Derring-Do

FLIP DEX

✓	You arrive, the GM will say why this is more tenuous than you originally thought
〰	You arrive, but the GM will say what it cost you
〰〰	Smooth move

Name a (setting appropriate) aspect of the environment that the GM hasn't described yet. Make it something that will help you get into an advantageous position. Jump, clamber, swing, etc. to that position.

REQUIRES
○○/Ⓡ

0.90

1	1	1

SANGFROID

When you would lose Stamina from mental exhaustion, put Exhaustion tokens on this card instead

0.90

USE A MAGIC ITEM

FLIP INT

✓	The spell / effect is cast, GM chooses
〰	The spell / effect is cast and choose
〰〰	The spell / effect is successfully cast

RECEIVE CARDS

Lose 1 charge.
Choices:
✴lose 1 charge on all your other magic items
✴lose a charge on this item permanently
On ✗: the effect fails or misfires, the GM will say how
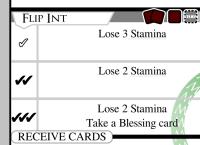
A

0.90

ENTREAT

RECEIVE CARDS

Carefully sacrifice your blood. Take a Wound card (but not a Wound token). Until the Wound is healed, using magical items does not cost the usual 1 charge (though charges may be lost via other effects)
Blade of E choes does not count for your encumbrance penalty
What does it sound or smell like when you do this?

B

0.90

CHANNEL THE

FLIP INT

✓	Lose 3 Stamina
〰	Lose 2 Stamina
〰〰	Lose 2 Stamina Take a Blessing card

RECEIVE CARDS

Use this instead of *Use a Magic Item*.
Instead of losing charges, lose Stamina from mental exhaustion.
Say what it looks like when you channel.
Sigil of t he Living Light does not count for your encumberance penalty.

B

0.90

UNKNOWN

A mysterious magical defense instantaneously cancels any attack against you, but you must end an ONGOING magical effect of your magic item and lose all its remaining charges.
Any amount of attack power may be cancelled, any narrative effects of the attack will be resolved by the GM.
Anytime af terward, confront an authority as being your unknown benefactor. The GM will explain why you're correct, and must spend:
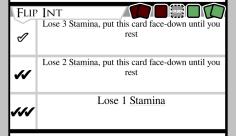✴1 Good Bank point and you keep the card
✴3 Challenge Bank points and you lose the card

C

0.90

REACH OUT

While you have skin contact with an undepleted magical item, you are attenuated to the universe.
You have a n extra split-second reaction time. Lose 1 fewer Stamina from physical exhaustion when attacked.
You can sh are mindful wisdom with an ally while they perform Called Shot or It's a Trap!, and they get +1 advantage

0.90

FUNDAMENTAL

FLIP INT

✓	Lose 3 Stamina, put this card face-down until you rest
〰	Lose 2 Stamina, put this card face-down until you rest
〰〰	Lose 1 Stamina

Without need of a magic item, cast a spell having the effect of a magic item you've seen before. Describe what it takes out of you.
Flip INT o r do the Fundamental Magic mini-game

REQUIRES
○○/Ⓦ

0.90

COUNTERSPELL

FLIP INT

✓	The spell is countered, the item is depleted
〰	The spell is countered, the item loses a charge
〰〰	The spell is countered and has no effect on you

When you attempt to counter a magical effect that will otherwise affect you, stake one undepleted magical item on the defense and flip

0.90