

TAKE A BREATHER

INT/DEX

✓	New complication. See below Recover 1 Stamina
✓✓	Find a strategic safe spot / avoid attention. Recover 1d4 Stamina
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Spend an uninterrupted moment to catch your breath. You can't Take a Breather twice in a row.
INT success: You find a strategic safe spot. INT failure: There's something wrong with the spot
DEX success: Avoid attention. DEX failure: Foe moves to a spot where you're disadvantaged

When you're safe and exit the action (combat is over, pursuit ends), you can flip STR and Take a Breather as an IMMEDIATE move.

BRAVELY RUN AWAY

As long as you're not cornered or surrounded, escape your foes.

If you have less than 4 SPEED
Lose (4 - SPEED) Stamina points

If you have 4 or more SPEED
Regain 2 Stamina points.

The GM will tell you where you end up

DO A FLASHBACK

After you flip, and before the GM describes the consequence of that flip, declare "I'm going to do a flashback". Start the flashback by spending 1 green token and describing how something in the character's past prepared them for this situation. Then ignore the original flip and flip again (using the same advantage / disadvantage as before).

After that, spend green tokens 1-for-1 to bump up the result

GOOD THING I BROUGHT...

Spend
(1 green token + 1 PACK)
or
(2 PACK)
and say what equipment you brought along to aid in the current situation.

This can also be done to start a flashback and bump the result up one level.

If you spent 2 PACK, say what was consumed or broken as you MacGuyvered two pieces of equipment into what you needed

STUDY UNDER A MASTER

In a steading, spend 2 green tokens and tell a story with the GM about how you found a teacher who helped you improve your skills.

Choose:

- *Level up in a move -- place a green card on it.
- *Gain new skills -- take a new move card (the requirements must be met)

SHOP / PROCURE

At a steading, the GM will tell you who is selling and hand you 4 cards from the Item deck. To keep one of the cards, you must buy or barter.

Choose:

- *Spend 1 WEALTH
- *Spend 1 green token + 1 PACK
- *Spend 1 green token + 1 of your Item Cards

Any gained magic items have capacity for just 1 charge.

Also, any time you're at a steading, you can spend 1 WEALTH to gain 2 PACK

CRAFT A WEAPON

At a steading, spend 2 green tokens and make a new weapon card with More Power than your current weapon. The GM will offer it to you as one of the Item cards at your next Shop / Procure or make it available as loot in your next adventure.

Spend 1 more green token to add a magical power (capacity: 1 charge) to the weapon, and the GM will add a weakness or downside.

SHARPEN & STITCH

INT	
✓	Spend PACK at a rate of 2-to-1 to remove red cards
✓✓	A PACK spent may remove 1 red card
✓✓✓	A PACK spent may remove 2 red cards

While resting, spend PACK to repair damage to items.

At a steading, spend 1 WEALTH to forgo the flip and have all your items fully repaired

CRITICAL FLIP

After a flip, if the card that resolves the flip is the Critical Success card (with the green ring in the center), you may:

Spend 1 green token to immediately make an additional move with one level of advantage

Or,

Say how your character's practice has finally paid off, or how they had an insight or epiphany about the move they just accomplished. Spend green tokens 1-for-1 to go up levels in the move that was just resolved.