

Describe your character and their actions

Act out their dialogue
Tell how they act
 flourishes and stunts
 their facial expressions, voice, and body language
Tell what they say / hear / see / smell / taste / feel
Describe their thoughts & memories
Chime in for how they interact with / support the other characters
Refer to your moves to get ideas for your character

Tell parts of the story

Refer to your moves to see what boundaries you can push
Tell your character's backstory

Manage your resources

Your Deckahedron
 Stamina / Harm / Wounds / Blessings
 Take a Breather / Bravely Run Away
 Decide how to absorb attack power into Harm / Wounds
 Choose when to reshuffle
Item cards
Green tokens
SPEED / WEALTH / PACK
Use mercy flashbacks

Flip when called for by the GM

Take your +1 advantage
Use flashbacks: re-flip with green tokens
Use the Critical Flip
When you flip a green symbol: take or distribute green tokens
When you flip a fatigue symbol: lose Stamina

Make treasures with the GM

Describe what would be cool for your character to find
Make new Item cards
(Advanced) make new moves

Deckahedron statistics

