

OBSESSIVE CONTEMPLATION

INT	
X	Spend 1 green token, choose 1
✓	Spend 1 green token, choose 2
✓✓	Choose 2

At a Steading, spend your time doing nothing but investigating a magic item (not weapon) you possess.

Choose:

- *it gains capacity for an additional charge
- *it gains More Power
- *create a new item with the same effect, but 1 less charge capacity (spend 1 EQUIP)

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SUGGESTIVE SUBTLETY

INT	
X/✓	Spend 1 green token, lose 1 Stamina
✓✓	Spend 1 green token

First, get their attention. Then, without saying it outright, but by mysterious wiles and unspoken language, change an NPC's mind. Describe your tricks and say what you changed:

- *They strongly believe a new fact
- *They judge an old belief to be a lie
- *They ignore a previous concern
- *They are focused on a new goal

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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

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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.

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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)

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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

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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.

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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

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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

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