

SPEED

WEALTH

EQUIP



	INTELLIGENCE		STRENGTH		DEXTERITY

NAME

DEFY DANGER	INT/STR/DEX
TAKE A BREATH	INT/DEX
BRAVELY RUN AWAY	
DISCERN	INT
I KNOW THIS	INT
DEFEND	STR
PARLEY	INT
DO A FLASHBACK	
GOOD THING I BROUGHT...	/
HACK AND SLASH	STR
VOLLEY	DEX
CRITICAL FLIP	

EXHAUSTION PILE

DISCARD PILE

How much time did that take?

Could you play again without looking at the rules?

Would you play again?

Was there something you wanted to do the game wouldn't let you do?

When were you most bored?

What was the funniest moment?

Any physical component critique?

What was the biggest surprise?

When did you feel most clever?

Do you and your fellow players make a good team?

Did anything hold you back from seeing your plans through?

SAY STUFF

FLIP



ROLL DICE

MANAGE RESOURCES



REST ■ SEEK HELP
SHARPEN & STITCH
STUDY UNDER A MASTER
SHOP / PROCURE
CRAFT AN ITEM
_ MASTERY