

Describe your character and their actions

- Act out their dialogue
- Tell how they act
 - flourishes and stunts
 - their facial expressions, voice, and body language
- Tell what they say / hear / see / smell / taste / feel
- Describe their thoughts & memories
- Chime in for how they interact with / support the other characters
- Refer to your moves to get ideas for your character

Tell parts of the story

- Refer to your moves to see what boundaries you can push
- Tell your character's backstory

Manage your resources

- Your Deckahedron
 - Stamina / Harm / Wounds / Blessings
 - Take a Breather / Bravely Run Away
 - Decide how to absorb attack power into Harm / Wounds
 - Choose when to reshuffle
- Item cards
- XP tokens
- PACK cards
- Use mercy flashbacks

Flip when called for by the GM

- Take your +1 advantage
- Use flashbacks: re-flip with green tokens
- Use the Critical Flip
- When you flip a green symbol: take XP
- When you flip a fatigue symbol: lose Stamina

Make treasures with the GM

- Describe what would be cool for your character to find
- Make new Item cards
- (Advanced) make new moves

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:

Take a Blessing card from the supply and put it in your discard pile

Or,

Say how your character's practice has finally paid off, or how they had an insight or epiphany about the move they just accomplished. Spend XP 1-for-1 to go up levels in the move that was just resolved.