Mandatory

Jack Reda

MUST ALLY IF INVITED

ADDICT

Optional

Jack Reda

FORFEITS USE OF POWERS

BLACKOUT

Mandatory

Jack Reda

ANNOUNCES HIGHEST ATTACK CARD

BRAGGART

ADDICT

You have the **power to ally**. If you are invited to join a challenge, you must accept. If both main players invite you, then you must accept with the player who needs you more (determined by who has the fewer tokens, then the fewer bases, then the fewer cards, etc).

History: “Just say no” is not part of the Addicts’ repertoire. They can’t stay away from the action, and whoever invites them first will have to deal with them later.

Use only in a game with Bad Powers.

BLACKOUT

You have the **power to suppress**. As a main player, you may forfeit the use of all of your additional powers, as well as the use of flares, edicts, kickers, etc. You may only play Challenge Cards for the remainder of the challenge.

History: The Blackouts have a keen instinct for when to fight with every resource under their control, and for when to make use of the bare essentials. This talent has kept them from having their weaknesses exploited, and from making embarrassing remarks at intergalactic functions.

Use only in a game with Bad Powers. This is not a Bad Power.

BRAGGART

You have the **power to brag**. At the start of the game, you must show all players your highest-valued attack card. Every time this changes (when you get a new card or lose your highest card), you must announce the new highest card. You must also answer (truthfully) any time someone asks you what that card is.

History: It doesn’t matter to the Braggarts that everyone knows their resources. The Braggarts are going to win anyway, aren’t they?

Use only in a game with Bad Powers.

Mandatory

Marcus Porter

TIPS HAND

BROADCAST

Mandatory

Jack Reda

NEVER MAKES DEALS

BULL

Mandatory

Jack Reda

GIVES CONSOLATION TO OTHERS

CHARITY

BROADCAST

You have the **power to show**. You must keep your hand face up on the table at all times, picking it up only when involved as a main player after allies have committed.

History: A race of send-only telepaths, the Broadcast were under the mistaken impression that they were reading one another's minds, and so set about to conquer the galaxy. They are still trying to come to grips with the apparent fact that the cosmos is entirely made up of beings that can read their minds, and have powerful mind shields that resist the efforts of their most gifted listeners!

Use only in a game with Bad Powers.

BULL

You have the **power of pigheadedness**. You may never make a deal. If involved in a deal, it automatically fails, but your opponent need not lose three tokens.

History: There is no taking the Bulls by their horns. That is how you get to a dilemma.

Use only in a game with Bad Powers.

CHARITY

You have the **power to donate**. Whenever you are entitled to consolation, your opponent draws from you instead.

History: The Charity have been known to give until it hurts. They hope that they can defeat others with this ability.

Use only in a game with Bad Powers.

CHICKEN

NEVER ALLIES WITH OTHERS

Mandatory

Jack Reda

CONTAGION

SHARES BAD POWER WITH OPPONENT

Mandatory

Jack Reda

CUSTODIAN

REARRANGES BAD POWERS

Optional

Jack Reda

CHICKEN

You have the **power to bwaak**. You may never ally with any other player (though they may still invite you, and you are subject to any consequences of refusing invitations).

History: There is an age-old riddle: Why did the Chicken cross the road? The answer of course, is that there was a vicious battle on this side of the road, Virus against Anti-Matter, and both sides needed an ally.

Use only in a game with Bad Powers.

CONTAGION

You have the **power to infect**. Whenever you are a main player, your opponent must use your bad power as well. Timing rules determine who uses the power first.

History: Always eager to share, the Contagion delight in spreading their misfortune to others. Enemies prefer to keep a distance, knowing they will be forced to partake in the malaise.

Use only in a game with Bad Powers. This is not a Bad Power.

CUSTODIAN

You have the **power of caretaking**. At the start of each turn, you may rearrange the other bad powers in the game, exchanging one player's bad power with another. Each player must keep the same number of bad powers they started with, and every player must get a different power, excluding yourself.

History: Desperate to keep things under control, the Custodians constantly work to put the problem children in the proper homes. In a universe composed mostly of problem children, they have their work cut out.

Use only in a game with Bad Powers. This is not a Bad Power.

Jack Reda Mandatory

DRUNKARD

OPPONENT POINTS THE CONE

DRUNKARD

You have the **power to sway**. As the offensive player, your opponent points the cone for you. If you are attacking a planet, he or she may point it at any planet in the system. If you are attacking a moon, he or she may point it at any moon.

History: The Drunkards take much consolation in the fact that those who would reduce their faculties would surely not lead them astray when they were vulnerable.

Use only in a game with Bad Powers.

Jack Reda Mandatory

DYSLEXIC

OPPONENT'S ATTACK CARD IS INVERTED

DYSLEXIC

You have the **power of inversion**. The value of your opponent's attack card is reversed (5 becomes 50, 40 becomes 4 and -1 becomes -10).

History: Early on, the Dyslexics had their problems, but no one was able to help them. Now they use their handicaps against their enemies (or for them, depending on how you look at it).

Use only in a game with Bad Powers.

Jack Reda Mandatory

FEWER

HAS ONLY 10 TOKENS

FEWER

You have the **power of less**. You start the game with 10 tokens instead of 20. If you lose this power permanently, you may place the missing 10 tokens into the warp.

History: “Less is more” is the mantra of the Fewer. They believe good things come in small packages, and are willing to take on the cosmos with this philosophy.

Use only in a game with Bad Powers.

Jack Reda

Optional

GORE

CHOOSES LESSER OF TWO EVILS

Marcus Porter

Mandatory

GULLIBILITY

GIVES PLAN AWAY

Jack Reda

Mandatory

HANDICAP

GIVES OPPONENT ADDITIONAL BAD POWER

GORE

You have the **power to mitigate**. Whenever you are the main player, you may draw an additional Bad Power, and then select which one to keep. Proceed with this new Bad Power until you use your power again.

History: Having existed as the lesser of two evils for so long, the Gores understand when to follow that process to its logical conclusion. Until something better comes along, the Gores will continue to flourish.

Use only in a game with Bad Powers. This is not a Bad Power.

GULLIBILITY

You have the **power of innocence**. Your opponent selects his challenge card only after you have revealed yours.

History: The Gullibility do not believe in hiding anything, and still have not caught onto the fact that other races do. The current debate in the halls of the Gullible Grand-Fallozal center on whether the consistent string of losses and pyrrhic victories stem from amazing bad luck, or a bad batch of Krunfle sauce biscuits distributed to the troops. This debate is further complicated by the furor caused when a foreign diplomat revealed that, in an effort to deny the existence of their race, dictionary manufacturers across the cosmos have removed their very name from the dictionary.

Use only in a game with Bad Powers.

HANDICAP

You have the **power of hindrance**. Whenever you are a main player, your opponent must draw an additional Bad Power from those not in use, and continue the challenge. At the end of the challenge they may discard the additional Bad Power.

History: Extremely vocal about fairness, advantages, and competition, the Handicaps are quick to award difficult requirements and hindrances to their opponents. Heedless of the actual standards for fairness, the Handicaps rely on the sympathy and stupidity of their enemies.

Use only in a game with Bad Powers. This is not a Bad Power.

Mandatory

Jack Reda

HEMOPHILIAC

DOUBLES OWN TOKEN LOSS

Mandatory

Jack Reda

HYPOCHONDRIAC

STARTS TURN LOSING A TOKEN

Mandatory

Jack Reda

INFERNO

HOME PLANETS HAVE BAD POWERS

HEMOPHILIAC

You have the **power to bleed**. Whenever you lose tokens to the warp, an equal number of your tokens from elsewhere must also go to the warp.

History: Unsound evolution has deemed fit to leave the Hemophiliacs without methods to heal themselves, or to reduce their damage in conflicts. Oops.

Use only in a game with Bad Powers.

HYPOCHONDRIAC

You have the **power to worry**. At the start of each challenge, instead of taking a token from the warp, you must put one in.

History: Hypochondriacs may not be sick now, but eventually they will be, and then they will finally be ahead of the game.

Use only in a game with Bad Powers.

INFERNO

You have the **power of suffering**. Each of your home planets has a Bad Power associated with it. If a player captures a base in your system, they must then use the Bad Power for as long as they have tokens on that base.

History: The Inferno have created an existence so hateful and foul that few dare traverse its boundaries. Only the strong of heart (or the incredibly foolish) make the arduous trek to the Inferno’s homeworld.

Use only in a game with Bad Powers. This is not a Bad Power.

Mandatory

Marcus Porter

FORCES OPPONENT TO PLAY BAD POWER

JINX

Mandatory

Marcus Porter

PAYS FOR ACTION

KARMA

Mandatory

Jack Reda

OPPONENT SELECTS LOSING TOKENS

LAMB

JINX

You have the **power to jinx**. Whenever you are a main player in a challenge, your opponent must choose a random power from the Bad Power list and play it for the duration of the challenge. This is in addition to any bad powers he or she currently is playing.

History: Vectors of bad luck for whomever encountered them, the Jinx have enjoyed their own good fortune as a result.

Use only in a game that allows Bad Powers. This is not a bad power.

KARMA

You have the **power of karma**. Whenever you send an opponent's tokens to the warp, you must set aside a like number of tokens. Two thirds of these tokens go to the warp and the others must return to a home base to meditate on their misdeeds.

History: A race of cosmic cowboys, the Karma are so afraid of the universe's reactions to their actions that they punish themselves before fate can do it for them.

Use only in a game with Bad Powers.

LAMB

You have the **power to herd**. Whenever you lose tokens to the warp, your opponent in a challenge chooses where they come from. If not involved in a challenge, the player who initiated the effect that causes the loss chooses. If this is not clear, the player whose color last came up in the destiny pile (other than the Lamb) chooses.

History: They say that Lambs are easily lead to slaughter, and in this case at least, they are right.

Use only in a game with Bad Powers.

Jack Reda

Mandatory

LOBBYIST

MUST BRIBE ALLIES

Jack Reda

Mandatory

LOON

NEVER LANDS ON MOONS

Marcus Porter

Mandatory

MAGOO

CAN'T SEE

LOBBYIST

You have the **power of influence**. Before anyone can ally with you, or offer you any form of assistance, you must pay them a bribe of cards or Lucre.

History: The influence of the Lobbyists is felt in every corner of the universe, even where it isn't wanted or needed.

Use only in a game with Bad Powers.

LOON

You have the **power of avoidance**. You may never challenge a moon, or occupy one for any reason.

History: The Loons have a long and sordid history of paranoia and superstition involving moons, and feel it is better to leave well enough alone.

Use only in a game with Bad Powers and Moons. Do not use in a game with moon-base win conditions.

MAGOO

You have the **power of blindness**. As a main player, your challenge card is selected randomly by your opponent.

History: From the same planet as the Laser, the Magoo have adapted to constantly being blinded by their neighbors through the simple process of never opening their eyes.

Use only in a game with Bad Powers.

Marcus Porter

Mandatory

MAYFLY

AGES RAPIDLY

Jack Reda

Mandatory

MCMAHON

GIVES LUCRE TO OTHERS

Marcus Porter

Mandatory

MICRON

TOKENS ARE AT 1/4 STRENGTH

MAYFLY

You have the **power to age**. Every time you win a challenge as a main player, you gain one point. Every time you lose a challenge as a main player, you gain two points. Whenever you are a main player, you must reduce your challenge total by the number of points you have accumulated.

History: Living a fraction of the lifetime of their neighbors, the Mayfly have recently made an attempt to subjugate the other races of the cosmos in an attempt to learn their “secret”.

Use only in a game with Bad Powers.

MCMAHON

You have the **power to award**. Each time a destiny card is revealed, you must give that player 2 Lucre if you have it.

History: The McMahons take great pleasure in awarding their neighbors tokens and rewards, feeling that eventually this will pay off for them down the road.

Use only in a game with Bad Powers. Use only in a game with Lucre.

MICRON

You have the **power of smallness**. All your tokens count as one fourth of a token (rounding down). You may still only bring 4 tokens into the cone.

History: The little known Micron are the inhabitants of a small planet far out in the Macron system. Determined to outshine their more famous neighbors, they have recently acquired space flight and are out to take on the cosmos.

Use only in a game with Bad Powers.

Mandatory

Jack Reda

FREES OTHERS' TOKENS

MOBIUS BOOBS

MOBIUS BOOBS

You have the **power to liberate**. Each time one of your tokens goes to the warp, you must free any other players' tokens currently in the warp.

History: A genetic experiment in warp necromancy gone horribly awry, the Mobius Boobs unwittingly make their enemies that much stronger as they themselves grow weaker.

Use only in a game with Bad Powers.

Mandatory

Jack Reda

NEVER ASKS FOR ALLIES

NERD

NERD

You have the **power of dorkiness**. You may never invite allies. Players who can ally without being invited may still do so.

History: A lifetime of being alone, planning conquests, and collecting card games has given the Nerds powers undreamed of.

Use only in a game with Bad Powers.

Mandatory

Marcus Porter

STAYS IN THE WARP

OOKOOC

OOKOOC

You have the **power of confusion**. Whenever you retrieve tokens from the warp, you must do so randomly. Any tokens belonging to other players drawn are returned to them. You may NOT draw again.

History: Originally servants genetically engineered from a species of bird that lays its eggs in other birds' nests after pushing out the original eggs, the Ookooc are the result of a terrible mistake. A backwards instruction in their genetic code causes them to replace their eggs with the eggs of their neighbors.

Use only in a game with Bad Powers.

OVERACHIEVER

MUST GET AN ADDITIONAL BASE TO WIN

Jack Reda — Mandatory

PEACENIK

MUST COMPROMISE

Jack Reda — Mandatory

PRODIGAL

MUST PAY TO PLAY CARDS

Jack Reda — Optional

OVERACHIEVER

You have the **power of confidence**. To win, you must occupy an additional base, over and above the existing win conditions. For example, in a 'normal' game you must occupy 6 external bases.

History: Extreme confidence is the benchmark of the Overachievers' progress, but is also the nature of their downfall. Who knows where they will rest in the end?

Use only in a game with Bad Powers.

PEACENIK

You have the **power of conscientious objection**. When called upon to play a challenge card, you must play a compromise if you have one.

History: War has never been the answer, no matter how long it has been used and abused. At least, so say the Peaceniks.

Use only in a game with Bad Powers.

PRODIGAL

You have the **power to pay**. You cannot play a non-challenge card unless you first spend 1 Lucre. If you must play a card and you have no Lucre, you may contract a debt with the bank, but you may not spend Lucre on anything until this debt is repaid.

History: There is no such thing as charity in the minds of Prodigals, and they prefer to pay their way through their conflicts.

Use only in a game with Bad Powers and Lucre.

QUIETUS

TOKENS ARE LOST PERMANENTLY

Mandatory Jack Reda

SLUG

NEVER MOVES

Mandatory Marcus Porter

TEETOTALER

MAY NOT PLAY NON-CHALLENGE CARDS

Mandatory Jack Reda

QUIETUS

You have the **power of spontaneous combustion**. All tokens you lose are permanently removed from the game.

History: The Quietus slink silently through the universe hoping to make their mark before noisily vacating existence.

Use only in a game with Bad Powers.

SLUG

You have the **power of lethargy**. You may never move your own tokens except onto the cone or into the warp. Whenever you must place tokens on bases (when returning from a challenge as an ally, retrieving tokens from the warp, etc.), another player may place them for you wherever they like (as long as it is a legal spot for you). This other player must be either the opposing main player or the player whose turn it is next (other than the Slug).

History: Long ago the Slug decided that lying on the ground and not moving were their best defenses. They have been doing it so long that they are now incapable of moving unless strongly motivated by the thought of more land to lie over.

Use only in a game with Bad Powers.

TEETOTALER

You have the **power of Moderation**. You may never play Reinforcements, Kickers, Edicts or Flares (other than cards which nullify this power).

History: No amount of peer pressure has ever managed to get the Teetotalers to deny their upbringing and beliefs. They feel they can win the old fashioned way.

Use only in a game with Bad Powers.

Mandatory

Marcus Porter

ONLY COMMITS ONE TOKEN

VAGRANT

Mandatory

Jack Reda

ALWAYS COMMITS FOUR TOKENS

ZEALOT

Mandatory

Chaospuppy

MUST GIVE OPPONENT SPECIAL CARD

BENEFACTOR

VAGRANT

You have the **power to wander**. You may only commit one token in any challenge you are involved in.

History: Loners at heart, the Vagrants wander the cosmos in groups of one, because not only can they not stand the sight of other races, they can’t even stand each other.

Use only in a game with Bad Powers.

ZEALOT

You have the **power of zeal**. Whenever you enter the cone, you must commit with 4 tokens.

History: Zealots know nothing of whimpers. They will always go out with a BANG.

Use only in a game with Bad Powers.

BENEFACTOR

You have the **power of charity**. As a main player, before cards are played in a challenge, you must give your opponent a kicker, an edict, or a flare. If you have none of these, they may look at your hand and pick a card they want. They are not obligated to take a card.

History: The motivations of the Benefactors far exceed those of self- serving “Philanthropists.” Their motto is “Give ’til it hurts.” By giving things of true value, rather than cans of lima beans and worn-out clothing, the Benefactors will bring the cosmos together in peaceful harmony under their righteous rule and guidance.

Use only in a game with Bad Powers.

Mandatory

Chaospuppy

DUCK

MAY NOT KEEP SPECIAL CARDS

Mandatory

Chaospuppy

FLOWER

LOSES A TOKEN EACH DESTINY FLIP

Mandatory

Chaospuppy

LEMON

ONLY TAKES ONE CHALLENGE PER TURN

DUCK

You have the **power to squander**. You may not keep any kickers, edicts, or flares. Any time you receive one of these cards, you must discard it immediately without using it. You may keep your super flare.

History: The Ducks evolved on backwater planets with minimal mineral wealth and low property values. Fed-up with their “galactic trash” status, they set out to conquer the higher-rent districts of the cosmos. Unfortunately, they are so accustomed to limited resources, they have no idea how to recognize a good thing when they have it. When they find something of value, they make ducks and drakes of it.

Use only in a game with Bad Powers.

FLOWER

You have the **power to wither**. After destiny is flipped, one of your tokens from that system, chosen by the system owner, goes to the warp.

History: When the short-lived and fragile Flowers ventured into space to colonize new planets, they found the conditions no better out there. Every time they try to set down roots in a new home, they find something in the soil, solar radiation, or fauna harmful to their health.

Use only in a game with Bad Powers.

LEMON

You have the **power to break down**. You may only take one challenge per turn and may not use a Timegash to make a challenge.

History: They used to be state of the art. Their software was the bleeding edge. Their hardware was years ahead of its time. But now the latest generations of Machines have made them obsolete. Some races reach for the stars in search of conquest, wealth, and fame. The Lemons are just looking for spare parts from the junkyards of other systems.

Use only in a game with Bad Powers.

Chaospuppy Mandatory

CAN ONLY PLACE ONE TOKEN IN CONE

MAMMOTH

Chaospuppy Mandatory

OWN LUCRE HAS NO VALUE

MONK

Chaospuppy Mandatory

TOKENS ALWAYS ATTACKED

PARIAH

MAMMOTH

You have the **power of size**. You may never place more than 1 token in the cone as an offensive player or ally.

History: After generations of struggle, the Mammon engineers finally created a warp drive that could carry the great girth of even one of their race. By throwing their weight around, Mammons strive to become masters of the cosmos.

Use only in a game with Bad Powers.

MONK

You have the **power over material wealth**. Your Lucre has no value. Any Lucre you receive is set aside and cannot be used. You may not spend, trade, or give away your Lucre.

History: The Monks have transcended the value of money and material possessions. Now they reach out to a greedy and unenlightened cosmos to spread their wisdom and kick some ass.

Use only in a game with Bad Powers and Lucre.

PARIAH

You have the **power to be hated**. If you have tokens anywhere in the defensive system, the offensive player must attack you there. If you have multiple bases in the defensive system, the offensive player chooses which to attack.

History: Reviled and loathed throughout the cosmos, the Pariah are under constant attack no matter where they go. If they cannot be loved, they will love to be hated, and take their wrath and frustration out on the rest of the star-faring races.

Use only in a game with Bad Powers.

Mandatory

Chaospuppy

PENITENT

OPPONENT GETS CONSOLATION

Mandatory

Chaospuppy

SAMURAI

TOKENS COMMIT SUICIDE

Mandatory

Chaospuppy

SPORTSMAN

GIVES OPPONENT A SECOND CHANCE TO WIN

PENITENT

You have the **power to feel guilty**. If you win a challenge, your opponent is entitled to consolation as if they had played a compromise card. Losing allies do not get consolation.

History: The Penitents feel guilty for every victory won and must make reparations to those poor unfortunate souls they conquer.

Use only in a game with Bad Powers.

SAMURAI

You have the **power of seppuku**. If your opponent plays a compromise and you did not, all of your tokens in the challenge go to the warp. Your allies' tokens remain. Your opponent's tokens are still lost.

History: Believing that defeating an unarmed opponent is the most dishonorable thing imaginable, the Samurai restore their honor through ritual suicide.

Use only in a game with Bad Powers.

SPORTSMAN

You have the **power of fair play**. If you win a challenge, you must give the other player a second chance. You and your opponent must then play kickers and challenge cards a second time to determine the outcome of the challenge. Unless you have no other challenge cards, you cannot use the same card again in the same challenge, though your opponent may.

History: Burdened by a an overdeveloped sense of fair play, the Sportsmen always want to make sure that they earned every victory and no one can say they didn't give anyone a chance. Besides, it's more fun this way.

Use only in a game with Bad Powers.

Mandatory

Chaospuppy

SUBMISSIVE

PERFORMS MENIAL TASKS

Mandatory

Chaospuppy

TEETOTALER2

MAY NEVER HAVE MORE THAN 7 CARDS

SUBMISSIVE

You have the **power to obey**. You must deal the cards, be the banker for Lucre, draw from destiny, and any other game-related menial task the others players ask of you. You may never look another player in the eyes. You must perform the acts exactly as instructed and if there is ambiguity, you must ask for clarification. You get nothing in return except the satisfaction of a job well done. If Butler is in the game, he/she is your master/mistress and you may not take orders from anyone else, unless the Butler explicitly allows you to.

History: Submissives fully appreciate the pleasure and fulfillment that comes from servicing their masters and mistresses. They now reach for the stars in search of new life forms to serve.

Use only in a game with Bad Powers.

TEETOTALER2

You have the **power of temperance**. You may never have more than 7 cards. If you receive more than 7, you must keep the first 7 and discard the rest. You may not choose which card(s) to keep.

History: The Teetotaler2s built their civilization on the abstention from vices and temperance in all other things. Wary of the evils of gluttony, they strictly regulate the distribution of resources and wealth throughout their society. Now they march into space, bringing their higher moral order to the cosmos.

Use only in a game with Bad Powers.