

DEFY DANGER

STR/DEX/INT

✓ Make progress, but stumble, hesitate, flinch or pay a small cost.

✓✓ You do it, but there's a new complication

✓✓✓ Success

When you act despite an imminent threat, say how you deal with it and flip.

If you do it...

- * by powering through or enduring, flip STR
- * by getting out of the way or acting fast, flip DEX
- * with quick wits or via mental fortitude, flip INT

On a ✓ / ✓✓, the GM may ask you a question, offer you a worse outcome, hard bargain, or ugly choice

TAKE A BREATHER

INT/DEX

✓ New complication. See below
Recover 1 Stamina

✓✓ Find a strategic safe spot / avoid attention.
Recover 1d4 Stamina

✓✓✓ Find a strategic safe spot / avoid attention.
Recover 1d4 Stamina

Spend an uninterrupted moment to catch your breath. You can't Take a Breather twice in a row.

INT success: You find a strategic safe spot. INT failure: There's something wrong with the spot
DEX success: Avoid attention. DEX failure: Foe moves to a spot where you're disadvantaged

When you're safe and exit the action (combat is over, pursuit ends), you can flip STR and Take a Breather as an IMMEDIATE move.

BRAVELY RUN AWAY

As long as you're not cornered or surrounded, escape your foes.

Lose 1 Stamina point for every Slot Card that shows the word ENCUMBERED

If neither Slot Card shows the word ENCUMBERED, regain 2 Stamina points.

The GM will tell you where you end up

DISCERN

INT

✓ Ask the GM 1 question from the list

✓✓ Ask the GM 2 questions from the list

✓✓✓ Ask the GM 3 questions from the list

Closely study a situation or person, ask the GM your question(s), and gain a +1 advantage when acting on the answers. (Place tokens to remember where the advantages are, as appropriate)

- * What happened here recently?
- * What is about to happen?
- * What should I be on the lookout for?
- * What here is useful or valuable to me?
- * Who's really in control here?
- * What here is not what it appears to be?

I KNOW THIS

INT

✓ The GM tells you something interesting - it's on you to make it useful.

✓✓ The GM tells you something interesting and useful about the subject relevant to your situation

State facts about the world or the people in it. Consult your accumulated knowledge about something.

(You may always do this through the normal course of playing the game, but when the GM doubts the fact or judges that the fact would provide significant benefit to the players, the I Know This move is triggered)

On a ✓, the GM may ask you "How do you know this?"

DEFEND

STR

✓ Place 1 token on this card

✓✓ Place 2 tokens on this card

✓✓✓ Place 3 tokens on this card

Stand in defense of a person, item, or location, and you can interfere with attacks against it. So long as you stand in defense, when you or the defended is attacked, you may spend card tokens, 1-for-1, to choose:

- * Redirect an attack from the thing you defend to yourself
- * Halve the attack's effect or damage
- * Open up the attacker to an ally giving +1 advantage against the attacker
- * Deal 1 attack power against the attacker

PARLEY

INT

✓ They demand concrete assurance or exchange, right now.

✓✓ They make a deal. Make a promise and get what you want.

Using leverage, manipulate an NPC. "Leverage" is something they need or want.

If your leverage is promises or threats without clear evidence, flip with 1 level of disadvantage.

DO A FLASHBACK

After you flip, and before the GM describes the consequence of that flip, declare "I'm going to do a flashback". Start the flashback by spending 1 green token and describing how something in the character's past prepared them for this situation. Then ignore the original flip and flip again (using the same advantage / disadvantage as before).

After that, spend green tokens 1-for-1 to bump up the result

GOOD THING I BROUGHT...

Spend
(1 green token + 1 PACK)
or
(2 PACK)
and say what equipment you brought along to aid in the current situation.

If you spent 2 PACK, say what was consumed or broken as you MacGuyvered two pieces of equipment into what you needed