

## SotM Card Guide - All Heroes

### Omnitron-X

Character Shtick: 'The Robot Preserver of Humankind.' Omnitron-X supports allies and provides general utility using modular armor components and other powers.

Ramp Up: Average to slow. Omnitron-X can play cards rapidly, but requires time to play his multiple component parts.

#### Character Card

Nemeses: Omnitron, Omni-Blade

HP: 25

Primary Dmg: Energy, projectile, lightning

Complexity: 2

Name	Description	Effect
Timeshift	Power: Reveal top card of any deck; play or trash that card.	Support – Group
Incapacitated	Hero draws 1 card; hero plays 1 card; -1 dmg taken to target.	

#### Deck Stats

One-Shots:	5 (15)	Ongoing:	4 (9)
Equipment:	8 (16)		
Damage – single:	3 (6) [2 (5)]	Support – self:	5 (15)
Damage – multi:	3 (6) [1 (3)]	Support – group:	0 (0)
Survivability – self:	3 (6)	Hindrance/ Deck Control:	2 (5)
Survivability – group:	1 (2)		

#### Damage

##### Single Target:

Name	Type	#	Description
Self-Sabotage	One-Shot	2	Destroy x component cards; deal 2x energy dmg to 1 target.
Rocket Punch	Equipment	2	Power: 2 projectile dmg to a target; 1 projectile dmg to 1 target.
Focused Plasma Cannon	Equipment, Component	2	Start of turn, 2 irreducible fire dmg to 1 target.

Also: Bio-Engineering Beam, Reactive Plating Subroutine

##### Split target or Multi-target:

Name	Type	#	Description
Singularity	One-Shot	2	Destroy x equipment cards; x lightning dmg to all non-hero targets.
Defensive Blast	Ongoing, Limited	2	Power: Discard plating card; 1 dmg to all non-hero targets for every type of dmg reduced by discarded card.
Gaussian Coil Blaster	Equipment, Component	2	Start of turn, 1 lightning dmg to 3 targets.

Also: Disruptive Fletchettes

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### Support (e.g., Damage buffs, increased card plays)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Reset	One-Shot	4	Shuffle trash into deck; draw and play a card.
Technological Advancement	One-Shot	4	Play a Plating card from deck; draw a card.
Reactive Plating Subroutine	Ongoing	3	2 dmg to 1 target when Omnitron takes dmg of a type that corresponds to its current Plating card.
Slip Through Time	Ongoing, Limited	2	Play an extra card and use an extra power for 1 turn.
Electro-Deployment Unit	Equipment, Component	2	Start of turn, draw a card and play a card.

Group: None

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Ablative Coating	Equipment, Plating	2	-2 melee, projectile, and toxic dmg taken.
Elemental Exochassis	Equipment, Plating	2	-2 cold, fire, lightning, and energy dmg taken.
Temporal Shielding	Equipment, Plating	2	-2 psychic, infernal, radiant, and sonic dmg taken.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Innervation Ray	Equipment, Component	2	Start of turn, +1 hp to 3 hero targets.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Disruptive Fletchettes	One-Shot	3	Destroy 2 ongoing cards; 2 projectile dmg to all non-hero targets.
Bio-Engineering Beam	Ongoing	2	Power: Destroy 1 environment card; 2 energy dmg to 1 target.

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### Parse

Character Shtick: 'The Support Analyst with a Bow.' Parse supports heroes and frustrates villains using her information-gathering powers, as well as her archery skills.

Ramp Up: Average to fast. Parse can move through her deck quickly to put key powers into play, and does not take overly long to set up her key combos.

### Character Card

Nemeses: Highbrow

HP: 26

Primary dmg: Projectile

Complexity: 2

Name	Description	Effect
Pinpoint Shot	Power: 2 projectile dmg to 1 target.	Damage – Single
Incapacitated	Hero draws 1 card; hero shuffles trash into deck; reveal and replace top villain card.	

### Deck Stats

One-Shots:	7 (20)	Ongoing:	9 (20)
Equipment:	0 (0)		
Damage – single:	0 (0) [+2 (6)]	Support – self:	5 (11) [+2 (4)]
Damage – multi:	0 (0)	Support – group:	5 (14)
Survivability – self:	0 (0)	Hindrance/ Deck Control:	7 (15)
Survivability – group:	0 (0)		

### Damage

Single Target:

Name	Type	#	Description
Pinpoint Shot	Base Power	1	2 projectile dmg to 1 target.

Also: Impossible Shot, Targeting Arrow

Split target or Multi-target: None.

### Support (e.g., Damage buffs, increased card plays)

Self:

Name	Type	#	Description
Impossible Shot	One-Shot	3	3 irreducible dmg to 1 target; draw 1 card.
Quick Calculation	One-Shot	3	Reveal 3 cards from deck; keep 2, put 1 on bottom of deck.
Recompile	One-Shot	3	Discard x (max 3) cards; draw 2x cards.
Snap Decision	Ongoing, Limited	2	Start of turn, discard a card to play a card.

Also: Buffer Overflow, Gauge

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Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Between the Lines	One-Shot	3	One hero may use a power and deal irreducible dmg.
Syntactic Analysis	One-Shot	2	One player may draw, play, or discard 2 cards from their deck.
Targeting Arrow	One-Shot	3	1 irreducible projectile dmg to a target; +1 dmg dealt to target for 1 round.
Critical Multiplier	Ongoing	3	+x dmg dealt to hero's next attack, x = cards discarded this turn.
Reveal the Flaws	Ongoing	3	All hero dmg is irreducible for 1 turn.

### Survivability (Healing and Damage Reduction)

Self: None.

Group: None.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Data Mining	One-Shot	3	If 2 ongoing cards in play, destroy 1; If 2 environment cards in play, destroy 1.
Buffer Overflow	Ongoing	2	Destroy this card to destroy a villain card as it enters play; draw 1 card; play the top card of the villain deck.
Exploit Vulnerability	Ongoing	2	+1 dmg taken to non-hero targets as they enter play for 1 round.
Extrasensory Awareness	Ongoing	2	Power: Look at top 3 cards of villain deck; discard 1, replace 2 in any order; may reshuffle villain deck.
Gauge	Ongoing	2	Power: Look at the top card of a deck; place card on top or bottom of deck; draw 1 card.
Segmentation Fault	Ongoing	2	Power: Discard a card to destroy an ongoing or environment card.
Updated Intel	Ongoing	2	When a villain card enters play, look at the bottom of a deck; choose to replace or put the card on the top of the deck.

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### Ra

**Character Shtick:** 'The Egyptian God of Fire Damage.' Ra deals damage in big bursts using fiery powers and his magical staff.

**Ramp Up:** Average to fast. Ra can start dealing damage quickly, and can eventually account for a significant amount of his team's total damage.

#### Character Card

**Nemeses:** The Ennead, Calypso

**HP:** 30

**Primary dmg:** Fire

**Complexity:** 1

Name	Description	Effect
Pyre	Power: 2 fire dmg to 1 target.	Damage – Single
Incapacitated	Hero uses 1 power; move environment card from play to bottom of deck; destroy 1 ongoing card.	

#### Horus of Two Horizons (HP 29)

Name	Description	Effect
Sunrise	Power: Draw 3 cards; discard 2 cards.	Support – Self
Incapacitated	Hero draws 1 card; destroy 1 ongoing card; move villain card from trash to top of deck.	

#### Deck Stats:

One-Shots: 6 (18)                      Ongoing: 8 (18)  
 Equipment: 1 (4)

Damage – single: 3 (7)    [+3 (10)]                      Support – self: 6 (18)  
 Damage – multi: 4 (10)                                      Support – group: 1 (2)

Survivability – self: 1 (3)    [+1 (4)]                      Hindrance/ Deck Control: 0 (0)  
 Survivability – group: 0 (0)

#### Damage

##### Single Target:

Name	Type	#	Description
Fire Blast	One-Shot	3	5 fire dmg to 1 target.
Wrathful Gaze	Ongoing	2	Destroy 1 target with < 3 hp.
Blazing Tornado	Ongoing	2	Power: 3 fire dmg to 1 target.

Also: Flame Strike, Living Conflagration, The Staff of Ra

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### Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Inferno	One-Shot	3	3 fire dmg to 1 target; 1 fire dmg to 5 targets.
Scorched Earth	One-Shot	3	X fire dmg to all non-hero targets; x = environment cards in play.
Drawn to the Flame	Ongoing	2	Power: x fire dmg to all non-hero targets; x = villain ongoing cards in play.
Solar Flare	Ongoing	2	+2 fire dmg dealt. 4 psychic dmg to Ra, or destroy card.

### Support (e.g., Damage buffs, increased card plays)

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Excavation	One-Shot	2	Move x (max 3) cards from environment trash to bottom of deck; draw x cards.
Flame Strike	One-Shot	3	1 fire dmg to 1 target; use an additional power.
Summon Staff	One-Shot	4	Move Staff of Ra into hand from deck; draw 1 card; play 1 card.
Living Conflagration	Ongoing	3	2 fire dmg to 1 target when played. Power: 1 fire dmg to 1 target; draw a card.
Flame Barrier	Ongoing, Limited	2	2 fire dmg to a target who deals dmg to Ra.
The Staff of Ra	Equipment, Relic, Limited	4	+3 hp when played; +1 fire dmg dealt. Power: 3 projectile dmg to 1 target; destroy this card.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Imbued Fire	Ongoing, Limited	2	+1 fire dmg dealt; all heroes deal fire dmg. Power: Destroy this card.

### Survivability (Healing and Damage Reduction)

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Flesh of the Sun God	Ongoing	3	Ra is immune to fire dmg. Power: All heroes immune to fire dmg.

Also: The Staff of Ra

Group: Flesh of the Sun God.

### Non-Hero Hindrance/ Deck Control

None.

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### The Scholar

Character Shtick: 'Better Tanking Through Alchemy.' Protects himself and supports allies by manipulating the elements.

Ramp Up: Average to Slow. The Scholar needs to build up a large hand in order to sustain his key elemental powers.

#### Character Card

Nemeses: Hermetic

HP: 26

Primary dmg: Varied

Complexity: ?

Name	Description	Effect
Better Living	Power: +1 hp	Survivability -Self
Incapacitated	Hero draws 1 card; hero uses 1 power; +1 hp to 2 heroes.	

#### Deck Stats

One-Shots: 9 (23)                      Ongoing: 7 (17)  
 Equipment: 0 (0)

Damage – single: 3 (8) [+1 (2)]                      Support – self: 5(13)  
 Damage – multi: 0 (0) [+1 (3)]                      Support – group: 2 (4)

Survivability – self: 4 (11) [+1 (3)]                      Hindrance/ Deck Control: 1 (2)  
 Survivability – group: 1 (2)

#### Damage

##### Single Target:

Name	Type	#	Description
Grace Under Fire	One-Shot	3	X radiant dmg to a target; x = number of non-hero targets in play.
Know When to Turn Loose	One-Shot	2	Discard hand. X lightning dmg to a target, x = number of discarded cards.
Mortal Form to Energy	Ongoing, Elemental	3	x energy dmg to a target; x = hp gained through any means. Start of turn, discard card or destroy this card.

Also: Offensive Transmutation

Split target or Multi-target: "Get Out of the Way!"

#### Support (e.g., Damage buffs, increased card plays)

##### Self:

Name	Type	#	Description
Keep Moving	One-Shot	4	Play an elemental card from deck; play a card.
Know When to Hold Fast	One-Shot	2	Draw 5 cards and end your turn.

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Transmutative Recovery	One-Shot	3	+ 2 hp; draw 2 cards.
Bring What You Need	Ongoing	2	Power: Reveal top 3 cards of deck; draw 2, place 1 on bottom of deck.
Truth Seeker	Ongoing, Limited	2	Power: 2 melee dmg to a target; draw 1 card.

### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Don't Dismiss Anything	One-Shot	2	Each player may either move a card from the trash to the top of the deck, or play the top card of their deck.
Proverbs and Axioms	One-Shot	2	Each player draws a card; they may choose to gain +2 hp or take 3 dmg to use a power.

### **Survivability (Healing and Damage Reduction)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
"Get Out of the Way!"	One-Shot	3	1 fire dmg to all non-hero targets; +x hp, x = number of damaged targets.
Expect the Worst	Ongoing, Limited	2	Reduce all dmg taken to 0; start of turn, + 2 hp and destroy this card.
Flesh to Iron	Ongoing, Elemental	3	-2 dmg taken; start of turn, discard card or destroy this card.
Sound to Liquid	Ongoing, Elemental	3	+1 hp gained per heal; start of turn, discard card or destroy this card.

Also: Transmutative Recovery

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Alchemical Redirection	Ongoing	2	Redirect all damage to heroes to the Scholar for 1 turn.

Also: Proverbs and Axioms

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Offensive Transmutation	One-Shot	2	2 infernal dmg to a target; that target cannot deal dmg for 1 turn.



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### The Sentinels

Character Shtick: 'A Team of Heroes unto Themselves.' The Sentinels deal damage and provide all-around utility using classic superhero powers.

Ramp Up: Fast. Their deck is comprised mostly of one-shots, some of which can bring key equipment pieces into play.

#### Character Cards

Nemeses: La Capitan, The Crackjaw Crew

HP: 11/ 14/ 13/ 14

Primary dmg: Varied

Complexity: 3

Name	Description	Effect
Telekinetic Jab (Idealist)	Power: 2 psychic dmg to 1 target.	Damage – Single
Block (Mainstay)	Power: -1 dmg taken to all Sentinels.	Survivability – Self
M.D. (Medico)	Power: +3 hp to 1 hero.	Support – Group
Extract (Writhe)	Power: Reveal bottom card of any deck; discard or return to deck.	Villain/ Env. Hindrance
Incapacitated	+2 hp to target; hero draws 1 card; hero plays 1 card; destroy 1 ongoing card.	

#### Deck Stats

One-Shots:	12 (32)	Ongoing:	4 (7)
Equipment:	1 (1)		
Damage – single:	4 (10) [+3 (6)]	Support – self:	4 (9)
Damage – multi:	2 (5) [+2 (5)]	Support – group:	1 (1) [+1 (1)]
Survivability – self:	3 (6) [+2 (4)]	Hindrance/ Deck Control:	0 (0)
Survivability – group:	3 (9)		

#### Damage

##### Single Target:

Name	Type	#	Description
Blackout	One-Shot	2	2 melee dmg to 1 target; target deals all other non –hero targets 2 infernal dmg (Writhe).
Coordinated Assault	One-Shot	3	X melee dmg to 1 target; x = active Sentinels +1.
Fling into Darkness	One-Shot	2	3 melee dmg to 1 target; destroy target if <4 hp (Writhe).
Horrifying Dichotomy	One-Shot	3	3 energy dmg to 1 target (Dr. Medico); 3 infernal dmg to 1 target (Writhe).

Also: Dark Delusions (Idealist), Good Hero-Bad Hero (Mainstay), Caliginous Form (Writhe)

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### Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Dark Delusions	One-Shot	3	2 infernal dmg to all villain targets (Writhe); 3 psychic dmg to 1 target (Idealist).
Telekinetic Wallop	One-Shot	2	1 melee dmg to 3 targets; +2 dmg and change type to psychic (Idealist).

Also: Blackout (Writhe), Positive Energy (Idealist)

### **Support (e.g., Damage buffs, increased card plays)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Team Communication	One-Shot	3	Draw 4 cards; play a card.
Unique Capabilities	One-Shot	3	Play a Signature card from deck; draw 1 card; play 1 card.
Sentinel Tactics	Ongoing, Limited	2	Use an additional power the first time a Sentinel deals dmg in a turn.
Durasteel Chains	Equipment, Signature	1	+1 dmg dealt by Mainstay; -1 dmg dealt to Mainstay.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Aura of Vision	Ongoing, Signature	1	Start of turn, 1 player draws a card.

### **Survivability (Healing and Damage Reduction)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Good Hero – Bad Hero	One-Shot	2	+3 hp to lowest Sentinel; 3 melee dmg to 1 target (Mainstay).
Second Chance	One-Shot	3	+6 hp to incapacitated Sentinel.
Caliginous Form	Ongoing, Signature	1	-2 dmg taken on first hit to Writhe in a turn; redirect dmg to villain target with highest hp.

Also: Restorative Burst (Dr. Medico), Durasteel Chains (Mainstay)

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Positive Energy	One-Shot	3	+1 hp to all heroes; 2 psychic dmg to all villain targets (Idealist).
Restorative Burst	One-Shot	3	+1 hp to all heroes; + 3 hp to incapacitated Sentinel (Dr. Medico).
Human Shield	Ongoing	2	May redirect any dmg to Mainstay; start of turn, discard 2 cards or destroy card.

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Hippocratic Oath	Ongoing, Signature	1	When Dr. Medico deals x dmg, heal 1 hero x hp instead; end of turn, +1 hp to 3 targets.
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### **Non-Hero Hindrance/ Deck Control**

None.

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### Setback

Character Shtick: 'The Plucky, Unlucky Kid.' Setback provides all-around utility using unpredictable, risk/reward-themed powers.

Ramp Up: Average. Setback needs a few turns to build his unlucky pool, but he can reach optimal functioning in a given role fairly quickly.

#### Character Card

Nemeses: Kismet, Revenant

HP: 31

Primary dmg: Melee

Complexity: 3

Name	Description	Effect
Risk	Power: Add 1 token to pool; play top card of deck.	Support – Self
Incapacitated	Hero uses 1 power; hero draws 1 card; discard top card of every deck.	

#### Dark Watch Setback (HP 30)

Name	Description	Effect
Mitigate	Power: Remove 1 token from pool; -2 dmg taken to 1 hero.	Survivability – Group
Incapacitated	Hero draws 1 card; hero uses 1 power; reveal top card of any deck and either trash or put on bottom of deck.	

#### Deck Stats

One-Shots: 9 (26)                      Ongoing: 7 (14)  
 Equipment: 0 (0)

Damage – single: 0 (0)    [+6 (16)]                      Support – self: 7 (20)  
 Damage – multi: 1 (3)                                      Support – group: 2 (4)

Survivability – self: 2 (5)    [+1 (2)]                      Hindrance/ Deck Control: 2 (5)  
 Survivability – group: 2 (3)

#### Damage

Single Target: Cause and Effect, Karmic Retribution, Plucky Break, Reckless Rush, Looking Up, Wrong Time and Place

Split target or Multi-target:

Name	Type	#	Description
Exceeded Expectations	One-Shot	3	Remove x tokens from pool to deal 3 melee dmg to x targets.

#### Support (e.g., Damage buffs, increased card plays)

Self:

Name	Type	#	Description
Cash Out	One-Shot	3	Remove x tokens from pool and draw x cards; + 2 hp to all

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			heroes if they collectively discard H – 1 cards.
Fumbling Fool	One-Shot	3	Discard top card of all decks; add or remove H tokens from pool.
Plucky Break	One-Shot	3	Remove 2 tokens from pool to deal 2 melee dmg to 1 target; +2 hp if 0 tokens in pool.
Reckless Rush	One-Shot	4	2 melee dmg to target and Setback; add 2 tokens to pool.
Friendly Fire	Ongoing	2	+2 tokens to pool if Setback takes 2 dmg whenever a hero target deals dmg.
High Risk Behavior	Ongoing	2	+x dmg dealt and taken per 3 tokens in pool; start of turn, add or remove 1 token from pool.
Looking Up	Ongoing	3	Power: 3 melee dmg to a target, add 3 tokens to pool. Start of turn, 3 psychic dmg to Setback if > 9 tokens in pool.

### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Turn of Events	One-Shot	2	Remove H tokens from pool for all players to use a power; 2 psychic dmg to Setback.
Surprising Fortune	Ongoing	2	Power: +2 hp, 1 player may draw 2 cards if Setback removes 2 tokens from pool.

### **Survivability (Healing and Damage Reduction)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Karmic Retribution	One-Shot	3	+2 hp if below 7 tokens in pool, remove 1 token; 7 melee dmg to 1 target if 7 or above tokens in pool, remove 7 tokens.
Silver Lining	Ongoing	2	+x hp when Setback is reduced to 0; x = number of tokens in pool; remove all tokens.

Also: Surprising Fortune

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Uncharmed Life	Ongoing	2	Remove 2 tokens from pool to redirect dmg to Setback. Power: +3 hp, destroy this card.
Wrong Time and Place	Ongoing	1	Redirect dmg to Setback, or remove x tokens from pool to redirect the dmg to another target, x = amount of dmg.

Also: Cash Out

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Cause and Effect	One-Shot	2	Destroy 1 ongoing or environment card; x melee dmg to target and Setback, x = number of tokens in pool.
“Whoops! Sorry!”	One-Shot	3	Destroy a hero non-character card to destroy 1 ongoing or environment card; add or remove 3 tokens from pool.