

## *Key Our Cars - Player Bonus Cards*

Find on these pages a selection of cards that you can print out, cut out and hand out during your next 4th Edition Dungeons and Dragons game.

The cards vary a bit in power but are intended to be used much like the Living Forgotten Realms bonus cards.

The idea is at the start of a gaming session, the cards would be shuffled or randomized in some fashion and then each player would draw a card and would be able to use it at some point during that session.

The players could optionally be allowed to draw X cards, 1 per player, that the players would parcel out themselves.

Depending on the DM the players could also be allowed to trade cards between themselves.

Using the cards would grant whatever benefit or bonus that it provided and upon being used the card would be 'burned' or put back into the deck to await the next session.

Some cards provide more benefit than others in general and some are situational or better used by certain role archetypes.

The original idea and the basis of many of the cards I personally got from <http://www.gnomestew.com/gming-advice/breaking-the-rules> but they've apparently been around for quite awhile both officially as in RPGA awards and unofficially as house rules.

Yes some of the cards do mimic powers and if you feel this may 'devalue' these powers then you can obviously remove them.

Please check back on the web site from time to time as this file may have been updated with new cards or existing cards modified or deleted feedback.

Happy rolling,

Dennis

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## *Ol' Reliable*

*"Oh this time it's gotta to work!"*

### **Effect:**

Expend this card at the start of an encounter and pick one Encounter Power and give it the keyword Reliable.

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## *I Knew That Was Going To Happen*

*"I always expect the Spanish Inquisition."*

### **Effect:**

Expend this card during a Surprise round that you are Surprised and gain a Standard Action usable at any time after at least one attacker has gone but before the end of the Surprise round.

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## *Shifty*

*"I'm just gonna ease over here."*

### **Effect:**

Expend this card at the start of your turn and gain the ability to Shift as a Minor Action until the end of your turn.

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## *Watch'em Bleed*

*"It's all in the twist of the wrist."*

### **Effect:**

Expend this card as a Immediate Reaction and one attack gains 5 Ongoing Damage (save ends) to its description.

### **Trigger:**

You hit with an attack.

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## *Short Term Memory*

*"Ahhh so that's how you do it."*

### **Effect:**

Expend this card and gain the effects of Trained in a skill you are not trained in that another member of the party is. This effect lasts until the end of the current Encounter or Skill Challenge.

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## *Big Numbers*

*"Bam!"*

### **Effect:**

Expend this card to increase the Critical Range of a power by 1. This card can be used after the attack roll has been made.

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## *Florence Nightingale*

*"This might sting a little."*

### **Effect:**

Expend this card as an Immediate Reaction to allow an adjacent ally to expend a Healing Surge.

### **Trigger:**

An adjacent Ally takes damage.

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## *May I Have This Dance?*

*"I'd take a bullet for you Dave."*

### **Effect:**

Expend this card as an Immediate Interrupt to shift the damage from an Ally to yourself.

### **Trigger:**

An Adjacent Ally is hit by a Melee attack.

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## *Nut Shot*

*"Oh, that's gotta hurt."*

### **Effect:**

Expend this card to gain Brutal 2 (reroll 1's and 2's) to an attack's damage roll. If the attack already has a Brutal effect this card has no effect.

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## Take a Mulligan

*"Can I get a do-over here?"*

### Effect:

Expend this card as an Immediate Interrupt to re-roll a single dice at of your choice at any time. You do not have to be the one that rolled the original die.

### Trigger:

A die is rolled and you do not like the result.

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## What Was Lost is Found

*"Oh so that's where I left that."*

### Effect:

Expend this card as a Standard Action to regain an expended Encounter Power.

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## Power Nap

*"I feel raring to go!"*

### Effect:

Expend this card after a Short Rest to regain the use of a Daily Power.

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## Inspired Attack

*"That wasn't luck, that was skill!"*

### Effect:

Expend this card as Minor Action to gain a +2 power bonus to your next attack roll. This card must be declared prior to the die roll.

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## Shake It Off

*"I fail to see how this affects me."*

### Effect:

Expend this card at the Start of your turn before processing any conditions to grant a Saving Throw against one condition currently on you.

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## Heal On The Run

*"I ain't got time to bleed."*

### Effect:

Expend this card to use Second Wind as a Minor Action. If you can already use Second Wind as a Minor Action then you can use it as a Free Action.

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## Its a Miracle!

*"Must of been something it ate."*

### Effect:

Expend this card when two or more party members are Dying. One standard or minion creature of the player's choice dies as a result of terrain or natural causes.

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## Dodge, Duck, Dip, Dive and Dodge!

*"Hey what's that over there?!"*

### Effect:

Expend this card as an Immediate Interrupt to ignore one Opportunity Attack.

### Trigger:

You are attacked by an Opportunity Attack. You must declare the use of this card before the results of the attack roll are known.

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## Make a Hole!

*"Don't worry, I see you standing there."*

### Effect:

Expend this card as a Minor Action before making a Burst or Blast attack. One square and anything in that square of the attack area is not affected by the attack.

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## Not So Inspired Attack

"Something's better than nothing?"

### Effect:

Expend this card to gain a +1 on your next attack roll. This card may be used after the attack roll has been made.

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## Snap Out Of It

"Pay attention dammit!"

### Effect:

Expend this card as an Immediate Reaction to end the Dazed condition on yourself or an Adjacent Ally.

### Trigger:

You or an adjacent ally receives the Dazed condition.

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## Surge of Victory

"I feel raring to go!"

### Effect:

Expend this card to spend a healing surge as an Immediate Reaction.

### Trigger:

You reduce to 0 hit points/kill 2 or more creatures with one attack.

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## Hulk Smash

"Rawwwrrrr!"

### Effect:

Expend this card as an Immediate Reaction when a power pushes and add 1 to the push and knock the target prone.

### Trigger:

You hit with a power that pushes.

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## Stop, Drop and Roll

"Ouch, ouch, ouch!"

### Effect:

Expend this card as an Immediate Reaction to fall prone and make a Saving Throw against an Ongoing Damage condition.

### Trigger:

You are subjected to Ongoing Damage.

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## Snake Eyes

"Double your trouble."

### Effect:

Expend this card as an Immediate Reaction to modify a natural roll of 1 to a natural roll of 11.

### Trigger:

You roll a 1 on a D20.

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## Blood On The Water

"You made me bleed my own blood."

### Effect:

Expend this card as an Immediate Reaction to shift half your speed.

### Trigger:

When you become Bloodied.

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## Weebles Wobble...

"...but they don't fall down."

### Effect:

Expend this card as an Immediate Reaction to spend a Healing Surge. This ends your turn if applicable.

### Trigger:

You are reduced to 0 or fewer hit points.

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## Duck And Cover

"I feel safer with you here."

### Effect:

Expend this card as an Immediate Interupt to shift half your speed. You must end your move adjacent to an Ally.

### Trigger:

You are hit by a melee attack.

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## *I'm a Natural*

*"What's so hard about this?"*

### **Effect:**

Expend this card to roll a 20 on a skill check. NOTE: This does not count as an 'natural' 20 / automatic success.

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## *All Knowing*

*"I've heard about these guys..."*

### **Effect:**

Expend this card to gain knowledge of a creature's information including origin, keywords, defenses, vulnerabilities and powers.

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## *Head of the Line*

*"Let me at'em!"*

### **Effect:**

Expend this card to shift up to half your speed toward an enemy. There must be an Ally closer to the enemy than you at the start of your shift.

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## *Not Done Yet*

*"You want some of this?!"*

### **Effect:**

Expend this card as an Immediate Reaction to make a Basic Attack.

### **Trigger:**

You roll a Critical hit on an attack power.

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## *Hey I Know You!?*

*"Didn't you train under Master Peros?"*

### **Effect:**

Expend this card to gain a +5 bonus on a Bluff, Diplomacy, Insight or Intimidate check versus another creature.

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## *Last Action Hero*

*"You know tar sticks to some people."*

### **Effect:**

Expend this card to gain a Standard Action as long as no members of the party have any Action Points remaining.

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## *Two Dollars!*

*"Where's my two dollars?!"*

### **Effect:**

Expend this card as a Immediate Action when you hit or are hit a Solo creature. Target yourself or the Solo. You may shift/push the target of the card half their speed.

### **Trigger:**

After you hit your target or are hit by the target.

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## *Killer Elite*

*"Don't sweat the small stuff."*

### **Effect:**

Expend this card when you reduce to 0 hit points an Elite or Solo creature. Gain +2 Power Bonus to attack rolls (Save Ends).

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## *Scenic Route*

*"Hey, glad to meet you."*

### **Effect:**

Expend this card to gain an extra move action on your turn. This Move must enter a square adjacent to another creature.

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