytime you wish.

GM Award

Award: You have 1 free luck box that you may use anytime you wish.

GM Award

Award: You may give any Meta Color to another player at any time—you can do this twice.

GM Award

Award: You may shift 3 meta colors of another player up 1 color each. Must do all at once, anytime you want.

GM Award

Award: May cause the next roll to be at D50 instead of what is written. Can do anytime you wish.

GM Award

Award: May cause the entire party to roll two Meta Rolls and keep the best at the beginning of Nish—may do anytime you wish.

GM Award

Award: You may function as if you have any other character's equipment item once—use anytime you wish. For example, if they have a personal transportal, you may transport as if you had it—but just once.

GM Award

Award: You gain 1 AP instantly.

GM Award

Award: Pick out your favorite attribute and make an advancement roll on it immediately.

GM Award

Award: Your Luck die improves by 1, but not beyond the max you could roll.

GM Award

Award: Pick out an ability, roll a d6. If you roll a 20, its RC goes up 1 to a max of 18.

GM Award

Award: Pick an enhancement, you may use it two times at on Meta Color less.

GM Award

Award: For the next combat, anytime you use a Meta, roll a d6. On a 6—keep it!.

Attack Tremendous

Keep this card, turn it in in the future to turn an Atk crit into a normal result (the crit vanishes, the roll remains the same)

Attack Tremendous

Keep this card, turn it in in the future to turn an atk crit into a tremendous.

Attack Tremendous

All Atks this battle will be at +5, +10, +15... Atk bonus until you hit your current opponent, then it will start over at +5, +10, etc.

In other words, you get a +5 Atk buff and if you miss it is +10 the next round, and if you miss +15 the next rnd, etc.

Attack Tremendous

For the next d4 rounds, you automatically hit this or a lesser Def rating opponent.

Attack Tremendous

Use immediately, or keep this card and turn in when you wish. You have a Red Meta for Dmg Power Up.

Attack Tremendous

Use immediately, or keep this card and turn in when you wish. You have a Orange Meta for Dmg Power Up.

Attack Tremendous

Use immediately, or keep this card and turn in when you wish. You have a Yellow Meta for Dmg Power Up.

Attack Tremendous

Use immediately, or keep this card and turn in when you wish. You have a Green Meta for Dmg Power Up.

Attack Tremendous

Use immediately, or keep this card and turn in when you wish. You have a Blue Meta for Dmg Power Up.

Attack Tremendous

Your next Atk will be at x2.

Damage Tremendous

Your Dmg is x2.

Damage Tremendous

Your Dmg is x3.

Weapon

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Weapon

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Tremendous Nish

You have a Move, Move, Atk action on your Nish.

Tremendous Nish

You have a Move, Atk, Atk, action on your Nish

Tremendous Nish

You have 3 Atk actions on your Nish (but no Move. Of course, Atk actions can be used as Move actions)

Tremendous Nish

Your Nish is 100 larger than rolled.

Tremendous Nish

Turn in later for a Nish 100 larger than rolled.

Tremendous Nish

Turn in later.
Turns your Nish roll into a 50.

Tremendous Nish

You May move up to two times your normal MR this Nish.

Tremendous Nish

Turn in at any time to get the same Nish roll (no t's or c's) that you had last round.

Tremendous Nish

Text

Tremendous Nish

Text

Critical Nish

You only get a Move action (no Atk), this round.

Critical Nish

You only get an Atk action (no Move), this round.

Critical Nish

Your Nish is now 1.

Critical Nish

You must trade Nish with the player that has the lowest Nish this round.

Critical Nish

Your Nish now matches the worst player Nish.

Critical Nish

Your Nish is now 5 for this round and next round.

Critical Nish

For the next 4 rounds, make all Nish rolls without a doubling die.

Critical Nish

Your Nish is 2 every round until you roll 5^d6 .

Critical Nish

You get no Nish this round.

Critical Nish

You may switch weapons or change anything in your hands and you may move, at most 2sq.

Weapon

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