Challenge Action Reference

⚔ Swords

Attack — Attack an opponent with your weapon vs. target's Initiative. On success, deal 1 Wound and become **Engaged** if this was a melee attack.

Riposte — *Facedown*. Reveal when you or an ally in your zone are targeted by a hostile action to make a counterattack against the attacker vs. target's action value (*not* Initiative). On success, deal 1 Wound.

Aim — *Bows only. Facedown*. Choose a target. The next time you Attack that target with your bow, reveal to add the action's value to your total Attack.

✷ Pentacles

Avoid — Move one zone avoiding threats blocking your movement vs. each threat's Initiative. For each failure, that threat may deal you 1 Wound as you move.

Dash — Move two zones.

Dodge — *Facedown*. Reveal when you or an ally in your zone are targeted by a hostile action to add the action's value to your or your ally's Initiative.

Roughhouse — Maneuver against an opponent vs. target's Initiative. On success, choose to **Disarm**, **Displace**, **Root**, or **Trip** them.

♀ Cups

Aid Another — *Facedown*. Prepare to help an ally with a specific action. When they perform that action, reveal to add your action's value to theirs.

Command — Order an animal companion to perform one of their known commands vs. target's Initiative (if applicable).

Pull Item from Pack — Swap an item you're holding with an item in your pack.

Use Item — Use an item that you're holding vs. target's Initiative (if applicable).

⚊ Wands

Banter — Taunt, intimidate, or frighten your opponent vs. target's Morale score (set by the GM). On success, the GM shifts their Disposition by one step in intensity, or to an adjacent emotion.

Speak Incantation — Cast a spell using a spell component you are holding vs. target's Initiative (if applicable).

Recover — Remove one Effect you are suffering from.

Any Suit

Bid Lore — Bid Lore to ask a question related to one of your motifs.

Guard — *Shields only*. Discard your Initiative and replace it with a new facedown Initiative card.

Move — Move to an adjacent zone.

Pull Item from Belt — Swap an item you're holding with an item on your belt.

Reload Crossbow — *Crossbows only*. Reload a crossbow.

Test Fate — Test Fate to perform a risky action not otherwise listed here. *Note*: The card you play is *not* used as part of the test; it simply allows you to make the test.

Trivial Action — Perform a simple uncontested action not otherwise listed here.

Vigilance — *Facedown*. Choose an action that matches the suit of your card and choose a triggering condition. When the trigger is met, reveal the card and take the action.