

Unnamed game cards – Print the FX page twice and the SP page once.

<p>FX: Twisting Fate Dice Re-roll any die.</p>	<p>FX: Good Luck, Bad Luck Dice Adjust any die roll by +/- 1</p>	<p>FX: Do-Over Dice Re-roll all dice in a roll you made.</p>
<p>FX: Apprenticeship Gain A player of your choice gains a die</p>	<p>FX: Fickle Fortune Gain You get two randomly-selected FX cards from the FX deck. If there aren't enough cards, you get as many as are available.</p>	<p>FX: Freelance Work Gain Move up to two dice from one player to another player. These dice return to their original controller at the end of this turn.</p>
<p>FX: End of Contract Loss A player of your choice loses a die.</p>	<p>FX: Power Grab Loss Pick two players. Each must roll their dice and sum them. The player with the larger sum loses a die and the player with the smaller sum gains a die.</p>	<p>FX: Head-Hunting Loss Declare two numbers. Pick a player. That player must roll all of his or her dice. Any dice that show the numbers you declared go to a player of your choice.</p>
<p>FX: Inspiration! Meta The next Worker roll to build a Creation succeeds on a 9 or greater.</p>	<p>FX: False Start Meta Play immediately after an FX card is played to prevent its effects from occurring. Unlike other FX cards, you may play this card if it's not your turn. You can not play this card during your turn if you have already played an FX card during this turn.</p>	<p>FX: Share the Wealth Meta Pick two players. The player with more FX cards loses a randomly-selected FX card and the player with less FX cards gets the FX card the other player lost.</p>

Special Power:
Instead of playing when you're supposed to play, you play your card last. Your card counts as the first card played.

Special Power:
Your cards count as one rank higher.

Special Power:
If trump is played on a trick, cards you play also count as trump.

Special Power:
You get to take one card from every trick before it gets swept.

Special Power:
After taking a trick, you can swap your hand with another player.

Special Power:
Pick another player's Special Power when you play this Special Power. This Special Power does the same thing as the Special Power you picked.

Creation Tracker

1	2	3	4	5	6
7	8	9	10	11	12

Special Power:
If you play the lowest card in the suit led on the trick (or in trump if trump was played on the trick), you take the trick.