







If your leverage is promises or threats without clear evidence, flip with 1 level of disadvantage.

DEFEND

STE	ξ /
×	Place I token on this card
1	Place 2 tokens on this card
<i></i>	Place 3 tokens on this card

Stand in defense of a person, item, or location, and you can interfere with attacks against it. So long as you $\,$ stand in defense, when you or the defended is attacked, you may spend card tokens, 1-for-1, to choose:

- * Redirect an attack from the thing you defend to
- ★ Halve the attack's effect or damage
- ★ Open up the attacker to an ally giving +1 advantage against the attacker
- ★ Deal 1 attack power against the attacker

I KNOW THIS

Int	
X/ √	The GM tells you something interesting - it's on you to make it useful.
<i>y</i>	The GM tells you something interesting and useful about the subject relevant to your situation

State facts about the world or the people in it. Consult your accumulated knowledge about something.

(You may always do this through the normal course of playing the game, but when the GM doubts the fact or judges that the fact would provide special benefit to the players, the I Know This move is triggered)

On a X, the GM may ask you "How do you know this?".

DEFY DANGER

STR/DEX/INT		
	Make progress, but stumble, hesitate, or flinch.	
X		
	You do it, but there's a new complication	
✓		
	Success	
//		

When you act despite an imminent threat, say how you deal with it and flip.

If you do it...

- **★** by powering through or enduring, flip STR
- **★** by getting out of the way or acting fast, flip DEX
- $*$ with quick wits or through mental fortitude, flip INT

On a X / V, the GM may ask you a question, offer you a worse outcome, hard bargain, or ugly choice