

Without checking a clock, how much time did that take?

Could you play again without looking at the rules?

How often would this get played in your home?

Was there something you wanted to do the game wouldn't let you do?

When were you most bored?

What was the funniest moment?

Any physical component critique?





What was the biggest surprise?

When did you feel most clever?





Do you and your fellow players make a good team?

Did anything hold you back from seeing your plans through?





INTELLIGENCE



STRENGTH



DEXTERITY



NAME



SPEED

WEALTH

PACK

EXHAUSTION PILE

DISCARD PILE

| | |
|-------------------------|--|
| DEFY DANGER | INT/STR/DEX |
| TAKE A BREATH | INT/DEX |
| BRAVELY RUN AWAY | |
| DISCERN | INT |
| I KNOW THIS | INT |
| DEFEND | STR |
| PARLEY | INT |
| DO A FLASHBACK |  THEN  |
| GOOD THING I BROUGHT... |   /   |
| MIX IT UP | STR |
| VOLLEY | DEX |
| CRITICAL FLIP |  /  |

SAY STUFF

FLIP

ROLL DICE

MANAGE
RESOURCES

REST ■ SEEK HELP
SHARPEN & STITCH
STUDY UNDER A MASTER
SHOP / PROCURE
CRAFT AN ITEM
_ MASTERY