

STUDY UNDER A MASTER

In a steading, spend 2 green tokens and tell a story with the GM about how you found a teacher who helped you improve your skills.

Choose:

- *Level up in a move -- place a green card on it.
- *Gain new skills -- take a new move card (the requirements must be met)

SHOP / PROCURE

At a steading, the GM will tell you who is selling and hand you 4 cards from the Item deck. To keep one of the cards, you must buy or barter.

Choose:

- *Spend 1 WEALTH
- *Spend 1 green token + 1 EQUIP
- *Spend 1 green token + 1 of your Item Cards

Also, any time you're at a steading, you can spend 1 WEALTH to gain 2 EQUIP

CRAFT A WEAPON

At a steading, spend 2 green tokens and make a new weapon card with More Power than your current weapon. The GM will offer it to you as one of the Item cards at your next Shop / Procure or make it available as loot in your next adventure.

Spend 1 more green token to add a magical power (capacity: 1 charge) to the weapon, and the GM will add a weakness or downside.

SHARPEN & STITCH

INT

X

Spend EQUIP at a rate of 2-to-1 to remove red cards

✓

An EQUIP spent may remove 1 red card

✓✓

An EQUIP spent may remove 2 red cards

While resting, spend EQUIP to repair damage to Items.

At a steading, spend 1 WEALTH to forgo the flip and have all your equipment fully repaired

CRITICAL FLIP

After a flip, if the card that resolves the flip is the Critical Success card (with the green ring in the center), you may spend 1 green token to immediately make an additional move with one level of advantage

MASTERY

Spend 1 green token and write a category of weapon in the blank. The GM will write a complication on this card, based on how broad the category is, and hold on to this card. When you next use a weapon of this category to defeat a foe, you can take this card and gain More Power with that category of weapon.

More Power gained through Mastery cards do not stack with each other, but do stack with Crafted Weapons

GOOD CARDIO

STR

X

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

Take one deep breath and flip STR before jumping back in the action.
Put Exhaustion token(s) on this card instead of losing Stamina point(s) from physical exhaustion

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.

IMMEDIATE

WHERE IT HURTS

DEX/STR

✓

1 red token

✓✓

2 red tokens max.

When you roll attack power, say how your attack was focused on a part of the foe's body. You may turn points of attack power into red tokens that are placed on a marker representing this foe. Afterwards, any player can discard one of those red tokens to take +1 advantage against the foe.

IMMEDIATE