

## PICK LOCKS

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

DEX

Choose 1

✓

✓✓

Choose 2

Attack a surprised or defenseless enemy with a melee weapon. You can choose to roll your attack power OR flip DEX. Choices:

- \*You don't get into melee with them
- \*You roll your attack power +1d6
- \*You create a +1 advantage for any player who acts on it
- \*Disable their armor until they repair it

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## WEAK SPOT

INT

Success

✓

✓✓

Success

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.

IMMEDIATE

## BUM RUSH

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

## FIND SHADOWS

Nighttime or indoors, while no foe is bearing down on you, say what darkness you find shelter in. Take a Breather, but forgo the flip and simply regain 1d4 Stamina. In addition, foes cannot see you until you move

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## ESCAPE ROUTE

DEX

✓

✓✓

See below

✓✓✓

You're gone

When you're in too deep and need a way out, name your escape route and flip DEX.

On ✓/✓✓, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what

## SLIDE

Spend one green token and describe how the environment or recent events provided a distraction that let you escape the attention of any foes around you.

Answer honestly: Do they even remember seeing you there?

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## CALLED SHOT

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.

## COME AND GET ME

INT

✓

✓✓

✓✓✓

They see your plan and respond

They succumb to the danger's effects

They succumb to the danger and cannot respond to your next action

Put an environmental hazard between you and a foe and goad them to approach.

On X: you succumb to a danger you did not see