

Wound Cards!

Wound Cards are the newest addition to the game. They really help clarify a character's health and keep the rules close to the players' hands.

Of course you will need **Michtim: Fluffy Adventures** to make good use of this product. It also helps to check out my design intentions behind the game; I talk about them in my RPG design **thesis Michtim: Designing a Pen & Paper Storytelling Game**.

The **Personality Cards** offer a neat way to quickly create a character for the game. It can be a player character, or it can be any NPC you like. For best effect, combine these ten unique cards with the **Calling Cards**.

Also check out the cool custom **Michtim Dice** that can be found on www.michtim.com!

Thanks for enjoying my game!

Yours,
Georg Mir



Bleeding Wound

Worsening Wound (Physical)

At the end of this round, the wound will upgrade itself by one step. Once the creature goes KO, the worsening effect stops.

1	2	3	4	5
6	7	8	9	10

Wound

Tarstrike Wound

Blinding Wound (Physical)

All **Attack** and **Detect** rolls suffer a -3 penalty while this wound effect is left uncured.

1	2	3	4	5
6	7	8	9	10

Wound

Impaling Wound

Cruel Wound (Physical)

All **Weep** and received **Cure** rolls suffer a -3 penalty while this wound afflicts the victim.

1	2	3	4	5
6	7	8	9	10

Wound

Binding Wound

Slowing Wound (Physical)

All **Evade** and **Jolt** rolls suffer a -3 penalty while this wound effect is left uncured. Also, your regular **Move distance is halved**.

1	2	3	4	5
6	7	8	9	10

Wound

 **Burning Wound** 



Worsening Wound (Magic)




At the end of this round, the wound will upgrade itself **by one step**. Once the creature goes KO, the worsening effect stops.

1	2	3	4	5
6	7	8	9	10

Wound

 **Lightglare Wound** 



Blinding Wound (Magic)




All **Attack** and **Detect** rolls suffer a **-3 penalty** while this wound effect is left uncured.

1	2	3	4	5
6	7	8	9	10

Wound

 **Cursing Wound** 



Cruel Wound (Magic)




All **Weep** and received **Cure** rolls suffer a **-3 penalty** while this wound afflicts the victim.

1	2	3	4	5
6	7	8	9	10

Wound

 **Freezing Wound** 

Slowing Wound (Magic)




All **Evade** and **Jolt** rolls suffer a **-3 penalty** while this wound effect is left uncured. Also, your regular **Move distance is halved**.

1	2	3	4	5
6	7	8	9	10

Wound

Worsening Wound (Tech)

Acidic Wound




At the end of this round, the wound will upgrade itself by one step. Once the creature goes KO, the worsening effect stops.

1	2	3	4	5
6	7	8	9	10

Wound

Blinding Wound (Tech)

Smokefog Wound




All **Attack** and **Detect** rolls suffer a -3 penalty while this wound effect is left uncured.

1	2	3	4	5
6	7	8	9	10

Wound

Cruel Wound (Tech)

Toxic Wound




All **Weep** and received **Cure** rolls suffer a -3 penalty while this wound afflicts the victim.

1	2	3	4	5
6	7	8	9	10

Wound

Slowing Wound (Tech)


Shocking Wound



All **Evade** and **Jolt** rolls suffer a -3 penalty while this wound effect is left uncured. Also, your regular **Move distance is halved**.

1	2	3	4	5
6	7	8	9	10



Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	



Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	



Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	



Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	



Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	

Wound



General Wound

1	2	3
4	5	6
7	8	9
	10	

Wound

