ADDICT

FLARE

Power to Ally

ADDICT

Wild: Everyone must ally with one side or the other this challenge. If you are a main player, you must invite everyone. Otherwise, there is a general call for allies on both sides.

Super: You may decline an invitation.

BAD

BULL

FLARE

Power of Pigheadedness

BULL

Wild: If you are in a deal that fails, you may immediately offer the same terms to a different player (both players are subject to token loss, but you only lose tokens if the second deal fails as well).

Super: You may deal.

BAD

DRUNKARD

FLARE

Power to Sway

DRUNKARD

Wild: When making a challenge you need not decide where the cone is pointing until cards are played. If you decide to attack a moon, you opponent takes back his or her card(s) and your allies go home.

Super: You may point the cone yourself.

BAD

BRAGGART

FLARE

Power to Brag

BRAGGART

Wild: You may show any or all of your cards to any or all other players.

Super: You may lie about your highest card. You do not need to reveal this card until you play a challenge card higher than the value you claimed was your highest. If you lose this Flare you must immediately announce your highest card (truthfully).

BAD

CHARITY

FLARE

Power to Donate

CHARITY

Wild: You may change the sign on a kicker you play with a Compromise.

Super: You may draw consolation normally.

BAD

DYSLEXIC

FLARE

Power of Inversion

DYSLEXIC

Wild: After challenge cards are played but before they are revealed, you may switch challenge cards AND reverse their values. You do not have to be involved in the challenge.

Super: You may also reverse your own card.

BAD

BROADCAST

FLARE

Power to Show

BROADCAST

Wild: Both main players must reveal their hands before soliciting allies.

Super: You need not reveal your hand.

BAD

CHICKEN

FLARE

Power to Bwaak

CHICKEN

Wild: Remove any tokens you have in a challenge after cards are played but before they are revealed.

Super: You may join a challenge as an ally.

BAD

FEWER

FLARE

Power of Less

FEWER

Wild: You may choose up to four tokens in the warp, and permanently remove them from the game. Use once and discard.

Super: You may place your missing 10 tokens in the warp. If you lose this card you must remove 10 of your tokens from anywhere (including the warp) on the board.

BAD

GULLIBILITY

FLARE

Power of Innocence

GULLIBILITY

Wild: Allies need not commit until after cards are revealed. Use the timing rules to determine who must commit first.

Super: Your opponent does not get to see your Challenge Card before playing his (unless he is Oracle).

BAD

JINX

FLARE

Power to Jinx

JINX

Wild: You may zap any or all bad powers in the game for this challenge.

Super: Your opponent must keep the bad power you have given them.

BAD

LOBBYIST

FLARE

Power of Influence

LOBBYIST

Wild: You may show a potential ally any number of cards and offer them as a condition for their joining.

Super: Other players may ally with you for free.

BAD

HEMOPHILIAC

FLARE

Power to Bleed

HEMOPHILIAC

Wild: When another players puts his tokens in the warp, force him to lose as many tokens again. He may not lose more then 6 extra tokens in this manner.

Super: You need not lose any extra tokens.

BAD

KARMA

FLARE

Power of Karma

KARMA

Wild: When you lose tokens to the warp, all players must lose an equal number.

Super: No tokens set aside go to the warp, and you may place them on any one base you wish, including an unoccupied home base.

BAD

LOON

FLARE

Power of Avoidance

LOON

Wild: Force any player to vacate a moon base. Tokens return to other bases.

Super: You may challenge moons normally.

BAD

HYPOCHONDRIAC

FLARE

Power to Worry

HYPOCHONDRIAC

Wild: Each other player must either put two tokens in the warp, or allow you to withdraw one. Each player (starting from your left) makes this decision in turn.

Super: You may draw a token from the warp at the start of each challenge instead of sending one to the warp.

BAD

LAMB

FLARE

Power to Herd

LAMB

Wild: Force one player to withdraw all of their tokens from a challenge.

Super: You may choose which of your tokens are lost.

BAD

MAGOO

FLARE

Power of Blindness

MAGOO

Wild: Both players in a challenge have their challenge cards selected randomly by their opponent.

Super: You may choose your challenge card.

BAD

MAYFLY

FLARE

Power to Age

MAYFLY

Wild: When you have finished reading this card out loud, count to 10 as quickly as you can. If the main players have not made a deal by the time you finished counting, the deal is unsuccessful.

Super: You do not have to reduce your total by your accumulated points.

BAD

MOBIUS BOOBS

FLARE

Power to Liberate

MOBIUS BOOBS

Wild: Free half (rounding up) of each players' tokens from the warp.

Super: Your tokens do not free other tokens from the warp.

BAD

OVERACHIEVER

FLARE

Power of Confidence

OVERACHIEVER

Wild: You need one less base than usual to win.

Super: You may play with the same win conditions you would have without this power.

BAD

MCMAHON

FLARE

Power to Award

MCMAHON

Wild: Choose any player (including yourself) to receive 5 Lucre from the bank. Use once and discard.

Super: You do not have to award any Lucre to the player indicated by the destiny card.

BAD

NERD

FLARE

Power of Dorkiness

NERD

Wild: You may prevent anyone from allying with your opponent in a challenge.

Super: You may invite allies. No one is obliged to join you, however.

BAD

PEACENIK

FLARE

Power of Conscientious Objection

PEACENIK

Wild: You opponent's played challenge card is treated as if it were a compromise.

Super: You may choose your challenge cards normally.

BAD

MICRON

FLARE

Power of Smallness

MICRON

Wild: The total of everyone's tokens in a challenge is divided by 4 (including allies as well as main players).

Super: Your tokens each count as one.

BAD

OOKOOC

FLARE

Power of Confusion

OOKOOC

Wild: Every player, when they retrieve tokens from the warp, must do so randomly and return any tokens belonging to other players to their owners.

Super: You may take your tokens out normally.

BAD

PRODIGAL

FLARE

Power to Pay

PRODIGAL

Wild: You may buy any number of cards or Flares for half the normal price.

Super: You need not pay anything to play a card.

BAD

QUIETUS

FLARE

Power of Spontaneous Combustion

QUIETUS

Wild: You may restore any or all tokens lost to the Void or Void-like effects in this game. Draw a card from the deck for each token restored. Use once and discard.

Super: Your lost tokens go to the warp normally.

BAD

ZEALOT

FLARE

Power of Zeal

ZEALOT

Wild: During this challenge, everyone must enter with 4 tokens. If a player is invited to ally, they must accept (on one side or the other).

Super: You may enter the cone with less than four tokens.

BAD

FLOWER

FLARE

Power to Wither

FLOWER

Wild: After destiny is flipped, move one of your tokens from the warp to a planet in that system.

Super: After destiny is flipped, your tokens ignore it.

BAD

TEETOTALER

FLARE

Power of Moderation

TEETOTALER

Wild: This card may be played like the Sanity edict.

Super: You may use non-challenge cards normally.

BAD

BENEFACTOR

FLARE

Power of Charity

BENEFACTOR

Wild: Look through another player's hand, pick a card, and give it to a different player, other than yourself.

Super: You need not give your opponent anything.

BAD

LEMON

FLARE

Power to Break Down

LEMON

Wild: If you lost your first challenge you may take a second challenge. If you won both your challenges, you may take a third.

Super: You may take a second challenge if you win the first challenge.

BAD

VAGRANT

FLARE

Power to Wander

VAGRANT

Wild: No player may enter the cone with more than two tokens.

Super: You may enter the cone with more than one token (but no more than 4).

BAD

DUCK

FLARE

Power to Squander

DUCK

Wild: Every player must give you a kicker, edict, or flare. They choose the card to give you.

Super: You may keep kickers, edits, and flares so long as you hold this flare.

BAD

MAMMOTH

FLARE

Power of Size

MAMMOTH

Wild: There can be no more than 4 tokens total on either end of the cone.

Super: You may place up to 4 tokens in the cone.

BAD

MONK

FLARE

Power over Material Wealth

MONK

Wild: All players split their Lucre into two halves as equally as possible and discard the bigger half.

Super: You may use the Lucre set aside for you normally.

BAD

SAMURAI

FLARE

Power of Seppuku

SAMURAI

Wild: If you play a compromise, your tokens are not lost but instead return to other bases.

Super: You need not commit seppuku.

BAD

TEETOTALER2

FLARE

Power of Temperance

TEETOTALER2

Wild: All players must discard down to 7 cards.

Super: You are not limited to 7 cards, but you may not discard cards intentionally.

BAD

PARIAH

FLARE

Power to Be Hated

PARIAH

Wild: If your color is drawn from destiny, you may force the offensive player to either attack another player in your system or draw again.

Super: The offensive player may not target you outside your system.

BAD

SPORTSMAN

FLARE

Power of Fair Play

SPORTSMAN

Wild: The current challenge is resolved by a rock-papers-scissors contest, best 2 out of 3.

Super: If you win the first time, good for you.

BAD

PENITENT

FLARE

Power to Feel Guilty

PENITENT

Wild: You may collect consolation from a challenge you lost even if you did not play a compromise card.

Super: Your opponent is only entitled to consolation under normal rules.

BAD

SUBMISSIVE

FLARE

Power to Obey

SUBMISSIVE

Wild: In a deal situation, your opponent must accept your conditions (and like it), so long as they are legal and do not result in your immediate win.

Super: When a player tells you to do something, you may ignore them.

BAD