

**DOUBLE MOVE** KARMA 25  
ONCE PER TURN, DEAL +1 DAMAGE WITH A CARD IF YOU PLAYED ANOTHER CARD WITH THE SAME NAME THAT TURN.

**OMAE** KARMA 25  
WHEN YOU PLAY A CARD ON ANOTHER RUNNER'S TURN, THAT CARD DEALS +1 DAMAGE.

**FRAGGING TOUCH** KARMA 20  
INCREASE YOUR STARTING AND MAX HP BY 2.

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**WIRED REFLEXES** KARMA 20  
INCREASE YOUR STARTING CARDS BY 2.

**IT'S A JING THING** KARMA 20  
INCREASE YOUR STARTING NUYEN BY 2.

**PAIN IS GAIN** KARMA 20  
EACH TIME YOU WOULD HEAL, YOU CAN GAIN 1 NUYEN INSTEAD.

**TIMING** KARMA 20  
THE SECOND TIME DURING A TURN THAT YOU BUY A CARD THAT MATCHES YOUR MAIN ROLE COLOR, PAY 1 LESS NUYEN.

**BRING IT!** KARMA 20  
IF 2 OR MORE OBSTACLES ATTACK YOU ON YOUR TURN, REDUCE THE TOTAL DAMAGE YOU TAKE BY 1.

**THE LONG VIEW** KARMA 20  
YOU CAN BUY CARDS FROM THE BLACK MARKET DISCARD.

**JACK OF EVERYTHING** KARMA 20  
WHEN YOU PLAY 3 OR MORE CARDS OF ANOTHER RUNNER'S MAIN ROLE COLOR IN A TURN, THAT RUNNER DRAWS 1 CARD.

**BEEN THERE, KILLED THAT** KARMA 15  
WHEN YOU BUY A CARD THAT COSTS 5 OR MORE AND MATCHES YOUR MAIN ROLE COLOR, PAY 1 LESS NUYEN.

**SELFISH CHUMMER** KARMA 15  
WHEN ANOTHER RUNNER DEFEATS AN OBSTACLE FACING YOU, GAIN NUYEN EQUAL TO THE CURRENT RUNNER'S SHARE INSTEAD OF YOUR NORMAL SHARE.

**SHOCK FRILLS** KARMA 10  
THE FIRST TIME EACH GAME YOU BECOME STAGGERED, DEAL 2 CONSECUTIVE LEVELS OF DAMAGE TO AN OBSTACLE FACING YOU.

**PREP WORK** KARMA 10  
AT THE START OF EACH GAME, YOU CAN BUY A CARD. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY.)

**SPECIALIST** KARMA 10  
WHEN YOU DEFEAT AN OBSTACLE THAT MATCHES YOUR MAIN ROLE COLOR, YOU CAN DRAW 1 CARD THEN DISCARD A CARD.

**CHILL** KARMA 10  
WHEN A FLIPPED ABILITY MAKES YOU DISCARD 1 OR MORE CARDS, YOU CAN DRAW 1 CARD AFTER ALL DISCARDING.

**DIE HARD** KARMA 10  
WHEN YOU RECOVER FROM BEING STAGGERED, DRAW 3 CARDS INSTEAD OF 2.

**LIFE-STYLE CHOICE** KARMA 10  
WHEN YOU DEFEAT AN OBSTACLE THAT MATCHES YOUR MAIN ROLE COLOR, ITS NUYEN TOTAL INCREASES BY 1.

**LIVING FAST** KARMA 10  
WHEN YOU BUY A CARD, YOU CAN PAY 1 LESS NUYEN IF YOU PUT THE CARD INTO YOUR DISCARD INSTEAD OF YOUR HAND.

**IN TRAINING** KARMA 5  
INCREASE YOUR STARTING CARDS BY 1.

**GOT YOUR BACKS** KARMA 5  
ONCE A GAME, YOU CAN PAY 3 NUYEN TO HEAL A STAGGERED RUNNER 1HP.

**COMBAT FU** KARMA 5  
ONCE DURING YOUR TURN, YOU CAN SUBSTITUTE 2 FOR A WHEN APPLYING DAMAGE.

**MINOR HACK** KARMA 5  
ONCE DURING YOUR TURN, YOU CAN SUBSTITUTE 2 FOR A WHEN APPLYING DAMAGE.

**BUTTON MASHER** KARMA 5  
ONCE DURING YOUR TURN, YOU CAN SUBSTITUTE 2 FOR A WHEN APPLYING DAMAGE.

**COMPETENCE** KARMA 5  
ONCE DURING YOUR TURN, YOU CAN SUBSTITUTE 2 FOR A WHEN APPLYING DAMAGE.

**BIG PLANS** KARMA 5  
WHEN YOU BUY A CARD THAT COSTS 6 OR MORE, YOU CAN MOVE AN OBSTACLE FACING A RUNNER.

**SHOPPING AGENT** KARMA 5  
INCREASE THE SIZE OF THE BLACK MARKET BY 1 CARD.

**HIGH ROLLER** KARMA 5  
WHEN YOU BUY A CARD THAT COSTS 8 OR MORE, GAIN 2 NUYEN.

**CIGAR MONEY** KARMA 5  
INCREASE YOUR STARTING NUYEN BY 1.

**JUST TOUGH** KARMA 5  
INCREASE YOU STARTING AND MAX HP BY 1.

**FUNDAMENTALS** KARMA 5  
AT THE START OF THE GAME, ADD 1 BASIC CARD OF ANY COLOR TO YOUR STARTING DECK.

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

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

 **PERFECT FOCUS** KARMA 40  
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.

 **YOUR TEAM, YOUR RULES** KARMA 40  
WHEN YOU PLAY A CARD ON ANOTHER RUNNER'S TURN, YOU CAN PAY 1 NYEN TO DRAW 1 CARD.

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

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

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

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

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

 **PRIME RUNNER** KARMA 50  
THE FIRST BASIC CARD YOU PLAY ON YOUR TURN THAT MATCHES YOUR ROLE COLOR DEALS 2 DAMAGE OF ITS COLOR INSTEAD OF 1.

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

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

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

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

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

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

 **TRUE PRO** KARMA 30  
REMOVE 1 CARD FROM YOUR STARTING DECK THAT MATCHES YOUR MAIN ROLE COLOR. REPLACE IT WITH A 2-COST CARD OF THAT COLOR.