Mix It Up

STR

✓	Deal 1 attack power and the foe attacks you
✓✓	Roll attack power and the foe attacks you
✓✓✓	Roll attack power and choose

On a ✔✔✔, you can choose one:
✳ Avoid the foe's attack
✳ Add an extra attack power roll

The foe's attack can be any GM move made directly with that NPC or monster.

Some attacks may have additional effects depending on the triggering action, the circumstances, or the weapons involved

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Parley

INT

✓ / ✓✓	They demand concrete assurance or exchange, right now.
✓✓✓	They make a deal. Make a promise and get what you want.

Using leverage, manipulate an NPC. "Leverage" is something they need or want.

If your leverage is promises or threats without clear evidence, flip with 1 level of disadvantage.

Defend

STR

✓	Place 1 token on this card
✓✓	Place 2 tokens on this card
✓✓✓	Place 3 tokens on this card

Stand in defense of a person, item, or location, and you can interfere with attacks against it. So long as you stand in defense, when you or the defended is attacked, you may spend card tokens, 1-for-1, to choose:
✳ Redirect an attack from the thing you defend to yourself
✳ Halve the attack's effect or damage
✳ Open up the attacker to an ally giving +1 advantage against the attacker
✳ Deal 1 attack power against the attacker

I Know This

INT

✓ / ✓✓	The GM tells you something interesting - it's on you to make it useful.
✓✓✓	The GM tells you something interesting and useful about the subject relevant to your situation

State facts about the world or the people in it. Consult your accumulated knowledge about something.

(You may always do this through the normal course of playing the game, but when the GM doubts the fact or judges that the fact would provide significant benefit to the players, the I Know This move is triggered)

On a ✓, the GM may ask you "How do you know this?".

Defy Danger

STR/DEX/INT

✓	Make progress, but stumble, hesitate, flinch or pay a small cost.
✓✓	You do it, but there's a new complication
✓✓✓	Success

When you act despite an imminent threat, say how you deal with it and flip.
If you do it...
✳ by powering through or enduring, flip STR
✳ by getting out of the way or acting fast, flip DEX
✳ with quick wits or via mental fortitude, flip INT

On a ✓ / ✔✔, the GM may ask you a question, offer you a worse outcome, hard bargain, or ugly choice

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Volley

DEX

✓	Roll attack power. GM chooses an option.
✓✓	Roll attack power. Choose an option
✓✓✓	Roll attack power.

Send a volley flying with your ranged weapon.
Choices:
✳ You have to move to get the shot, placing you in danger of the GM's choice
✳ You have to take what you can get - halve your attack power
✳ You have to take several shots - lose 1 PACK

Seek Help

When in a peaceful environment where external resources with healing powers are available:

✳ Step 1: Describe your healing experience
✳ Step 2: Return all Exhaustion tokens to the supply
✳ Step 3: Return all Harm tokens to the supply
✳ Step 4: Count the Wound tokens on your Exhaustion pile
✳ Step 5: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
✳ Step 6: Return 1 Wound token and 1 Wound card to the supply
✳ Step 7: Say who you are closer to forgiving

Idle magic items regain their charges. Gird all your armour.

As with Rest, time spent Seeking Help cannot also be used in activities that take effort.

Rest

When you are out of combat, not travelling, and have several hours to devote to rest, do the following:

✳ Step 1: Return all Exhaustion tokens to the supply
✳ Step 2: Count the Harm and Wound tokens on your Exhaustion pile
✳ Step 3: Keep that many cards in your Exhaustion pile, put the rest into your discard pile
✳ Step 4: Return one Harm token to the supply
✳ Step 5: Say who you blame for your injuries

Magic items left idle regain their charges
(remove all white-side red cards)

Gird all your armour
(remove Harm and Wound tokens from it)

Learning skills, studying, or any action that takes mental or physical effort is not available when Resting.

Discern

INT

✓	Ask the GM 1 question from the list
✓✓	Ask the GM 2 questions from the list
✓✓✓	Ask the GM 3 questions from the list

Closely study a situation or person, ask the GM your question(s), and gain a +1 advantage when acting on the answers. (Place tokens to remember where the advantages are, as appropriate)
✳ What happened here recently?
✳ What is about to happen?
✳ What should I be on the lookout for?
✳ What here is useful or valuable to me?
✳ Who's really in control here?
✳ What here is not what it appears to be?