

ESCAPE ROUTE

DEX

X/✓

See below

✓

You're gone

When you're in too deep and need a way out, name your escape route and flip DEX.
On X/✓, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what

SLIDE

Spend one green token and describe how the environment or recent events provided a distraction that let you escape the attention of any foes around you.

Answer honestly: Do they even remember seeing you there?

RECEIVES

UNENCUMBERED

CALLED SHOT

DEX

✓

1 attack power. Choose an option

✓

Roll attack power (or choose 1 attack power) and choose an option

Name a specific target you're aiming for when you attack at range.

- *Head: add another attack power roll
- *Arms: They drop anything they're holding
- *Legs: They're hobbled and slow moving
- *Other: GM will say what happens

If the target is surprised or defenseless, flip with one level of advantage.

COME AND GET ME

INT

X

They see your plan and respond

✓

They succumb to the danger's effects

✓

They succumb to the danger and cannot respond to your next action

Put an environmental hazard between you and a foe and goad them to approach.

On XX: you succumb to a danger you did not see

NOT ON MY TURF

While in a pursuit, spend one green token and describe one way the chase is about to change:

- *we go above
- *we go below
- *the air changes
- *the earth changes
- *the water changes

RECEIVES

DERRING-DO

DEX

X

You arrive, the GM will say why this is more tenuous than you originally thought

✓

You arrive, but the GM will say what it cost you

✓

Smooth move

Name a (setting appropriate) aspect of the environment that the GM hasn't described yet. Make it something that will help you get into an advantageous position. Jump, clamber, swing, etc. to that position.

RECEIVES

1

1

1

SANGFROID

When you would lose Stamina from mental exhaustion, put Exhaustion tokens on this card instead

USE A MAGIC ITEM

INT

X

The spell / effect is cast, GM chooses

✓

The spell / effect is cast and choose

✓

The spell / effect is successfully cast

Lose 1 charge.

Choices:

- *lose 1 charge on all your other magic items
- *lose all remaining charges on this item
- *lose a charge on this item permanently

On XX: the effect fails or misfires, the GM will say how

RECEIVE CARDS

ENTREAT THE BLOOD-BOUND

Take a Wound. Until the Wound is healed, using magical items does not cost the usual 1 charge (though charges may be lost via other effects)

RECEIVE CARDS