

VOLLEY

DEX

✗

Roll attack power. GM chooses an option.

✓

Roll attack power. Choose an option

✓✓

Roll attack power.

Send a volley flying with your ranged weapon.
Choices:

- * You have to move to get the shot, placing you in danger of the GM's choice
- * You have to take what you can get - halve your attack power
- * You have to take several shots - lose 1 EQUIP

HACK AND SLASH

STR

✗

Deal 1 attack power and the foe attacks you

✓

Roll attack power and the foe attacks you

✓✓

Roll attack power and choose

On a ✓✓, you can choose:

- * Avoid the foe's attack
- * Expose yourself to the foe's attack in order to add one attack power roll.

SEEK HELP

When you are in a peaceful environment where external resources with healing powers are available, you may Seek Help. Do the following:

- * Step 1: Describe your character's healing experience
- * Step 2: Discard all Exhaustion tokens
- * Step 3: Discard all Harm tokens
- * Step 4: Count the Wound tokens on your Exhaustion pile
- * Step 5: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
- * Step 6: Discard one Wound token

Magic items regain their charges (remove all white-side red cards)

Gird all your armour (remove Harm and Wound tokens from your armour)

REST

When you are out of combat, not travelling, and have several hours to devote to rest, do the following:

- * Step 1: Discard all Exhaustion tokens
- * Step 2: Count the Harm and Wound tokens on your Exhaustion pile
- * Step 3: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
- * Step 4: Discard one Harm token

Magic items left idle regain their charges (remove all white-side red cards)

Gird all your armour (remove Harm and Wound tokens from your armour)

Time devoted to Resting cannot also be devoted to learning skills, studying with a teacher, or any other action that takes mental or physical effort.

DISCERN

INT

✗

Ask the GM 1 question from the list

✓

Ask the GM 2 questions from the list

✓✓

Ask the GM 3 questions from the list

Closely study a situation or person, ask the GM your question(s), and gain a +1 advantage when acting on the answers.

- * What happened here recently?
- * What is about to happen?
- * What should I be on the lookout for?
- * What here is useful or valuable to me?
- * Who's really in control here?
- * What here is not what it appears to be?

TAKE A BREATHER

INT/DEX

✗

New complication. See below
Recover 1 Stamina

✓

Find a strategic safe spot / avoid attention.
Recover 1d4 Stamina

✓✓

Find a strategic safe spot / avoid attention.
Recover 1d4 Stamina

Spend an uninterrupted moment to catch your breath. You can't Take a Breather twice in a row.
INT success: You find a strategic safe spot. INT failure: There's something wrong with the spot
DEX success: Avoid attention. DEX failure: Foe moves to a spot where you're disadvantaged

When you're safe and exit the action (combat is over, pursuit ends), you can flip STR and Take a Breather as an IMMEDIATE move.

BRAVELY RUN AWAY

As long as you're not cornered or surrounded, escape your foes.

If you have less than 4 SPEED
Lose (4 - SPEED) Stamina points

If you have 4 or more SPEED
Regain 2 Stamina points.

The GM will tell you where you end up

DO A FLASHBACK

After you flip, and before the GM describes the consequence of that flip, declare "I'm going to do a flashback". Spend 2 green tokens and describe how something in the character's past prepared them for this situation. Then ignore the original flip and flip again with one level of advantage.

After you tell your flashback, the GM may allow you to spend a 3rd green token for one more level of advantage

GOOD THING I BROUGHT...

Spend
(1 green token + 1 EQUIP)
or
(2 EQUIP)
and say what equipment you brought along to aid in the current situation.

This can also be done as a flashback to re-flip with one level of advantage.