DOUBLE MOVE
Once per turn, deal +1 damage with a card if you played another card with the same name that turn.
KARMA 25

OMAE
When you play a card on another runner's turn, that card deals +1 damage.
KARMA 25

FRAGGING TOUCH
Increase your starting and max HP by 2.
KARMA 20

FRAGGING TOUCH
Increase your starting and max HP by 2.
KARMA 20

WIRED REFLEXES
Increase your starting cards by 2.
KARMA 20

IT'S A JING THING
Increase your starting nuyen by 2.
KARMA 20

PAIN IS GAIN
Each time you would heal, you can gain 1 nuyen instead.
KARMA 20

TIMING
The second time during a turn that you buy a card that matches your main role color, pay 1 less nuyen.
KARMA 20

BRING IT!
If 2 or more obstacles attack you on your turn, reduce the total damage you take by 1.
KARMA 20

THE LONG VIEW
You can buy cards from the black market discard.
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.
KARMA 20

BEEN THERE, KILLED THAT
When you buy a card that costs 5 or more and matches your main role color, pay 1 less nuyen.
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.
KARMA 15

SHOCK FRILLS
The first time each game you become staggered, deal 2 consecutive levels of damage to an obstacle facing you.
KARMA 10

PREP WORK
At the start of each game, you can buy a card. (Pay its cost and put it into your hand immediately.)
KARMA 10

SPECIALIST
When you defeat an obstacle that matches your main role color, you can draw 1 card then discard a card.
KARMA 10

CHILL
When a flipped ability makes you discard 1 or more cards, you can draw 1 card after all discarding.
KARMA 10

DIE HARD
When you recover from being staggered, draw 3 cards instead of 2.
KARMA 10

LIFE-STYLE CHOICE
When you defeat an obstacle that matches your main role color, its nuyen total increases by 1.
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.
KARMA 10

IN TRAINING
Increase your starting cards by 1.
KARMA 5

GOT YOUR BACKS
Once a game, you can pay 3 nuyen to heal a staggered runner 1HP.
KARMA 5

COMBAT FU
Once during your turn, you can substitute 2 for a when applying damage.
KARMA 5

MINOR HACK
Once during your turn, you can substitute 2 for a when applying damage.
KARMA 5

BUTTON MASHER
Once during your turn, you can substitute 2 for a when applying damage.
KARMA 5

COMPETENCE
Once during your turn, you can substitute 2 for a when applying damage.
KARMA 5

BIG PLANS
When you buy a card that costs 6 or more, you can move an obstacle facing a runner.
KARMA 5

SHOPPING AGENT
Increase the size of the black market by 1 card.
KARMA 5

HIGH ROLLER
When you buy a card that costs 8 or more, gain 2 nuyen.
KARMA 5

CIGAR MONEY
Increase your starting nuyen by 1.
KARMA 5

JUST TOUGH
Increase you starting and max HP by 1.
KARMA 5

FUNDAMENTALS
At the start of the game, add 1 basic card of any color to your starting deck.
KARMA 5


KILLING MACHINE
IF YOU PLAY 4 OR MORE CARDS DURING YOUR TURN, ONE OF THOSE CARDS DEALS 1 EXTRA DAMAGE OF ANY COLOR.
KARMA
50

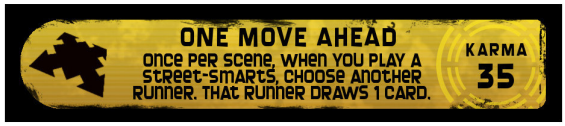

ZEALOT
ONCE DURING YOUR TURN, YOU CAN TAKE 2 DAMAGE TO DRAW 2 CARDS.
KARMA
45


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.
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.
KARMA
40


GROUNDWORK
ONCE DURING YOUR TURN, YOU CAN DISCARD THE TOP CARD OF YOUR DECK.
KARMA
35


WHIZZ-DECKER
ONCE PER SCENE, WHEN YOU PLAY A MARK, IT DOES 1 EXTRA DAMAGE OF ANY COLOR.
KARMA
35


ONE MOVE AHEAD
ONCE PER SCENE, WHEN YOU PLAY A STREET-SMARTS, CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD.
KARMA
35


PRACTICED RECOVERY
WHEN YOU DEFEAT AN OBSTACLE THAT MATCHES YOUR MAIN ROLE COLOR, HEAL 1 HP.
KARMA
30


TRICKS
ONCE DURING YOUR TURN, YOU CAN DISCARD THE TOP CARD OF YOUR DECK.
KARMA
30


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.
KARMA
50


SHOW-OFF
WHEN YOU DRAW CARDS DURING YOUR DRAW & BUY STEP, DRAW 1 EXTRA CARD, THEN DISCARD 1 CARD.
KARMA
45


FOURTH WIND
WHEN YOU BUY A CARD, YOU CAN RETURN A BASIC CARD OF THE SAME COLOR FROM YOUR DISCARD TO YOUR HAND.
KARMA
40


RED HAZE
EACH TIME YOU WOULD HEAL, YOU CAN DRAW 1 CARD INSTEAD.
KARMA
40


SHADOW MESSIAH
WHEN YOU PLAY AT LEAST 1 CARD OF EACH COLOR ON YOUR TURN, HEAL 1 HP.
KARMA
35


TACTICIAN
ONCE PER SCENE, WHEN YOU PLAY A QUICK-SHOT, MOVE AN OBSTACLE FACING ONE RUNNER TO FACE ANOTHER RUNNER.
KARMA
35


JUICE
ONCE PER SCENE WHEN YOU PLAY A MANA, IT DEALS +2 DAMAGE.
KARMA
35


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.
KARMA
30