

# NOT ON MY TURF

While in a pursuit, spend one green token and describe one way the chase is about to change:

- \*we go above
- \*we go below
- \*the air changes
- \*the earth changes
- \*the water changes

REQUIRES

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# DERRING-DO

DEX

✓

You arrive, the GM will say why this is more tenuous than you originally thought

W

You arrive, but the GM will say what it cost you

WW

Smooth move

Name a (setting appropriate) aspect of the environment that the GM hasn't described yet. Make it something that will help you get into an advantageous position. Jump, clamber, swing, etc. to that position.

REQUIRES

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# SANGFROID

When you would lose Stamina from mental exhaustion, put Exhaustion tokens on this card instead

# USE A MAGIC ITEM

INT

✓

The spell / effect is cast, GM chooses

W

The spell / effect is cast and choose

WW

The spell / effect is successfully cast

Lose 1 charge.

Choices:

- \*lose 1 charge on all your other magic items
- \*lose all remaining charges on this item
- \*lose a charge on this item permanently

On X: the effect fails or misfires, the GM will say how

RECEIVE CARDS

# ENTREAT THE BLOOD-BOUND

Take a Wound. Until the Wound is healed, using magical items does not cost the usual 1 charge (though charges may be lost via other effects)

RECEIVE CARDS

# CHANNEL THE LIVING LIGHT

INT

X

Lose 2 Stamina

W

Lose 1 Stamina

WW

Use it for no Stamina cost

Use this before using a magical item. Instead of the item losing a charge, you might lose Stamina from mental exhaustion.

IMMEDIATE, RECEIVE CARDS

# SEVER-PULSE SHIELD

Before losing Stamina or taking Harm, end any ONGOING magical effect of your magic item.

You can cancel losing 1-3 Stamina points, by losing instead 1-3 charges on the item.

You can cancel taking a Harm token by losing 3 charges on the item

# VOID TRANSFUSION

When you Entreat the Blood-Bound, also flip face-up any of your magic items that have been depleted.

The items will start with:

- 2 charges
- 1 charges
- their default amount of charges
- +1 charge
- +2 charges

or 1 charge, whichever is greater

REQUIRES

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# REACH OUT WITH YOUR FEELINGS

While you have skin contact with an undepleted magical item, you are attenuated to the universe.

You have an extra split-second reaction time. Lose 1 fewer Stamina from physical exhaustion when attacked.

You can share mindful wisdom with an ally while they perform Called Shot or It's a Trap!, and they get +1 advantage