

## GOREOGRAPHY

FLIP DEX

✓	GM Chooses 1 Turn this card face-down until you Take a Breather
✓✓	Choose 1 Turn this card face-down until you Take a Breather
✓✓✓	Choose 2 Turn this card face-down until you Take a Breather

**IMMEDIATE**  
 After successfully striking a foe in melee, flip and choose. You may choose an option more than once.  
 Choices:  
 \*hit another foe during your attack  
 \*disable your foe's armour  
 \*disarm your foe

## IT'S A TRAP!

FLIP INT

✓	Place 1 token on this card
✓✓	Place 2 tokens on this card
✓✓✓	Place 3 tokens on this card

Spend a moment to survey a dangerous area for traps, ambushes and secrets. Flip to supply this card with tokens. Spend the tokens 1-for-1 as you go warily onward to ask these questions:  
 \*Is there a hidden danger here and if so, what activates it?  
 \*What does the hidden danger do when activated?  
 \*What else is hidden here?  
 \*How can the danger be disabled?

## PICK POCKETS

FLIP DEX

✓✓	The GM will offer you two options between suspicion, danger, or cost
✓✓✓	Success

**UNENCUMBERED**  
 While they're not looking at you, unburden someone of something they're carrying  
 Encumbrance Penalty: lose stamina points from mental exhaustion. Count up all your Item and Pack cards.  
 \*If you have 3-4, lose 1 stamina point  
 \*If you have 5-6, lose 2 stamina points  
 \*If you have more than 6, lose 3 stamina points

## PICK LOCKS

FLIP DEX

✓✓	The GM will offer you two options between suspicion, danger, or cost
✓✓✓	Success

A "key" is just a little brass stick with some cleverness carved into it. If you've brought your own cleverness, then any stick will do.  
 Flip DEX, or do the Pick Locks mini-game.

## BACKSTAB

FLIP DEX

✓✓	Choose 1
✓✓✓	Choose 2

**UNENCUMBERED**  
 Attack a surprised or defenseless foe with a melee weapon. Choices:  
 \*You don't get into melee with them  
 \*You roll your attack power +1d6  
 \*You create a +1 advantage for the next player who attacks this foe  
 \*Disable their armor until they repair it  
 Encumbrance Penalty: You cannot perform this move if your count of Item and Pack cards is more than 3

## WEAK SPOT

FLIP INT

✓✓	Success
✓✓✓	Success

**IMMEDIATE**  
 Scope out a foe with your perspicacious eyes and declare what weakness you observed  
 Thereafter, when anyone attacks this weakness, they add 1d4 attack power  
 When the weakness is first attacked, take +1 advantage.

## BUM RUSH

FLIP DEX/STR

✓	Spend 3 Stamina
✓✓	Spend 2 Stamina
✓✓✓	Spend 1 Stamina

Before you are engaged in melee, charge in (spend Stamina) and then choose:  
 \*move past them out of their reach  
 \*fast strike before the melee begins: roll attack power against the foe  
 \*the GM will remove the conditions or cost to perform an UNENCUMBERED move right now

## I'M ONLY HERE

When an adventure or heist gains you a new precious item, seek out a seedy contact in town. The GM will tell you who you meet. Spend one precious item and choose 2  
 \*Learn an enemy's disposition  
 \*get leverage on a PC or NPC  
 \*gain a magic item card you can keep secret from everyone, even the GM  
 If you are ever offered payment to betray the party, you must destroy or leave behind all your precious items to deny the payment.

## CALLED SHOT

FLIP DEX

✓✓	1 attack power. Choose an option
✓✓✓	Roll attack power (or choose 1 attack power) and choose an option

Name a specific target you're aiming for when you attack at range.  
 \*Head: add another attack power roll  
 \*Arms: They drop anything they're holding  
 \*Legs: They're hobbled and slow moving  
 \*Other: GM will say what happens  
 If the target is surprised or defenseless, flip with one level of advantage.