

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

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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.

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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)

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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.

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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?

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TAKE A BREATH

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.

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BRAVELY RUN AWAY

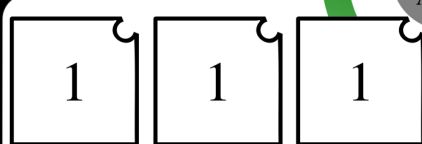
As long as you're not cornered or surrounded, escape your foes.

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

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GOOD CARDIO

STR

✗

Recover 1 Stamina.
Your foe moves to a position of advantage.

✓

Recover 1d4 Stamina.
Your foe moves to a position of advantage.

✓✓

Recover 1d4 Stamina

Just a momentary pause and you're back in the action. When you would normally lose a Stamina point from physical exhaustion, you can choose to put an Exhaustion token on this card instead

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AND THIS IS FOR...

DEX

✓

1 attack power

✓✓

Roll 1d4 attack power
Turn this card face-down until you Take a Breather

After successfully striking a foe in melee, add a punch, kick, or shove.

C

IMMEDIATE

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