



NAME

DWARF



Let's face it: The short jokes won't go away. People will act like they can't see a dwarf, pretending to look over their head, and they'll think they're original. There will also be a lot of jokes about beards, especially directed towards female dwarfs. The job of a dwarf isn't to stop those jokes--metahuman nature isn't about to change. The job is to make the laughter stick in their throat. Hack better, punch harder, out-think, out-work, and outlast everyone. The jokes won't end, but the dwarf will have the last laugh.

NOTES



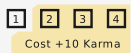
HP>



UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

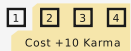
SLOT #



BIG PLANS

Cost +10 Karma

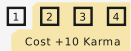
When you buy a card that costs 6 or more, you can move an obstacle facing a runner.



BUTTON MASHER

Cost +10 Karma

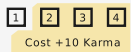
Once during your turn, you can substitute 2 for a 4 when applying damage.



CIGAR MONEY

Cost +10 Karma

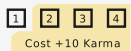
Increase your starting nuyen by 1.



COMBAT FU

Cost +10 Karma

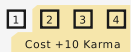
Once during your turn, you can substitute 2 for a 6 when applying damage.



COMPETENCE

Cost +10 Karma

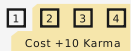
Once during your turn, you can substitute 2 for a 8 when applying damage.



FUNDAMENTALS

Cost +10 Karma

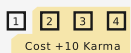
At the start of the game, add 1 basic card of any color to your starting deck.



GOT YOUR BACKS

Cost +10 Karma

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.



HIGH ROLLER

Cost +10 Karma

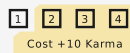
When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

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SLOT #



IN TRAINING

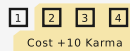
Cost +10 Karma

Increase your starting cards by 1.

KARMA

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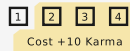
JUST TOUGH

Cost +10 Karma

Increase your starting and max HP by 1.

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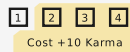
MINOR KNACK

Cost +10 Karma

Once during your turn, you can substitute 2 for a 7 when applying damage.

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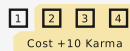
ONI EVOLUTION

Cost +10 Karma

Increase your starting cards by 1. This upgrade may only be taken by an ork.

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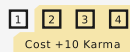
SHOPPING AGENT

Cost +10 Karma

Increase the size of the Black Market by 1 card.

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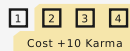
CHILL

Cost +10 Karma

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

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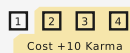
DIE HARD

Cost +10 Karma

When you recover from being staggered, draw 3 cards instead of drawing 2.

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LIFESTYLE CHOICE

Cost +10 Karma

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

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UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4 Cost +10 Karma	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
1 2 3 4 Cost +10 Karma	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
1 2 3 4 Cost +10 Karma	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
1 2 3 4 Cost +10 Karma	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1 2 3 4 Cost +10 Karma	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
1 2 3 4 Cost +10 Karma	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
1 2 3 4 Cost +10 Karma	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1 2 3 4 Cost +10 Karma	20	IT'S A JING THING	Increase your starting nuyen by 2.
1 2 3 4 Cost +10 Karma	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
1 2 3 4 Cost +10 Karma	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
1 2 3 4 Cost +10 Karma	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1 2 3 4 Cost +10 Karma	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	20	WIRED REFLEXES	Increase your starting cards by 2
1 2 3 4 Cost +10 Karma	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
1 2 3 4 Cost +10 Karma	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1 2 3 4 Cost +10 Karma	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
1 2 3 4 Cost +10 Karma	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4 Cost +10 Karma	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
1 2 3 4 Cost +10 Karma	35	GROUND WORK	Once during your turn, you can pay 2 nuyen to draw 1 card.
1 2 3 4 Cost +10 Karma	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
1 2 3 4 Cost +10 Karma	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1 2 3 4 Cost +10 Karma	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
1 2 3 4 Cost +10 Karma	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
1 2 3 4 Cost +10 Karma	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
1 2 3 4 Cost +10 Karma	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
1 2 3 4 Cost +10 Karma	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1 2 3 4 Cost +10 Karma	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
1 2 3 4 Cost +10 Karma	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>



ELF



Non-elves see them as snobby dandelion eaters who are beautiful but still not as good-looking as they think they are. Elves see themselves as deadly spellcasters, lithe fighters, cunning hackers--whatever they want to be. Just not all that humble. They may have roots in the mysterious elven land of Tir Tairngire, or they might be a product of the streets, but either way they tend to carry themselves like royalty. What's worse, they usually can back the attitude up with action.

NAME

NOTES



HP>

8

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UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #

1 2 3 4
Cost +10 Karma

BIG PLANS

When you buy a card that costs 6 or more, you can move an obstacle facing a runner.

1 2 3 4
Cost +10 Karma

BUTTON MASHER

Once during your turn, you can substitute 2 for a 4 when applying damage.

1 2 3 4
Cost +10 Karma

CIGAR MONEY

Increase your starting nuyen by 1.

1 2 3 4
Cost +10 Karma

COMBAT FU

Once during your turn, you can substitute 2 for a 6 when applying damage.

1 2 3 4
Cost +10 Karma

COMPETENCE

Once during your turn, you can substitute 2 for a 8 when applying damage.

1 2 3 4
Cost +10 Karma

FUNDAMENTALS

At the start of the game, add 1 basic card of any color to your starting deck.

1 2 3 4
Cost +10 Karma

GOT YOUR BACKS

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.

1 2 3 4
Cost +10 Karma

HIGH ROLLER

When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

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SLOT #

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

IN TRAINING

Increase your starting cards by 1.

JUST TOUGH

Increase your starting and max HP by 1.

MINOR KNACK

Once during your turn, you can substitute 2 for a 7 when applying damage.

ONI EVOLUTION

Increase your starting cards by 1. This upgrade may only be taken by an ork.

SHOPPING AGENT

Increase the size of the Black Market by 1 card.

CHILL

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

DIE HARD

When you recover from being staggered, draw 3 cards instead of drawing 2.

LIFESTYLE CHOICE

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

KARMA

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UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
2	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
3	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
4	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
2	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
3	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
4	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1	20	IT'S A JING THING	Increase your starting nuyen by 2.
2	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
3	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
4	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
2	20	WIRED REFLEXES	Increase your starting cards by 2
3	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
4	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
2	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
2	35	GROUND WORK	Once during your turn, you can pay 2 nuyen to draw 1 card.
3	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
4	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
2	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
3	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
4	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
2	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
3	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
4	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
2	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
3	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
4		-----	<input type="checkbox"/>
1		-----	<input type="checkbox"/>
2		-----	<input type="checkbox"/>



HUMAN

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4

There are more humans out there than anything else, which means they have to work just a little harder to make themselves stand out. Versatile and ready for anything, humans are tougher than elves, more skilled than trolls, and brave (or foolish) enough to think they can handle any and all comers. They've been on top of the world for a long time due to their creativity and adaptability, and they're not going to let the emergence of some new metatypes change that.

NAME

NOTES

3

HP>

8

7

6

5

4

3

2

1

STAGGERED

CRITICAL

UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #

1 2 3 4
Cost +10 Karma

BIG PLANS

When you buy a card that costs 6 or more, you can move an obstacle facing a runner.

1 2 3 4
Cost +10 Karma

BUTTON MASHER

Once during your turn, you can substitute 2 for a 2 when applying damage.

1 2 3 4
Cost +10 Karma

CIGAR MONEY

Increase your starting nuyen by 1.

1 2 3 4
Cost +10 Karma

COMBAT FU

Once during your turn, you can substitute 2 for a 2 when applying damage.

1 2 3 4
Cost +10 Karma

COMPETENCE

Once during your turn, you can substitute 2 for a 2 when applying damage.

1 2 3 4
Cost +10 Karma

FUNDAMENTALS

At the start of the game, add 1 basic card of any color to your starting deck.

1 2 3 4
Cost +10 Karma

GOT YOUR BACKS

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.

1 2 3 4
Cost +10 Karma

HIGH ROLLER

When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

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SLOT #

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

KARMA

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IN TRAINING

Increase your starting cards by 1.

JUST TOUGH

Increase your starting and max HP by 1.

MINOR KNACK

Once during your turn, you can substitute 2 for a 2 when applying damage.

ONI EVOLUTION

Increase your starting cards by 1. This upgrade may only be taken by an ork.

SHOPPING AGENT

Increase the size of the Black Market by 1 card.

CHILL

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

DIE HARD

When you recover from being staggered, draw 3 cards instead of drawing 2.

LIFESTYLE CHOICE

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

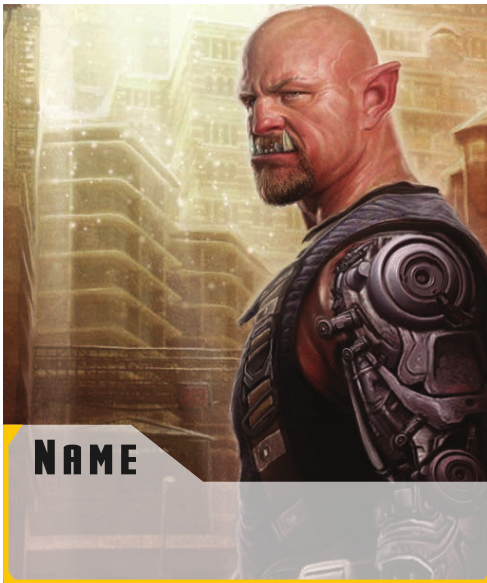
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1 2 3 4 Cost +10 Karma	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
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1 2 3 4 Cost +10 Karma	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
1 2 3 4 Cost +10 Karma	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
1 2 3 4 Cost +10 Karma	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1 2 3 4 Cost +10 Karma	20	IT'S A JING THING	Increase your starting nuyen by 2.
1 2 3 4 Cost +10 Karma	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
1 2 3 4 Cost +10 Karma	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
1 2 3 4 Cost +10 Karma	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1 2 3 4 Cost +10 Karma	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	20	WIRED REFLEXES	Increase your starting cards by 2
1 2 3 4 Cost +10 Karma	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
1 2 3 4 Cost +10 Karma	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1 2 3 4 Cost +10 Karma	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
1 2 3 4 Cost +10 Karma	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
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1 2 3 4 Cost +10 Karma	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
1 2 3 4 Cost +10 Karma	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1 2 3 4 Cost +10 Karma	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
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1 2 3 4 Cost +10 Karma	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
1 2 3 4 Cost +10 Karma	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
1 2 3 4 Cost +10 Karma	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1 2 3 4 Cost +10 Karma	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
1 2 3 4 Cost +10 Karma	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>



NAME

ORK



Reveiled as brutish thugs, dismissed as unthinking "tuskers," orks tend to walk around the Sixth World with a chip on their collective shoulder. They're skilled at carving out spaces for themselves, both physically (e.g., the massive Ork Underground that lies beneath Seattle) and culturally (e.g., orkplotation music, the loudest, most aggressive thing on the streets). Don't look at them crosswise if you want to avoid a fight, and never underestimate them. And if you somehow manage to knock an ork down, don't expect him to stay there.

NOTES



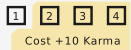
HP



UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

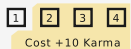
SLOT #



BIG PLANS

Cost +10 Karma

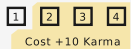
When you buy a card that costs 6 or more, you can move an obstacle facing a runner.



BUTTON MASHER

Cost +10 Karma

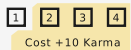
Once during your turn, you can substitute 2 for a 6 when applying damage.



CIGAR MONEY

Cost +10 Karma

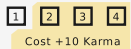
Increase your starting nuyen by 1.



COMBAT FU

Cost +10 Karma

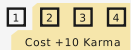
Once during your turn, you can substitute 2 for a 6 when applying damage.



COMPETENCE

Cost +10 Karma

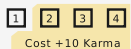
Once during your turn, you can substitute 2 for a 8 when applying damage.



FUNDAMENTALS

Cost +10 Karma

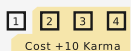
At the start of the game, add 1 basic card of any color to your starting deck.



GOT YOUR BACKS

Cost +10 Karma

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.



HIGH ROLLER

Cost +10 Karma

When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

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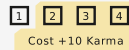
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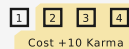
SLOT #



IN TRAINING

Cost +10 Karma

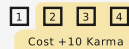
Increase your starting cards by 1.



JUST TOUGH

Cost +10 Karma

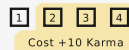
Increase your starting and max HP by 1.



MINOR KNACK

Cost +10 Karma

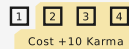
Once during your turn, you can substitute 2 for a 7 when applying damage.



ONI EVOLUTION

Cost +10 Karma

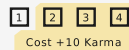
Increase your starting cards by 1. This upgrade may only be taken by an ork.



SHOPPING AGENT

Cost +10 Karma

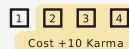
Increase the size of the Black Market by 1 card.



CHILL

Cost +10 Karma

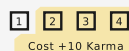
When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.



DIE HARD

Cost +10 Karma

When you recover from being staggered, draw 3 cards instead of drawing 2.



LIFESTYLE CHOICE

Cost +10 Karma

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

KARMA

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UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
2	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
3	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
4	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
2	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
3	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
4	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1	20	IT'S A JING THING	Increase your starting nuyen by 2.
2	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
3	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
4	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
2	20	WIRED REFLEXES	Increase your starting cards by 2
3	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
4	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
2	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
2	35	GROUND WORK	Once during your turn, you can pay 2 nuyen to draw 1 card.
3	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
4	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
2	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
3	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
4	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
2	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
3	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
4	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
2	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
3	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
4		-----	<input type="checkbox"/>
1		-----	<input type="checkbox"/>
2		-----	<input type="checkbox"/>



TROLL



Two-legged tanks capable of absorbing tremendous amounts of damage, trolls are valuable in the frontlines of any combat. Just don't get fooled into thinking that all they can do is take a punch. They can channel mana with the best of them, or train themselves to be skilled hackers. And while their leadership is of the "point-and-growl" variety, they're very capable of barking orders in a way that will make anyone respond.

NAME

NOTES



HP >

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2

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UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #

1 2 3 4
Cost +10 Karma

BIG PLANS

When you buy a card that costs 6 or more, you can move an obstacle facing a runner.

1 2 3 4
Cost +10 Karma

BUTTON MASHER

Once during your turn, you can substitute 2 for a 4 when applying damage.

1 2 3 4
Cost +10 Karma

CIGAR MONEY

Increase your starting nuyen by 1.

1 2 3 4
Cost +10 Karma

COMBAT FU

Once during your turn, you can substitute 2 for a 6 when applying damage.

1 2 3 4
Cost +10 Karma

COMPETENCE

Once during your turn, you can substitute 2 for a 8 when applying damage.

1 2 3 4
Cost +10 Karma

FUNDAMENTALS

At the start of the game, add 1 basic card of any color to your starting deck.

1 2 3 4
Cost +10 Karma

GOT YOUR BACKS

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.

1 2 3 4
Cost +10 Karma

HIGH ROLLER

When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

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SLOT #

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

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1 2 3 4
Cost +10 Karma

1 2 3 4
Cost +10 Karma

KARMA

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IN TRAINING

Increase your starting cards by 1.

JUST TOUGH

Increase your starting and max HP by 1.

MINOR KNACK

Once during your turn, you can substitute 2 for a 7 when applying damage.

ONI EVOLUTION

Increase your starting cards by 1. This upgrade may only be taken by an ork.

SHOPPING AGENT

Increase the size of the Black Market by 1 card.

CHILL

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

DIE HARD

When you recover from being staggered, draw 3 cards instead of drawing 2.

LIFESTYLE CHOICE

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
2	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
3	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
4	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
2	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
3	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
4	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1	20	IT'S A JING THING	Increase your starting nuyen by 2.
2	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
3	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
4	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
2	20	WIRED REFLEXES	Increase your starting cards by 2
3	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
4	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
2	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
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3	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
4	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
2	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
3	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
4	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
2	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
3	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
4	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
2	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
3	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
4		-----	<input type="checkbox"/>
1		-----	<input type="checkbox"/>
2		-----	<input type="checkbox"/>



ONI



You have all the ork goods--tusks, muscles, height, a love of loud, thrashing music--but you've become something more. You have fiery red skin, graceful horns, and a face right out of children's nightmares. You're an oni, a variant of ork common to Japan, and you've got a giant chip on your shoulder. You've been pushed aside for most of your life, treated like the devil you so closely resemble. But you're strong enough to push back now--and your strength is going to send legions of street punks staggering backward.

NAME

NOTES



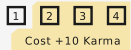
HP>



UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

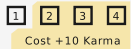
SLOT #



BIG PLANS

Cost +10 Karma

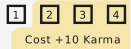
When you buy a card that costs 6 or more, you can move an obstacle facing a runner.



BUTTON MASHER

Cost +10 Karma

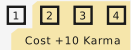
Once during your turn, you can substitute 2 for a 6 when applying damage.



CIGAR MONEY

Cost +10 Karma

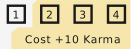
Increase your starting nuyen by 1.



COMBAT FU

Cost +10 Karma

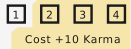
Once during your turn, you can substitute 2 for a 6 when applying damage.



COMPETENCE

Cost +10 Karma

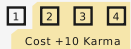
Once during your turn, you can substitute 2 for a 8 when applying damage.



FUNDAMENTALS

Cost +10 Karma

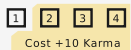
At the start of the game, add 1 basic card of any color to your starting deck.



GOT YOUR BACKS

Cost +10 Karma

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.



HIGH ROLLER

Cost +10 Karma

When you buy a card that costs 8 or more, gain 2 nuyen.

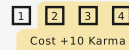
KARMA

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KARMA

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SLOT #

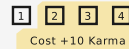


IN TRAINING

Cost +10 Karma

Increase your starting cards by 1.

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JUST TOUGH

Cost +10 Karma

Increase your starting and max HP by 1.

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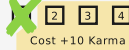


MINOR KNACK

Cost +10 Karma

Once during your turn, you can substitute 2 for a 7 when applying damage.

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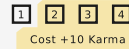


ONI EVOLUTION

Cost +10 Karma

Increase your starting cards by 1. This upgrade may only be taken by an ork.

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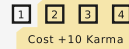


SHOPPING AGENT

Cost +10 Karma

Increase the size of the Black Market by 1 card.

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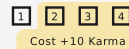


CHILL

Cost +10 Karma

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

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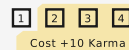


DIE HARD

Cost +10 Karma

When you recover from being staggered, draw 3 cards instead of drawing 2.

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LIFESTYLE CHOICE

Cost +10 Karma

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

KARMA

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UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4 Cost +10 Karma	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
1 2 3 4 Cost +10 Karma	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
1 2 3 4 Cost +10 Karma	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
1 2 3 4 Cost +10 Karma	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1 2 3 4 Cost +10 Karma	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
1 2 3 4 Cost +10 Karma	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
1 2 3 4 Cost +10 Karma	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1 2 3 4 Cost +10 Karma	20	IT'S A JING THING	Increase your starting nuyen by 2.
1 2 3 4 Cost +10 Karma	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
1 2 3 4 Cost +10 Karma	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
1 2 3 4 Cost +10 Karma	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1 2 3 4 Cost +10 Karma	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
1 2 3 4 Cost +10 Karma	20	WIRED REFLEXES	Increase your starting cards by 2
1 2 3 4 Cost +10 Karma	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
1 2 3 4 Cost +10 Karma	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1 2 3 4 Cost +10 Karma	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
1 2 3 4 Cost +10 Karma	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4 Cost +10 Karma	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
1 2 3 4 Cost +10 Karma	35	GROUND WORK	Once during your turn, you can pay 2 nuyen to draw 1 card.
1 2 3 4 Cost +10 Karma	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
1 2 3 4 Cost +10 Karma	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1 2 3 4 Cost +10 Karma	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
1 2 3 4 Cost +10 Karma	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
1 2 3 4 Cost +10 Karma	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
1 2 3 4 Cost +10 Karma	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
1 2 3 4 Cost +10 Karma	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
1 2 3 4 Cost +10 Karma	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1 2 3 4 Cost +10 Karma	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
1 2 3 4 Cost +10 Karma	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
1 2 3 4 Cost +10 Karma	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>
1 2 3 4 Cost +10 Karma		-----	<input type="checkbox"/>

NAME

METATYPE

DESCRIPTION



NOTES



HP>

8

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6

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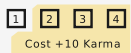
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UPGRADES

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

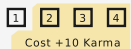
SLOT



BIG PLANS

Cost +10 Karma

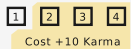
When you buy a card that costs 6 or more, you can move an obstacle facing a runner.



BUTTON MASHER

Cost +10 Karma

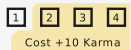
Once during your turn, you can substitute for a when applying damage.



CIGAR MONEY

Cost +10 Karma

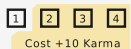
Increase your starting nuyen by 1.



COMBAT FU

Cost +10 Karma

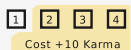
Once during your turn, you can substitute for a when applying damage.



COMPETENCE

Cost +10 Karma

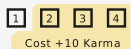
Once during your turn, you can substitute for a when applying damage.



FUNDAMENTALS

Cost +10 Karma

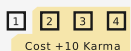
At the start of the game, add 1 basic card of any color to your starting deck.



GOT YOUR BACKS

Cost +10 Karma

Once a game, you can pay 3 nuyen to heal a staggered runner 1 HP.



HIGH ROLLER

Cost +10 Karma

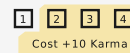
When you buy a card that costs 8 or more, gain 2 nuyen.

KARMA

KARMA

5

SLOT

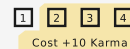


IN TRAINING

Cost +10 Karma

Increase your starting cards by 1.

5

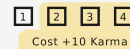


JUST TOUGH

Cost +10 Karma

Increase your starting and max HP by 1.

5

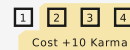


MINOR KNACK

Cost +10 Karma

Once during your turn, you can substitute for a when applying damage.

5

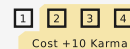


ONI EVOLUTION

Cost +10 Karma

Increase your starting cards by 1. This upgrade may only be taken by an ork.

5

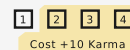


SHOPPING AGENT

Cost +10 Karma

Increase the size of the Black Market by 1 card.

5

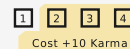


CHILL

Cost +10 Karma

When a flipped ability makes you discard one or more cards, you can draw 1 card after all discarding.

5

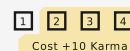


DIE HARD

Cost +10 Karma

When you recover from being staggered, draw 3 cards instead of drawing 2.

5



LIFESTYLE CHOICE

Cost +10 Karma

When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.

KARMA

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10

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UPGRADES (CONT.)

Max 4 slots for upgrades. Slots 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4	10	LIVING FAST	When you buy a card, you can pay 1 less nuyen if you put the card into your discard instead of your hand.
1 2 3 4	10	PREP WORK	At the start of the game, you can buy a card. (Pay it's cost and put it into your hand immediately.)
1 2 3 4	10	SHOCK FRILLS	The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
1 2 3 4	10	SPECIALIST	When you defeat an obstacle that matches your main role color, you can draw 1 card, then discard 1 card.
1 2 3 4	15	BEEN THERE, KILLED THAT	When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
1 2 3 4	15	SELFISH CHUMMER	When another runner defeats an obstacle facing you, gain nuyen equal to the current runner's share instead of your normal share.
1 2 3 4	20	BRING IT!	If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
1 2 3 4	20	FRAGGING TOUGH	Increase your starting and max HP by 2.
1 2 3 4	20	IT'S A JING THING	Increase your starting nuyen by 2.
1 2 3 4	20	JACK OF EVERYTHING	When you play 3 or more cards of another runner's main role color in a turn, that runner draws 1 card.
1 2 3 4	20	PAIN IS GAIN	Each time you would heal, you can gain 1 nuyen instead.
1 2 3 4	20	THE LONG VIEW	You can buy cards from the Black Market discard.
1 2 3 4	20	TIMING	The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
1 2 3 4	20	WIRED REFLEXES	Increase your starting cards by 2
1 2 3 4	25	DOUBLE MOVE	Once on your turn, deal +1 damage with a card if you played another card with the same name that turn.
1 2 3 4	25	OMAE	When you play a card on another runner's turn, that card deals +1 damage.
1 2 3 4	30	PRACTICED RECOVERY	When you defeat an obstacle that matches your main role color, heal 1 HP.
1 2 3 4	30	TRICKS	Once during your turn, you can discard the top card of your deck.

KARMA

SLOT #	KARMA	UPGRADE NAME	DESCRIPTION
1 2 3 4	30	TRUE PRO	Remove 1 card from your starting deck that matches your main role color. Replace it with a 2-cost card of that color.
1 2 3 4	35	GROUND WORK	Once during your turn, you can pay 2 nuyen to draw 1 card.
1 2 3 4	35	JUICE	Once per scene, when you play a Mana, it deals +1 damage.
1 2 3 4	35	ONE MOVE AHEAD	Once per Scene, when you play a Street Smarts, choose another runner. That runner draws 1 card.
1 2 3 4	35	SHADOW MESSIAH	When you play at least 1 card of each color your turn, heal 1 HP.
1 2 3 4	35	TACTICIAN	Once per Scene, when you play a Quick Shot, move an obstacle facing one runner to face another runner.
1 2 3 4	35	WIZ DECKER	Once per Scene, when you play a Mark, it deals 1 extra damage of any color.
1 2 3 4	40	FOURTH WIND	When you buy a card, you can return a basic card of the same color from your discard to your hand.
1 2 3 4	40	PERFECT FOCUS	Once during your turn, you can discard 2 cards of the same color to return another card of that color from your discard to your hand.
1 2 3 4	40	RED HAZE	Each time you would heal, you can draw 1 card instead.
1 2 3 4	40	YOUR TEAM, YOUR RULES	When you play a card on another runner's turn, you can pay 1 nuyen to draw 1 card.
1 2 3 4	45	SHOW-OFF	When you draw cards during your Draw & Buy step, draw 1 extra card, then discard 1 card.
1 2 3 4	45	ZEALOT	Once during your turn, you can take 2 damage to draw 2 cards.
1 2 3 4	50	KILLING MACHINE	If you play 4 or more cards during your turn, one of those cards deals 1 extra damage of any color.
1 2 3 4	50	PRIME RUNNER	The first basic card you play on your turn that matches your role color deals 2 damage of its color instead of 1.
1 2 3 4		-----	<input type="checkbox"/>
1 2 3 4		-----	<input type="checkbox"/>
1 2 3 4		-----	<input type="checkbox"/>



METATYPE

DESCRIPTION



NAME

NOTES



HP>

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UPGRADES

Slot's 2, 3, and 4 cost an additional +10 Karma to acquire. Total upgrades may not exceed your total earned Karma.

KARMA

SLOT #

KARMA

1

2

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4