

BRACERS

DEX

✗

Avoid the Harm, lose 1 Stamina, and this item takes 1 damage

✓

Avoid the Harm and lose 1 Stamina

✓✓

Avoid the Harm but choose to lose 1 Stamina or this item takes 1 damage

At any point when you would take 1 Harm, flip DEX to avoid the Harm

IMMEDIATE

v0.85

MANY KNIVES

At short range, you can throw knives to do a Volley

v0.85

_____ SWORD

4

6

10

It's a sword!

v0.85

_____ BOW

4

6

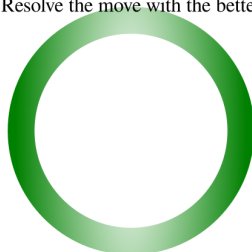
10

Thwip thwip thwip

v0.85

BACKGROUND (🔴)

Write a word or phrase that indicates part of your character's background. When you're in a situation where this background would be useful, after you flip to resolve a move, flip an Anchor as well. Resolve the move with the better result.

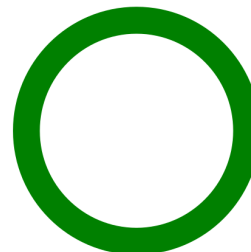


The GM may write a downside or limitation on this card if your Background is too broad or advantageous.

When you take **Background (Bulb)** or **Background (Crescent)**, you can flip this over and write something new on it.

v0.8

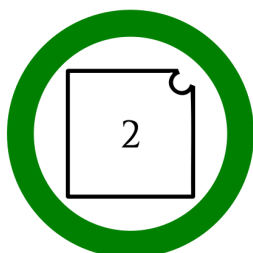
EAGER LEARNER



When you increase a skill level by flipping a card with a green token symbol, take a Blessing Card and shuffle it into your Deckahedron.

v0.8

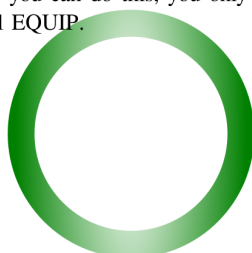
GETTING THE HANG OF THIS



v0.8

IT'S IN HERE SOMEWHERE

When you use **Good Thing I Brought...**, take the top 3 cards of your Deckahedron and match corners to make a 3-in-a-row line. If you can do this, you only need to spend 1 EQUIP.



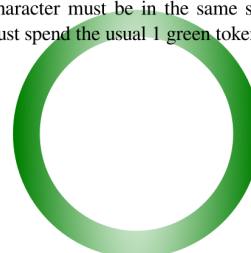
While trying to match corners, the narrative progresses, the GM and other players can make moves.

You can give up at any time.

v0.8

RALLYING CRY

When you Critical Flip, act out the rallying cry shouted by your character. Then, invite another player to use the advantage instead of you. They must use the advantage right now, and their character must be in the same scene, and they must spend the usual 1 green token.



If they do it, take a Blessing Card, shuffle it into your Deckahedron, and flip this card over.

v0.8