

## BACKGROUND (🔴)

Write a word or phrase that indicates part of your character's background. When you're in a situation where this background would be useful, after you flip to resolve a move, flip an Anchor as well. Resolve the move with the better result.

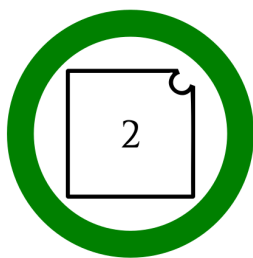
The GM may write a downside or limitation on this card if your Background is too broad or advantageous.

When you take **Background (Bulb)** or **Background (Crescent)**, you can flip this over and write something new on it.

## EAGER LEARNER

When you increase a skill level by flipping a card with a green token symbol, take a Blessing Card and shuffle it into your Deckahedron.

## GETTING THE HANG OF THIS



## IT'S IN HERE SOMEWHERE

When you use **Good Thing I Brought...**, take the top 3 cards of your Deckahedron and match corners to make a 3-in-a-row line. If you can do this, you only need to spend 1 PACK.

While trying to match corners, the narrative progresses, the GM and other players can make moves.

You can give up at any time.

## RALLYING CRY

When you Critical Flip, act out the rallying cry shouted by your character. Then, invite another player to use the advantage instead of you. They must use the advantage right now, and their character must be in the same scene, and they must spend the usual 1 green token.

If they do it, take a Blessing Card, shuffle it into your Deckahedron, and flip this card over.

## RALLYING CRY

When you resolve a flip with a Blessing Card, you may return the Blessing Card to the supply and flip over *only* this card.