

MIX IT UP

FLIP STR

Deal 1 attack power and the foe attacks you



Roll attack power and the foe attacks you



Roll attack power and choose



On a , you can choose one:

- * Avoid the foe's attack
 - * Add an extra attack power roll
- The foe's attack can be any GM move made directly with that NPC or monster.
- Some attacks may have additional effects depending on the triggering action, the circumstances, or the weapons involved

VOLLEY

FLIP DEX

Roll attack power. GM chooses an option.



Roll attack power. Choose an option



Roll attack power.



Send a volley flying with your ranged weapon.

Choices:

- * You have to move to get the shot, placing you in danger of the GM's choice
- * You have to take what you can get - halve your attack power
- * You have to take several shots - lose 1 PACK

REST

When you are out of combat, not travelling, and have a day to devote to rest, do the following:

- * Step 1: Return all Exhaustion tokens to the supply
 - * Step 2: Count the Harm and Wound tokens on your Exhaustion pile
 - * Step 3: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
 - * Step 4: Return one Harm token to the supply
 - * Step 5: Say who you blame for your injuries
- Magic items left idle regain their charges (remove all white-side red cards)
- Gird all your armour (remove Harm and Wound tokens from it)
- Learning skills, studying, or any action that takes mental or physical effort is not available when Resting.

SEEK HELP

When in a peaceful environment where external resources with healing powers are available:

- * Step 1: Describe your healing experience
 - * Step 2: Return all Exhaustion tokens to the supply
 - * Step 3: Return all Harm tokens to the supply
 - * Step 4: Count the Wound tokens on your Exhaustion pile
 - * Step 5: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
 - * Step 6: Return all Wound cards to the supply
 - * Step 7: Say who you are closer to forgiving
 - * Step 8: If you are at The Hearth, return all Wound tokens to the supply
- As with Rest, idle magic items regain their charges.
- Gird all your armour. Seeking Help leaves no time for activities that take effort.

SHOP / PROCURE

Spend your day in town in the acquisition of new gear. 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 PRECIOUS Pack
 - * Spend 1 XP + 1 Pack
 - * Spend 1 XP + 1 of your Item cards
- Any gained magic items have capacity for just 1 charge.
- Also, any time you're in town, you can spend 1 PRECIOUS Pack card to gain 2 normal Pack cards

SHARPEN & STITCH

FLIP INT

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



A Pack spent may remove 1 red card



A Pack spent may remove 2 red cards



While resting, spend Pack to repair damage to items. At a town, you may forego the flip, and together with the GM, decide who there is willing to fully repair all of your items in exchange for one of your cards that they find PRECIOUS.

STUDY UNDER

Spend your day in town learning new skills.

Spend 2 XP 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)

TALES OF

Spend 2 XP.

Together with the GM, 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 XP to add a magical power (capacity: 1 charge) to the weapon, and the GM will add a weakness or downside.

Deckahedron statistics

