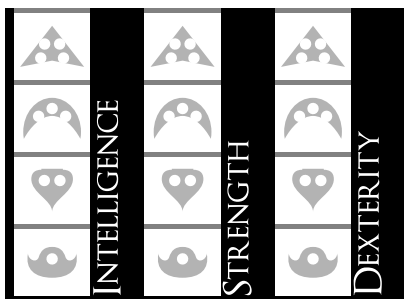


SPEED

WEALTH

EQUIP



NAME

EXHAUSTION PILE

DISCARD PILE

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



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