Concept Design Document
Early Designs
El mundo de Sothea
Aurora (Clases)
Casilda
Baddies
Cartas

**NIGHT CLOAK**
Add 1 BLEEDING, Gain 1 SHIELD

**MENTAL WILDCARD**
Next MENTAL card you play costs 2 LESS, Draw one card

**MECHANIC WILDCARD**
Next MECHANIC card you play costs 2 LESS, Draw one card

**FORCE WILDCARD**
Next FORCE card you play costs 2 LESS, Draw one card

**AUTOMATIC WILDCARD**
Next AUTOMATIC card you play costs 2 LESS, Draw one card

**CLAIRVOYANCE**
Shovel 2 cards, discard 1

**EXTRA MAGAZINE**
Draw 3 cards, discard 1 card

**RAPID MOVES**
All your cards cost 1 LESS for the rest of the turn

**MUSCLE UP!**
Your next physical attack deals 1 MORE damage, add 1 SHIELD

**SHIELDS UP!**
Gain 3 SHIELDS
Aim: Automatic ranged cards deal 1 more damage for the rest of the turn
Leadership: You and your companions advance 3 points in the timeline
Riot Helmet: Add 2 shields, draw 1 card
Flame Thrower: Affects all enemies, push back 2
Fast Healing: 

Shotgun: Push back 3
Coated Knife: Add 1 poison for 2 turns
Red Pill: Physical attack's deal 1 more damage for the rest of the turn
Hand Grenade: Affects all enemies, stun 1 turn
Cartas (Efectos)