

## Daybreak Decks

### Headlong feedback for consideration on next version:

#### YakGuardian

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Yesterday at 6:39 PM

@Chase [Daybreak+, He/Him] Got in 2 more games with Headlong.

Survivability's still high (61% of initial HP) but has been trending downward and would likely be high-but-acceptable after 5 games. Per Round Damage Output is at 7.90 which is in the acceptable range, but is still high for someone who was not designed as a dedicated damage dealer. (15 of his cards do (or are highly likely to do) 2 or more damage to at least 1 target. Maybe lower the damage and/or eliminate some of those cards in favor of more of his environment control/environment interaction cards.)

The card draw as a speedster ability is well represented. The third game went 8 rounds, ending before Headlong's turn, and he had only 7 cards left in his deck. (I got both his draw when you play a Momentum and draw when an environment is played Ongoing in play early.)

The good news is that you've nailed the character from a thematic perspective. Mechanically is pretty spot on, except that the damage is trending high as explained above. But for a first draft, he's already (pardon the pun) moving in the right direction.

#### Headlong

HP: 27

Power: Get Moving

Reveal the top Card of Headlong's deck. If it is a Momentum Card, put it into play. If it is not, place it in your hand and Draw a Card.

Incap:

Each Player may Discard a Card. Any Player who does so may Draw a Card.

Until the start of Headlong's next turn, Hero Targets are Immune to Damage from the Environment

You may look at the top card of a deck, then replace it or Discard it.

### **Daybreak Headlong**

HP: 26

Power: Shifting Tactics

Two Players may draw a card. You may Destroy an Environment Card or Play the top Card of the Environment Deck.

Incap:

Increase Damage dealt by Environment Cards to Villain Targets by 1.

2 Players may Draw a Card.

One Hero may Play a Card.

Slippery Surface x2

Ongoing

Reduce damage dealt to Hero Targets from Environment Cards by 1. Increase Damage dealt to Villain Targets by Environment Cards by 1.

Up-Tempo x2

Ongoing

The first time each turn you play a Momentum Card, one Player may Draw a card.

Wheelin' and Dealin' x2

Ongoing

Each time an Environment Card comes into Play, Headlong may Draw a Card.

When a Hero Target would be dealt 4 or more Damage, you may Destroy this Card. If you do so, Prevent the Damage, then Headlong and one other Hero may Draw a Card.

Building Momentum x2

Ongoing, Limited

At the Start of Headlong's Turn, he may Draw a Card. Headlong may skip his Draw phase. If he does so, he may play a Momentum Card.

Courier x2

Ongoing, Limited

The first time each Turn an Environment Card is Destroyed, you may look at the Top Card of the Environment Deck and replace it or Discard it.

Power: Each Player may Draw 2 Cards. Then Destroy this Card.

Rapid Leadership x2

Ongoing

When this Card comes into Play, each other Player may Draw a Card.

Power: One other Hero may Play a Card. Then one other Hero may Draw a Card.

Perfect Timing x2

Ongoing, Limited

Headlong is Immune to Damage from Environment Cards.

The first time each turn that an Environment Card enters play, you may play a Momentum Card.

Area Knowledge x2

One-Shot

Look at the Top 3 Cards of the Environment Deck. Place one into Play, one at the top or bottom of the Environment Deck, and one into the Trash. Until the Start of Headlong's next Turn, Heroes are Immune to Damage from Environment Cards.

Bowl Over x2

One-Shot, Momentum

Headlong may Deal up to X Targets 2 Melee Damage, where X is equal to the number of Environment Cards in play +1.

Slip & Slide x2

One Shot, Momentum

Headlong deals one Target 2 Projectile Damage. If a Target takes Damage this way, that Target Deals a Non-Hero Target 3 Melee Damage.

Frictionless Shove x3

One-Shot, Momentum

Place a non-Character Villain Target in play back on top of its Deck. Headlong may Deal a non-Character Target 3 Projectile Damage.

Outmaneuver x3

One-Shot, Momentum

Play the top Card of the Environment Deck. Then Destroy an Ongoing and Headlong may Draw a Card.

Friction Transfer x2

One-Shot, Momentum

Increase the next Damage dealt by Headlong by 2. Reduce the next Damage dealt to a Hero Target by 2.

Spin Out x2

One-Shot, Momentum

Headlong deals 1 Non-Hero Target 3 Melee Damage. Then he may deal a second Non-Hero Target 3 Projectile Damage.

Blindside x2

One-Shot, Momentum

Headlong Deals one Non-Hero Target X Melee Damage where X is equal to the number of Environment Cards in play +1. Each other Player may Draw a Card.

Perfect Placement x2

One-Shot, Momentum

Headlong Deals a Hero Character 2 Projectile Damage. If a Hero takes Damage this way, that Hero may Play a Card. Then Headlong may use a Power.

Set Up x2

One-Shot, Momentum

Headlong deals one Non-Hero Target 1 Melee Damage. If a Target takes Damage this way, another Hero deals that same Target 3 Irreducible Melee Damage. One Hero may Draw a Card.

Rapid Evac x2

One-Shot, Momentum

Destroy an Environment Card. Reveal the top Card of the Environment Deck, and either play it or discard it. Then each Hero and Environment Target Recover 1 HP.

Smooth Moves x2

One-Shot, Momentum

Reveal the top 3 Cards of Headlong's Deck. Put one of those Cards in his hand, one into play, and one into his Trash. .

## **Muse**

HP: 25

Power: Open the Inner Eye

Muse Recovers 1 HP. Reveal the top card of Muse's Deck and one other Deck. Place each at the top or bottom of their Decks.

Incap:

The Non-Hero Target with the Lowest HP deals a Villain Target 3 Psychic Damage.

Select a Hero Target. Increase Damage dealt by that Target by 1 until the start of Muse's next turn.

One Hero may use an additional Power on their next turn.

### **Daybreak Muse**

HP: 24

Power: Your Best Selves

Each Hero Character recovers 1 HP. One player may Draw a card.

Incap:

Hero Targets are Immune to Damage from Hero Targets.

One Player may Play a Card.

One Hero Character may Recover 1 HP, One Hero may Draw a Card.

Dream Defenders x2

Projection

HP: 4

You may redirect the first non-Psychic Damage Muse would take each turn to this Card. Reduce Damage dealt to Projections by 1.

When this Card is Destroyed, you may shuffle it back into Muse's Deck, then Muse may Draw a Card.

Nightmares... with Teeth x2

Projection

HP: 4

At the start of Muse's turn, Muse deals herself 1 Irreducible Psychic Damage. Then this Card deals 3 up to Non-Hero Targets 1 Toxic and 1 Infernal Damage each.

When this Card is Destroyed you may Destroy an Ongoing.

Macabre Toys x2

Projection

HP: 4

At the start of Muse's Turn, Muse deals herself 1 Irreducible Psychic Damage. Then this Card deals any Villain Character with 1 or more Devices or Ongoing in play 3 Irreducible Psychic Damage

When this Card is Destroyed, Muse and All Projections in play Recover 2 HP.

Conjured Nightmares x2

Projection

HP: 4

At the start of Muse's Turn, Muse Deals herself 1 Irreducible Psychic Damage. Then this Card deals a Non-Hero Target 3 Infernal Damage. Reduce Damage dealt by that Target by 1 until the start of Muse's next turn.

When this Card is Destroyed, you may Destroy a Target with 3 or fewer HP.

Inspirit x3

One-Shot

Destroy a Projection in Play. If a Projection is Destroyed this way, all Hero Targets recover 2 HP.

Comforting Companion x2



Equipment, Limited

The first time each Turn Muse would take Psychic Damage, she recovers that much HP instead.

When this Card is destroyed, deal Muse 2 Psychic Damage.

Awoken Dreamer x2

One-Shot

Shuffle all Projections in Muse's Trash into her deck. Then reveal cards until a Projection is revealed, and put it into play. Shuffle all other revealed cards back into Muse's deck.

Until the End of Muse's next Turn, Muse is Immune to Psychic Damage.

Inescapable Nightmares x3

One-Shot

Each Projection in play deals 1 Non-Hero Target 2 Irreducible Infernal Damage.

Inner Demons x2

Ongoing

At the start of Muse's turn, Muse deals herself 1 Irreducible Infernal Damage.

Increase Damage dealt by Projections by 1.

Power: Muse Destroys 1 Villain Ongoing and Deals each Target in the Play Area of that Ongoing 2 Irreducible Psychic Damage. Then Destroy this Card.

Mental Block x2

One-Shot

Muse Deals 1 Target 2 Psychic Damage. If a Non-Character Target takes Damage this way they lose any End of Turn abilities printed on their Card until the Start of Muse's Next Turn.

Overwhelmed Mind x2

Ongoing

Power: Muse deals 1 Non-Hero Target 3 Psychic Damage. That Target then deals another Non-Hero Target 3 Melee Damage.

Twist Your Mind x2

Ongoing

Power: Muse deals 1 Non-Character Target 1 Psychic Damage. If a Target takes Damage this way, Until the Start of Muse's next Turn, that Target cannot Deal Damage

Debilitate x2

Ongoing

At the start of Muse's turn, Muse may deal one Non-Hero Target 2 Psychic Damage. If a Target takes Damage this way, they then Deal themselves 2 Melee Damage.

Perfect Intuition x2

Ongoing, Limited

Muse may use an additional Power during her Power phase. Once per turn, when Muse would deal herself psychic damage, you may redirect that damage to a Non-Hero Target.

Shared Terror x2

Ongoing

Power: Muse deals herself 1 Psychic Damage. Then Muse deals 1 Non-Hero Target X Irreducible Psychic damage, where X equals the number of Projections in play +1.

Power: Destroy a Projection in Play, then Destroy this Card.

Inner Eye of the Storm x2

Ongoing

The first time each turn that a Non-Hero Target or Projection is Destroyed, Muse recovers 1 HP.

Wave of Calm

One-Shot x2

Each Player may Draw a Card. Until the end of Muse's next turn, all Heroes are Immune to Psychic Damage.

Telepathic Coordination x2

Ongoing

At the start of Muse's Turn, one Player may Draw a Card.

Power: Muse and one other Hero may Draw a Card. A Hero who has not Drawn a Card this turn may Play a Card.

Visionary Guidance x2

One-Shot

Each Hero may shuffle up to 2 Cards from their Trash into their decks. Each Hero who does so may recover 1 HP. Then Muse may Draw 2 Cards.

## **Aeon Girl**

HP: 26

Power: Quick Shot

Aeon Girl Deals one Target 1 Energy and 1 Infernal Damage.

Incap:

1. The next damage dealt by a Hero Target is irreducible.
2. 2 Hero Targets may deal a Non-Hero Target 1 Projectile Damage each
3. One Hero may Play a Card.

### **Daybreak Aeon Girl**

HP: 25

Power: Gun and Run

Aeon Girl Deals 1 Target 1 Energy Damage, then Aeon Girl Recovers 1 HP.

Incap:

1. 3 Hero Targets may Recover 1 HP
2. Choose Infernal or Energy. Hero Characters are immune to Damage of that type until the start of Aeon Girl's next turn.
- \*3. Until the Start of Aeon Girl's next Turn, when a Hero Character would be reduced to 0 HP, you may Remove Aeon Girl from the game to Restore that Hero to 12 HP.

Cosmic Form x1

Ongoing

At the Start of Aeon Girl's Turn, she may Deal herself 2 Infernal Damage. If she does so, she may Play a Card.

Aeon Girl is Immune to Energy Damage.

Aeon Suit x1

## Equipment

At the Start of her Turn, Aeon Girl may Draw a Card.

The first time each turn that Aeon Girl would take Infernal Damage, she recovers that much HP instead.

## Overcharge x2

Ongoing, Limited

At the Start of her Turn, Aeon Girl may either Recover 2 HP, or Deal herself 2 Toxic Damage and use a Power.

## Reconstitution x2

Ongoing

When Aeon Girl would be reduced to 0 HP, you may Destroy this Card to Restore Aeon Girl to 8 HP. Then Aeon Girl may Draw 2 Cards.

## Energy Battery x2

Ongoing, Limited

Increase Damage Dealt and HP Recovery by Aeon Girl by 1.

## Flicker Fire x2

Ongoing

When this Card enters play, Aeon Girl may Draw a Card.

Power: Reveal the top 2 Cards of your Deck. Put one into play, and one into your Trash.

## Inevitable Blast x3

One-Shot, Blast

Aeon Girl Deals herself 1 Energy Damage. Then she Deals one Non-Hero Target 4 Irreducible Energy Damage. This Damage may not be Redirected.

Withering Blast x3

One-Shot , Blast

Aeon Girl Deals herself 1 Infernal Damage. She then Deals one Non-Hero Target 2 Toxic and 2 Infernal Damage. Reduce the next Damage that Target would deal by 2.

Internal Cataclysm x3

One-Shot, Blast

Aeon Girl Deals all Villain Targets 1 Irreducible Infernal Damage each. Aeon Girl then Deals herself 2 Infernal Damage.

Unleashed Oblivaeon x2

One-Shot, Blast

Aeon Girl Deals herself 2 Toxic Damage, then Deals 1 Non-Hero Target Damage equal to the number of Blast Cards in her Trash. Then Aeon Girl may draw 2 Cards.

Strafing Run x2

One-Shot, Blast

Aeon Girl may then Deal up to 3 Targets 2 Energy and 2 Infernal Damage each. Aeon Girl may Draw a Card.

Fly Interference x2

One-Shot, Blast

Aeon Girl Deals herself 1 Energy Damage. She then Deals one Non-Hero Target 3 Energy Damage. If a Target takes Damage this way, Increase all Damage dealt to that Target by 1 until the Start of Aeon Girl's next Turn.

Interposing Jaunt x2

Ongoing

When another Hero would take 4 or more Damage, you may Destroy this card. If you do so, Redirect that Damage to Aeon Girl. She may then discard up to 3 Cards. For each Card Discarded, reduce the Damage by 2.

Remoralize x2

Ongoing

Reduce Damage to Aeon Girl from Hero Targets by 1.

Power: Each Hero Target may Recover 1 HP. Until the Start of Aeon Girl's next Turn, reduce Damage from Hero Targets to Hero Targets by 1.

Power Up x3

One-Shot

Aeon Girl Recovers 2 HP. You may Search Aeon Girl's Deck or Trash for Aeon Suit or Cosmic Form and put it into play. Then, if you searched her Deck, shuffle her Deck. Aeon Girl may use a Power now.

Rapid-Fire x2

Ongoing

Power: You may play a One-Shot, you may Draw a Card.

Irrepressable x2

Ongoing

At the beginning of Aeon Girl's turn she may Recover 1 HP and Draw a Card. The first time each turn Aeon Girl would deal herself Damage, she may Redirect that Damage to another Target.

Burst of Insight x2

One-Shot

Destroy an Ongoing, then Aeon Girl may Draw 2 Cards.

Cascading Blasts x2

One-Shot, Blast

Aeon Girl deals herself 1 Energy and 1 Infernal Damage. She may then Deal 1 Target 3 Energy Damage, she may deal a second Target 3 Infernal Damage, she may deal a third Target 2 Lightning Damage, and then she may deal a fourth Target 2 Fire Damage.

### **Muerto**

Muerto runs somewhat similarly to Naturalist with 3 forms, keyword : Inhabit: Ghost, Electronics, and Machine

HP: 29

Power: Re-Possess

You may Search your Deck or Trash for an Inhabit Card and put it into play. If you Searched your Deck, shuffle all other cards revealed back into your Deck. You may use that Inhabit's base-power.

Incap:

1. Select one Hero. If that Hero Discards a Card now, each other Hero may Draw a Card.
2. Select a Hero Target. Until the Start of Muerto's next Turn, Reduce Damage dealt to that Target by 1.
3. Until the Start of Muerto's Next Turn, Reduce Damage Dealt to Hero Targets by Environment Cards by 2.



## **Daybreak Muerto**

HP: 27

Power: Scan and Scout

You may Search your Deck or Trash for an Inhabit Card and put it into play. If you Searched your Deck, shuffle all other cards revealed back into your Deck. Muerto Recovers 1 HP. One Hero may Draw a Card.

Incap:

1. Reveal the top 3 Cards of any Deck. You may Replace them in any order.
2. Select a Hero Target. Until the Start of Muerto's next Turn, Damage dealt by that Target is Irreducible.
3. Destroy a Non-Character Device

Ghost Inhabit x1

Ongoing, Inhabit

When this card comes into play, Destroy any other Inhabit Cards in Muerto's play area.

Reduce the first Damage Muerto would take each Turn by 2.

Power: Muerto may Deal up to 3 Targets 1 Irreducible Lightning Damage each.

Tech Inhabit x1

Equipment, Inhabit

When this card comes into play, Destroy any other Inhabit Cards in Muerto's play area.

Muerto may Draw an additional Card on his Draw Phase.

Power: Reveal the top three Cards of the Environment Deck. You may place each at the top or bottom of the Environment Deck in any order.

Machine Inhabit x1

Device, Inhabit

When this card comes into play, Destroy any other Inhabit Cards in Muerto's play area.

Reduce Damage Dealt to Muerto by 1.

Power: Muerto Deals 1 Target either 3 Melee Damage or 3 Projectile Damage.

Calavera Wisp x2

Ongoing, Limited

Muerto is Immune to Lightning Damage.

Ghost: When you use Ghost Inhabit's Power, if a Target took Damage, the next Damage dealt to that Target is Irreducible.

Haunt Electronics x2

Ongoing

Device Cards and Non-Target Environment Cards deal Muerto 1 less Damage. When this Card is Destroyed, Muerto recovers 2 HP.

Ghost: When an Environment Card enters play, you may Destroy this Card to Discard it instead.

Poltergeist x2

One-Shot

You may Destroy a Non-Character Device or Ongoing. Then Muerto deals one Non-Hero Target 3 Lightning Damage.

Ghost: After dealing Damage, you may search your Deck or your Trash for Tech Inhabit or Machine Inhabit and put it into play. If you searched your Deck, shuffle your Deck, then Muerto may use his Inhabit's base power now.

Sense the Unseen x2

Ongoing

When a Non-Hero Target enters play, increase Damage dealt to that Target by 1 until the Start of Muerto's next Turn.

Ghost: Non-Hero Targets may not use End-of-Turn abilities on the turn they enter play.

Infiltrate Surveillance x2

Equipment, Limited

At the Start of Muerto's Turn, one Player may Draw a Card.

Tech: When you use Tech Inhabit's Innate Power, you may also look at the top Card of a Villain Deck, and place it at the top or bottom of its Deck.

Supercharged Gear x2

Equipment, Limited

At the Start of Muerto's Turn, select a Hero Character. Until the start of Muerto's next Turn, increase Damage dealt by that Hero by 1.

Tech: At the End of Muerto's turn, the Selected Hero may Play a Card.

Self-Diagnostic x2

One-Shot

Muerto may Draw 3 Cards, then Discard 1.

Tech: Muerto Recovers 2 HP.

Assess and Assist x2

One-Shot

Select a Non-Hero Target. The next Damage dealt to that Target is Irreducible and may not be Redirected. One Hero Target Recovers 2 HP.

Tech: Two Heroes may Draw a Card.

Junkyard Juggernaut x2

Device, Limited

When Muerto would take 5 or more Damage, Reduce that Damage by 2.

Machine: You may increase the Damage dealt by Machine Inhabit's Power by the number of Cards in the Environment Trash. If you do so, Destroy this Card and Muerto Recovers 2 HP.

Grip of Steel x2

Device

At the Start of Muerto's Turn he may Destroy this Card.

Increase the first Damage Muerto deals to a Non-Hero Target each Turn by 2.

Machine: If Muerto Damages a Non-Character Target with Machine Inhabit's Power, Redirect the next Damage that Target would deal to Muerto.

Collision Course x2

One-Shot

Muerto deals himself 3 Melee Damage. Then he may deal up to X Targets 2 Melee or Projectile Damage each, where X is equal to the number of Cards in the Environment Trash+1.

Machine: Targets Damaged by this Ability then Deal themselves 2 Projectile Damage.

Piledrive x2

One-Shot

Muerto Deals 1 Target 4 Melee Damage.

Machine: Reduce the next Damage that Target would deal by the number of Environment Cards in play.

Absorbed Apparatus x3

One-Shot

Muerto Recovers 2 HP. You may Destroy an Environment Card, a Non-Character Device, or an Equipment Card. If you destroy any cards this way, increase the next Damage dealt by Muerto by 2.

Electro-Field x2

Ongoing, Limited

The first time each turn that Muerto takes Damage, he then deals the source of that Damage 2 Lightning Damage.

Gearhead x2

One-Shot

Each Player may Shuffle all Equipment and Device Cards in their Trash into their Decks. Each Player may Draw a Card, then One Player may play an Equipment or Device Card.

Quick Shift x2

Ongoing

At the Start of the Environment Turn, Muerto may use a Power.

Stop and Refocus x2

One Shot.

Each Hero may Discard a Card. Any Hero who does so may Draw 2 Cards and Recover 2 HP. Then skip the rest of Muerto's Turn.

Energize Allies x2

One-Shot

Muerto deals each other Hero Character 1 Irreducible Lightning Damage. Any Hero who takes Damage this way may Play a Card at the Start of their next Turn.

Machine-Spirit x3

Ongoing

Power:

Ghost: Muerto Deals 1 Non-Hero Target 3 Lightning Damage, or Deals 1 Device 6 Lightning Damage.

Tech: Shuffle the top 2 Cards of each Trash into their Decks. One Player may Draw a Card.

Machine: Until the Start of Muerto's next Turn, Each Time Muerto Recovers HP, he may also deal one Target 1 Lightning Damage.

Then Muerto Recovers 1 HP.