

# BASIC MOVES

## OBSERVE

When you **study a tense person, group, or situation**, ask one of the questions associated with your stats. Then roll 2d6 and add...

- +1 if you're familiar with the subject
- +1 if there aren't any distractions
- +1 if you have at least 1 unmarked box in that question's stat

On a hit, the GM will answer your question helpfully and truthfully from your point of view. Take +1 forward to act on the answer. On a 10+, hold 2 *insight*. You can spend 1 *insight* in lieu of marking a stat to ask a question from that stat.

## MANIPULATE

When you **give someone good reason** to do, act, or feel as you want, roll 2d6. Add...

- +1 if they already like, trust, or respect you
- +1 if they're predisposed to do it anyhow
- +1 if it's clear you can follow through

With an NPC, on a 10+ they do/act/feel as you want. On a 7-9, it'll work, but first you must do something to overcome their hesitation or doubt.

Against a fellow PC, on a 7-9 pick 1. On a 10+ both.

- They mark XP if they go along with you
- They have to **Push Themselves** if they don't

## ASSAULT

When you **attack an opponent who isn't fighting back**, roll 2d6. Add...

- +1 if they didn't see it coming
- +1 if they were already scared or worried
- +1 if you didn't need to rush

On a 10+, they must pick one of these:

- Stand fast and suffer your worst (**inflict harm** now)
- Flee or scatter
- Put/find themselves at your mercy

On a 7-9 they can pick one of these instead:

- Retreat from their current position
- Hunker down defensively
- Give something up/let something slip

## FIGHT

When you **engage in battle**, roll 2d6. Add...

- +1 if you're better armed (for the situation)
- +1 if you have effective armor or protection
- +1 if your position is superior

On a 7-9, pick 1. On a 10+, pick 2.

- Land a telling blow (**inflict harm** now)
- Defend yourself well, avoiding harm or counterattack (otherwise, expect to **suffer harm**)
- Improve or solidify your position
- Create an opening or opportunity

## EVADE

When you **dodge, deflect, or navigate a threat**, roll 2d6 and add...

- +1 if you saw it coming
- +1 if you are unencumbered and can maneuver freely
- +1 if you exploit cover, concealment, or distraction

On a 7-9, pick 1. On a 10+, pick 2.

- Avoid the threat
- Get free of immediate danger
- Improve your position

## RESIST

When you **hold fast against an assault** on your mind, body, or soul, roll 2d6 and add...

- +1 if you braced for it
- +1 if you have effective armor or protection
- +1 if it's a matter of life or death

On a hit, you avoid the worst of it. On a 10+, the GM can have you choose one. On a 7-9, the GM will have you choose one or two.

- Lose your footing or position
- Lose your grip or something on your person
- Something on your person breaks
- You're out of it for the moment
- Tap 1 Steady on an appropriate quality
- Mark a condition: *miserable, scared, confused, or exhausted*

## OVERCOME

When you **strive to overcome or escape** a condition, obstacle, or circumstance, roll 2d6. Add...

- +1 if you have the right tools and know how to use them
- +1 if your approach is ideal
- +1 if you are well motivated

On a 7+, you overcome and pick one. On a 10+, pick another.

- Quick – It doesn't take a long time
- Quiet – It doesn't draw unwanted attention
- Clean – It doesn't cause unexpected issues or come with unexpected cost

## PURSUE

When you **track or chase your quarry**, roll 2d6. Add...

- +1 unless they're taking care to hide their trail
- +1 if you're familiar with the terrain
- +1 if you're more mobile than they are

On a 10+ you corner them or catch them in the open. On a 7-9, they choose one:

- They go to ground; you know where they are but they're hard to get at
- They wheel suddenly and attack
- You've almost got them, but there's an intervening threat or obstacle

## GET ANSWERS

When you **investigate or do research**, ask the GM the question you're trying to answer and roll 2d6. Add...

- +1 if you're well versed in the topic
- +1 if your source of information is rich and accessible
- +1 if you take your time about it

On a 10+, the GM answers your question clearly and helpfully, with as much detail as your approach allows. They might ask you to describe how you came to your conclusions. On a 7-9, the GM gives you a cryptic or incomplete answer but tells you how you could learn more.

## TAKE A RISK

When you **take a risk**, roll 2d6. Add...

- +1 if you've taken precautions
- +1 if it's something you've done before
- +1 if there aren't any distractions

On a 10+, you pull it off just fine. On a 7-9, the GM will present you with a requirement, a consequence, or a limitation (or maybe a choice between them). Accept his offer and do it or back down now.

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When you take an action that could trigger multiple moves, use the first move on this list that applies. *E.g. You've cornered Iris in the market place of Arduin, but there's a commotion behind you and she makes a break for it. "I jump up onto a nearby barrel and scan the crowd. Can I see where she went?" You could argue this is both **Observe** and **Pursue**. **Observe** comes first, though, so the GM says "Sounds like you're asking 'where is Iris, really?' Yeah? Roll to **Observe**."*

# MAGIC MOVES

## □ABJURATION

When you **rebuke a spirit or attempt to bind it**, roll 2d6 and add...

- +1 if you wield something anathema to it
- +1 if you try to bind it into a specially prepared vessel
- +1 if you wield an arcane connection to the spirit (e.g. the bones of a ghost)
- +1 if you speak the spirit's true name

On a hit, a bound spirit cannot influence the world without the permission of one who wields its vessel. A rebuked spirit recoils in fear or frustration and cannot approach you or your allies; a timid spirit will flee altogether. On a 7-9, a bound spirit can whisper into the minds of those nearby, and a rebuked spirit remains so for only a short time.

## □ENCHANTMENT

When you **impose your will on another**, tell the GM what want them to do, feel, or think and roll 2d6. Add...

- +1 if you if you speak your desires out loud, or +2 if you address them by their true name first
- +1 if you peer into your victim's eyes
- +1 if they would think its reasonable, or -1 if they'd find it horrific
- +1 if you've bound an arcane connection to them into a talisman
- 1 if you intend for the influence to be long-lasting

On a hit, they do, feel, or think as you'd like, but on a 7-9, the GM picks one:

- They realize that their mind has been tampered with
- Their mind struggles against yours; it takes a bit of time to crush their will
- They take it too far or get it a bit wrong, in a way that makes things... complicated

## □FARSEEING

When you **cast your senses into a distant time or place**, tell the GM what you hope to see and roll 2d6. Add...

- +1 if you hold an arcane connection to the location or someone who is there
- +1 if you know the location or the subject well
- +1 if you use a focus apropos of scrying (e.g. a crystal ball, a basin of water)
- +1 if you alter your consciousness first (via ritual dance, inhaling lotus fumes, etc.)
- 1 if you wish to see something remote in both time *and* space

On a hit, your senses reach the time and/or place you sought but choose 1. On a 7-9, the GM chooses another.

- You draw the unwanted attention of something there, or something else that's watching
- Your mind is left reeling; mark the *confused* condition, or another condition if you're already *confused*
- Hours or days pass in the real world without your notice
- The vision is blurry and disjointed
- The vision ends just before you learn something important

## □HEXING

When you **utter a curse upon a person or place**. Describe what they've lost, how they've been marked, or what they'll never find or gain. Tell them also how the curse can be broken or forestalled. Then roll 2d6 and add...

- +1 if the curse was spoken in verse
- +1 if the escape clause is clear and easy to achieve
- +1 if the curse is poetic justice

On a 10+, so be it. On a 7-9, the curse works but is either more or less potent than intended; the GM will tell you how.

## □HIGH MAGICK

When you **use sympathetic magic to work your will upon the world**, describe your spell and the effect you intend it to have. Then roll 2d6 and add...

- +1 if your spell encourages the natural course of things (e.g. crops to grow, clouds to rain, fire to burn)
- +1 if the effect can take its time to come about (e.g. allowing a spell for wealth to come as a windfall)
- +1 if you use an arcane connection to the subject in your casting
- 1 if the effect is flashy or obviously unnatural

On a hit, your spell works but choose 1. On a 7-9, the GM chooses another:

- The spell is taxing; mark a condition of the GM's choice
- The spell has unintended consequences
- The spell draws supernatural attention

## □MALFEASANCE

When you **work sympathetic magic to directly harm or hinder**, describe your spell and the effect you intend it to have. Then roll 2d6 and add...

- +1 if you use a prepared effigy of your victim, or +2 if it includes an arcane connection
- +1 if you speak your victim's true name in the casting
- 1 if you cannot see your victim, unless you spend a few hours in the casting

On a 10+, the spell works as you described. On a 7-9, the spell works but the GM chooses one:

- The spell taxes you; mark a condition of the GM's choice
- It's less effective than you intended
- The effect ripples out of control
- You draw hostile attention as you cast it

If your spell inflicts harm, **inflict harm** as per your playbook.

## □METAMORPHOSIS

When you **take on another form** that you have already mastered, hold 3 of whatever that form is. (E.g. hold 3 *wolf* or 3 *locust swarm*.) Spend your hold in lieu of marking a trait. When you spend your last hold, resume your original form. When you first gain access to this move, choose 1 form you have mastered.

## □TEMPEST

When you **conjure raw magical power**, describe the power you conjure and roll 2d6. Add...

- +1 if there's a raw supply of that power nearby
- +1 if you're *scared* or *furious*
- +1 if wield a mystical focus attuned to the power you conjure

On a 7-9, hold 1 *power*. On a 10+, hold 2 *power*. While you hold *power*, you can wield it as an extension of yourself within *thrown* range, making moves with it as appropriate. Spend your *power* in lieu of marking a trait. When you spend your last *power*, the magic dissipates.

## □SUMMONING

When you **summon a spirit to manifest before you**, roll 2d6 and add...

- +1 if the spirit is already present (just not manifest)
- +1 if your summons involves something thematically linked to the spirit
- +1 if you wield an arcane connection to the spirit (e.g. the bones of a ghost)
- +1 if you speak the spirit's true name

On a hit, the spirit manifests before you and hold *command* over it. On a 7-9, hold 2 *command*. On a 10+, hold 3 *command*. While you hold *command*, the spirit cannot leave or dissipate without your permission, nor can it take any hostile action against you or others. You may spend your *command* 1 for 1 to:

- Compel the spirit (allowing you to **manipulate** it into doing what you want)
- Wrack the spirit with pain and suffering
- Banish the spirit for at least a night and a day

## □WARDING

When you **set a ward against spirits or other supernatural creatures**, choose 2+ things you intend the ward to do:

- Repel the specified creature
- Trap the specified creature if they enter
- Prevent the specified creature's senses from piercing the ward, unless you address it directly
- Nullify the specified creature's magic from crossing the ward, unless you explicitly allow it

The GM will then roll 2d6 for you and add...

- +1 if you set the wards at your leisure, or +2 if you spend weeks or months on it
- +1 if the warding includes something anathema to the specified creature
- +1 if you work in the specified creature's true name
- 1 if your ward has 3 effects, or -2 if it has all 4.

On a 10+, you get all three effects you wanted. On a 7-9, the GM chooses one effect that will not hold (but doesn't necessarily tell you which). Either way, the ward is effective for as long as it remains undisturbed. On a miss, the ward is flawed and won't stand up to a dedicated assault; when the GM reveals this, mark XP.

# PERIPHERAL MOVES

## PUSH YOURSELF

When you **push yourself** to act despite a condition, circumstance, or self-imposed constraint, pick one:

- Act now, but take -2 forward
- Tap a relevant trait or quality and act now
- Pause, wait for an opening, or take your time, then act

The GM will generally tell you when you need to **push yourself**, but keep the following in mind:

- *Conditions* are things you've marked on your character sheet (*scared, furious, confused, wounded, etc.*)
- *Circumstance* implies your fictional positioning (e.g. shooting despite high winds, fighting while surrounded)
- *Self-imposed constraint* means you're intentionally making things more difficult on yourself: you're aiming for a weak spot, avoiding the black tiles while you fight, pursuing someone without being noticed

## ACT AS A GROUP

When you **act as a group**, identify who the leader is and who is following. Everyone who is following rolls 2d6 to **do their part**. Add...

- +1 if you this is something you're good at
- +1 if you've all worked together like this before
- +1 if you trust one another

On a 7+, you pull your weight. On 10+, you do well enough to cover for someone else's screw-up if you can tell us how you do so. On a miss, mark an appropriate stat or trait or else you screw up, fall behind, or get in the way.

After everyone has done their part, the leader makes the move for the group, taking into account everyone's performance. If the followers did poorly, the leader might need to **push themselves** to make the move.

## HELP OR HINDER

When you **help or hinder** another PC who's rolling, tell us how you do it. Then mark a relevant trait or quality. Add +1 to their roll if you're helping or -2 to the roll if you're hindering. Either way, you expose yourself to danger, retribution, or cost.

## INFLECT HARM

When you **inflict harm**, roll 3d6 and pick one die; your playbook will tell which one to pick. Adjust it by...

- Size: +1 harm for each size category bigger than the target; -1 harm for each size category smaller  
*Tiny < Small < Standard < Large < Huge*
- Force parity (when groups fight): +1harm (max +3) or -1harm per doubling (give or take).  
*E.g. a company of 200 inflicts +3harm (the max) and suffers -4harm from a squad of 15.*
- Formation: a group in formation inflicts +1harm to and suffers -1harm from an irregular group
- Tag: certain tags on a weapon (like +1-harm) or a target (like *amorphous*) can affect the harm done

Monsters and NPCs have 0 to 6 hit points (HP), usually 2 to 4. When they've suffered total harm  $\geq$  their HP, they're out of the fight: dead, dying, incapacitated, fleeing, surrendered, etc. (as appropriate for the harm suffered).

## SUFFER HARM

When you **suffer harm**, the GM tells you how much and describes it, along with the effects of any tags (e.g. *forceful*).

You can reduce the harm by 1 by picking one of these. If you want, you can ask the GM to pick one as well.

- Lose your footing or position
- Lose your grip
- Something on your person breaks
- You're out of it for a moment
- Tap Steady, Armor, or a fitting quality
- Mark a condition: *miserable, scared, confused, exhausted, furious*

However much harm is left, mark that number of boxes:

- Roughed Up
- Wounded
- Dying
- Out of the action
- Maimed
- Dead

When you mark *wounded, maimed, or dying*, write down the nature of the injury on your silhouette.

## CATCH YOUR BREATH

When you spend a few minutes after a conflict to **catch your breath**, clear 1 mark from a stat or trait, or from a condition with the GM's approval. If you were *out of the action*, clear that mark instead.

## HEAL

When you **tend to someone who is wounded, maimed, or dying**, spend 1 Supply and roll 2d6. Add...

- +1 if you know what you're doing
- +1 if you are working in good conditions
- +1 if you spend an extra Supply

On a hit, clear the *dying* condition (if they have it) and mark the wounds on their silhouette as stable. The GM picks 1 (on a 10+) or 2 (on a 7-9):

- It requires the good stuff; spend 1 more Supply or 1 Wealth
- It's worse than you thought; you'll have to **take a risk** to help them
- They be bedridden, out of the action, for at least a week
- They'll be useless for the next day or so

## HAVE WHAT YOU NEED

When you decide you need a particular mundane item, erase Supplies equal to its *load* and Wealth equal to its *cost*. If it's *0-load*, mark 1 Gear. Add it to your inventory. You can only use this produce an *burdensome* item if you are already *burdened*. You can erase 1 Supplies to clear all your Gear marks.

## SCROUNGE

When you **scrounge for supplies** from a limited or questionable source, roll 2d6. On a 10+, pick two (you can pick the same thing twice). On a 7-9, pick one:

- Find 1 Supplies
- Gain 1 Wealth
- Clear 1d6 Gear checkmarks

On a 12+, you find something of surprising value or interest; the GM will tell you what it is.

## GO TO MARKET

When you **go to a bustling market with Wealth in hand**, buy any mundane goods you want by spending Wealth equal to their *cost*. If you're looking for something specific, exceptional or in high demand, roll 2d6. Add...

- +1 if you aren't in a rush
- +1 if you are well known and respected in these parts
- +1 if you don't care who knows
- +1 if you spend 1 Wealth to grease the wheels

On a 10+, you find what you're looking for a fair price. On a 7-9, the GM picks one:

- Yeah, it's available, but it'll cost you extra
- Yeah, you can get one, but you'll have to talk to \_\_\_\_
- They just sold their last one to some guy named \_\_\_\_; maybe you can get it off him
- "No sorry, we're all out of that. But will this do instead?"

## END OF SESSION

At the **end of a session**, review your bonds.

- For each bond, mark XP if you can give an example of having acted on that bond this session.
- If any of your bonds no longer ring true, you may rewrite that bond. The subject of the bond must remain the same.
- If you'd like, spend 1 XP to write a new bond with a character, place, or thing with which you don't already have a bond. You can only do this once per session.

Next, review your keys. If you want, lose 1 key and replace it with another. The new key can come from your playbook or another playbook, but it can't currently be in use by another active character.

# DOWNTIME MOVES

## REST & RELAX

When you **take a day or a night to rest and relax**, roll 2d6. Add...

- +1 if you do so in comfort and safety
- +1 if you enjoy yourself
- +1 if you get to know another character better
- +1 if you splurge and spend 1 Supplies (in the field) or 1 Wealth (in town)

On a 10+, choose 2. On a 7-9, choose 1. On a miss, choose 1 anyway in addition to what the GM says.

- Clear the marks on a trait and all its associated qualities
- Clear your *roughed up* marks
- Clear one of these conditions: *miserable, exhausted, furious, scared, or confused*

## RECOVER

When you are *wounded* or *maimed* and you **take a couple weeks to recover**, roll 2d6. Add...

- +1 if your surroundings are clean, safe, and comfortable
- +1 if you are looked after by some who knows what they're doing
- +1 if you get plenty of rest and take it easy

On a 10+, clear either the *wounded* or *maimed* conditions (your choice). Cross off the injury on your silhouette. If you were maimed, add a note to your silhouette about how you compensate for the loss (eye patch, peg leg, hook hand, etc.). On a 7-9, the conditions remain but take +1 forward (cumulative) to your next **recover** roll. On a miss, you don't get any worse but you lose any cumulative bonus you accumulated. Tell us what the worst part of this ordeal is.

## PREPARE

When you **spend your leisure time in study, meditation, or hard practice**, you hold *readiness*. Hold 1 if you spend a day or so, 2 if you spend a week or two, and 3 if you spend a month or more. When your preparation pays off, spend 1 *readiness* for +1 to any roll. You can only spend one *readiness* per roll.

## PURSUE A GOAL

When you want to achieve something of lasting value tell the GM what it is. He'll tell you 1-4 of the following:

- It'll take days/weeks/months of work
- You'll need help or permission from \_\_\_\_
- First you'll need to get/build/fix \_\_\_\_
- You'll need to learn how to \_\_\_\_ first
- It'll require that you **take a risk**, for certain
- They best you can do is substandard
- You'll have to deal with resistance from \_\_\_\_
- You'll expose yourself and your allies to danger

The GM might connect them all with "and" but they might throw in a merciful "or." If you aren't sure how to accomplish one of the requirements, ask the GM how to accomplish it and he'll break it down into another 1-4 requirements.

When you **spend time and money in pursuit of a goal**, make it clear which requirement you're working on and roll 2d6. Add +1 and mark 1 XP for every 5 Wealth you invest in the project. On a 10+, you complete that requirement.

On a 7-9, the GM picks one:

- You make progress but; take +1 forward to pursue the same goal
- You complete this requirement, but a problem arises that you need to deal with

## SQUANDER RICHES

When you **spend time and money frivolously**, tell us how you're spending it and roll 2d6. Add +1 and mark 1 XP for every 5 Wealth wasted. On a hit, you befriend some useful NPC(s), learn something interesting, or happen upon an opportunity (your choice, but the GM fills in the details). On a 7-9, though, the GM picks one:

- You've been swindled out of 1d6+1 Wealth. Tell us who you suspect.
- You've pissed someone off; the GM will tell you who but you get to tell us how.
- Someone needs your help; tell us why you feel obliged to give it.

## GOODS & SERVICES

### MUNDANE GEAR

Candle, chalk, needle & thread, ball of twine, torch, bowl & spoon, mug, cup, jug, cooking oil, fishing line & hook, lamp oil, whetstone, wooden mallet, wooden stake, hunk of coal, wax, bandages, pouch or purse, wineskin (empty), soap, extra pair of socks, cowbell, quill	(0-load, 0-cost)
Decent knife, tinderbox, glass vial, pot of ink, some sheets of paper, holy water, incense, pouch of table salt or common herbs, healing poultice, pipeleaf, flask of spirits, coil of silken rope, hand mirror, iron spike, map/scroll case, small hourglass	(0-load, 1-cost)
Map, lock, magnifying glass, wire cutter, glass cutter	(0-load, 2-cost)
Spyglass, lock picks	(0-load, 3-cost)
Bedroll, large sack (empty), coil of hemp rope, drum, extra set of simple clothes, wineskin (full), shovel or spade, bundle of kindling, extra shoes, blanket, lead or iron ingot, fish net	(1-load, 0-cost)
Jug of water or cheap ale	(2-load, 0-cost)
Bundle of firewood, portable anvil, quarter keg	(burdensome, 3-load, 0-cost)
Grappling hook, mattock, lantern, bottle of good wine, blank book, length of chain, shovel, spade, bundle of kindling, extra pair of boots, winter clothes, 1 Supplies	(1-load, 1-cost)
Block & tackle, manacles, alchemical kit, religious text, book of lore	(1-load, 2-cost)
Tent, roll-up sledge	(2-load, 1-cost)
Belt or bandolier & pouches	(at-hand, gear □□, 1-load, 1-cost)
Satchel	(pack-3, gear □□□, worn, 1-load, 1-cost)
Backpack	(pack-6 gear □□□□, worn, 1-load, 2-cost)
Frame pack	(pack-6, gear □□□□□□, worn, burdensome, 1-load, 2-cost)
Coat, cloak, or robe of pockets	(gear □□□, worn, 1-load, 2-cost)
Light armor	(+1Armor, worn, cumbersome, 1-load, 2-cost)
Heavy armor	(+2d-Armor, worn, burdensome, 2-load, 3-cost)
Shield	(+1d-Armor, -1harm, tight, 1-load, 1-cost)

### EXCEPTIONAL GEAR

Tindertwig, raw alchemical reagents, hallucinogenic drug, antitoxin, smoke stick	(0-load, 1-cost)
Sovereign glue, potent acid, deadly poison, pocket watch	(0-load, 2-cost)
Full plate armor	(+3d-Armor, worn, burdensome, fitted, 2-load, 6-cost)

### ANIMALS

Riding or draft horse	(+pack, 2-cost)
Warhorse	(+pack, fearless, 6-cost)
Pack animal (donkey, mule, llama, etc.)	(+pack, 1-cost)

### ACCOMMODATIONS (PER WEEK)

A roof over your head	0-cost
Safe, comfortable, and/or private	+1 cost each
Luxurious, prestigious, and/or convenient	+1 cost each

### MUNDANE WEAPONS

Sword	(melee, quick, sharp, tricky, 1-load, 2-cost)
Axe/Pick	(melee, AP1, sharp, sticks, 1-load, 1-cost)
Mace/Hammer	(melee, heavy, 1-load, 1-cost)
Flail	(melee, forceful, heavy, tricky, 1-load, 2-cost)
Spears (x2)	(melee/thrown, sharp, 1-load, 1-cost)
Staff	(-1harm, melee, quick, 2h, 1-load, 0-cost)
Club/Cudgel	(-1harm, melee, 1-load, 0-cost)
Shield	(+1d-Armor, -1harm, tight, 1-load, 1-cost)
Dagger	(tight/thrown, quick, sharp, 0-load, 1-cost)
Polearm	(+1harm, reach, heavy, sharp, 2h, burdensome, 2-load, 2-cost)
Longspear	(reach, sharp, 2h, 1-load, burdensome, 1-cost)
Great Axe/Pick	(+1harm, melee, AP2, forceful, sharp, heavy, 2h, sticks, 2-load, 2-cost)
Greatsword	(+1harm, melee, quick, sharp, heavy, tricky, 2h, 2-load, 4-cost)
Maul	(melee, AP1, forceful, heavy, 2h, 2-load, burdensome, 1-cost)
Bow	(ranged, aimed, sharp, ammo, 2h, 1-load, 1-cost)
Longbow	(+1harm, ranged, AP1, aimed, sharp, ammo, tricky, 2h, 1-load, 2-cost)
Crossbow	(ranged, AP1, aimed, sharp, ammo, reload, 2h, 1-load, 2-cost)
Hand Crossbow	(ranged, aimed, sharp, ammo, reload, 1-load, 3-cost)
Heavy Crossbow	(+1harm, ranged, AP1, aimed, sharp, ammo, reload [slow], 2h, 2-load, 3-cost)
Quiver of Arrows/Bolts	(1-load, 1-cost)
Pouch of sling stones	(1-load, 0-cost)
Bunch of Dirks	(thrown, sharp, 1-load, 1-cost)

### EXCEPTIONAL WEAPONS

Alchemist's fire	(thrown, area, burning, dangerous, fragile, 1-load, 2-cost)
Flintlock pistol	(AP1, ranged, aimed, reload [slow], dangerous, 0-load, 4-cost)
Blunderbuss	(+1harm, AP2, ranged, aimed, reload [slow], dangerous, 2h, 1-load, 4-cost)
Shot & powder	(fragile, 0-load, 2-cost)
Powder grenade	(+1 damage, thrown, area, dangerous, fragile, 0-load, 4-cost)

### TAG DICTIONARY

**Tight** (range): up close and personal, touching

**Melee** (range): ~3-5 ft away from you

**Reach** (range): ~6-12 ft away from you

**Thrown** (range): ~6-30 ft away from you, give or take

**Ranged** (range): ~6-120 ft away from you, maybe more

**+1harm/-1harm**: you inflict +1/-1 harm with it

**2h**: takes both hands to wield it (but you can carry it one)

**Aimed**: can mark Steady when making a move with it

**Area**: it effects everyone in an area (groups take +1 harm)

**Ammo**: Requires ammo in your inventory (e.g. a pouch of stones or a quiver of arrows).

**AP1 or AP2**: Your target rolls -1 or -2 dice for Armor

**Forceful**: knocks targets around and/or breaks stuff

**Heavy**: -1harm if you don't have room & strength to swing it around

**Quick**: when speed matters, quick weapons go first

**Sharp**: -1harm if you don't cut/stab with it

**Sticks**: tends to get stuck in its victims and/or scenery

**Tricky**: requires special training/skill; if it's not available for your initial inventory, push yourself to use it

**Dangerous**: things can badly with this, very quickly

**Fragile**: it's easily broken or ruined

**Pack-X**: you can use X "Pack" slots on your inventory

**Worn**: must go in one of the "Worn" slots on your inventory

**Burdensome**: Must go in one of the "Burdened" slots on your inventory

**Gear**: provides that many boxes of gear (0-load items)

**Fitted**: it's specially made for its wearer and takes a long time and help to get it on and off

# GM WORKSHEET

## AGENDA

- Portray a rich and wondrous world
- Make the characters' lives not boring
- Play to find out what happens

## HOW TO GM

- Describe the situation
- Follow the rules and your principles
- Use your techniques and make your moves

## PRINCIPLES

- Lead with the fiction, end with the fiction
- Draw out the details, revel in them
- Build a coherent mythology
- Embrace the weird and fantastic
- Be a fan of the player characters
- Let the world burn
- Name people and make them human
- Make monsters scary, not just threatening

## TECHNIQUES

- Address yourself to the characters, not the players
- Create PC-NPC-PC triangles
- Make a move that follows, but speak not its name
- Ask provocative questions, build on the answers
- Zoom in and out to match the level of interest
- Think off screen, too
- Exploit your prep, but readily toss it out
- Sometimes, disclaim decision making
- After every move, ask "what do you do?"

## GM MOVES

- Announce trouble
- Introduce an obstacle or threat
- Present something beautiful, valuable, wondrous, fragile
- Tell them the consequences, then ask
- Tell them what's required, then ask
- Offer an opportunity, with or without cost
- Limit their options
- Apply a condition
- Use up their resources
- Separate them
- Capture someone
- Put someone in a spot
- Activate stuff's downsides
- Turn their move back on them
- Take away their stuff
- Inflict or trade harm
- Use a threat move
- Use a condition move

## WHEN YOU INFLICT HARM

How dangerous are they for their size? (pick one)

Weak, frail, or soft; noncombatant	w[3d6]
Able-bodied; can defend themselves	m[3d6]
Trained to fight; a natural predator	b[3d6]

Remember to adjust harm by size, force parity, and formation (see **PERIPHERAL MOVES**).

Apply attack tags:

*+1harm/-1harm*: should be obvious  
*area*: affects multiple foes ; +1 harm vs. groups  
*AP*: it punches through or ignores armor  
*Corrosive*: continues to do harm until addressed  
*Forceful*: knocks foe around and/or breaks stuff  
*Grabby*: grabs, trips, and/or restrains target  
*Heavy*: -1 harm if you can't swing it around  
*Sharp*: -1 harm if you can't cut/stab with it  
*Venomous*: inflicts conditions in addition to harm

When you inflict incidental or environmental harm, pick one:

Just knocks them around a little	1-harm	AP
Might injure them, but probably not	w[3d6]	
Likely to wound or injure	m[3d6]	
Probably lethal	b[3d6]	
Definitely lethal	n/a	(they die)

## WHEN YOUR CHARACTERS SUFFER HARM

Remember to adjust the harm for size, force parity, formation, and weapon tags. If the target is *amorphous*, -1 harm unless the attack is *area*.

You can reduce the harm they take by 1 if (pick 1):

- They lose something
- They're stunned
- They suffer an ongoing condition

You can also mark 1 Armor to negate 1 harm.

When they've suffered total harm  $\geq$  their HP, they're out of the fight: dead, dying, incapacitated, fleeing, surrendered, etc. (as appropriate for the harm suffered).

Determine HP based like so:

If they are... (pick one)	
Feeble, sickly, soft, juvenile	+0 HP
Able-bodied	+1 HP
Hard, strong, powerful, tough	+2 HP
Unnaturally resilient	+3 HP
If they are... (pick one)	
Craven, cowardly, forlorn	+0 HP
Motivated, level-headed	+1 HP
Zealous, ferocious, fanatical	+2 HP
Incapable of doubt or fear	+3 HP

## --- CONDITION MOVES ---

When a PC is *BURDENED*, you can...

- Have them make noise
- Show them down
- Snag, snare, or break something
- Require that they **push themselves** to...
  - Move quickly, quietly, or gracefully
  - Fit through a tight space
  - Climb something

PCs who are *burdened*:

---

When a PC is *MISERABLE*, you can...

- Plague them with doubts
- Make things look worse than they are
- Require that they **push themselves** to...
  - Act carefully
  - Stay alert
  - Endure

PCs who are *miserable*:

---

When a PC is *FURIOUS*, you can...

- Reveal that they overlooked something
- Present a bad idea as a good one
- Require that they **push themselves** to...
  - Be polite, patient, or diplomatic
  - Exercise caution or discretion
  - Grant mercy
  - Retreat

PCs who are *furious*:

---

When a PC is *SCARED*, you can...

- Make things look worse than they are
- Present a false threat
- Overwhelm them with fear
- Require that they **push themselves** to...
  - Do anything other than hide or flee
  - Remain calm
  - Think clearly

PCs who are *scared*:

When a PC is *CONFUSED*, you can...

- Grossly distort their perception
- Make them **observe** just to know what's going on
- Require that they **push themselves** to...
  - Stay focused
  - Form or follow a plan
  - Express themselves lucidly
  - Apply subtlety or finesse

PCs who are *confused*:

---

When a PC is *EXHAUSTED*, you can...

- Catch them flatfooted
- Make a little thing a challenge
- Force them to rest
- Require that they **push themselves** to...
  - Exert themselves
  - Stay awake, much less alert
  - Do much of anything, really

PCs who are *exhausted*:

---

When a PC is *WOUNDED* or *MAIMED*, you can...

- Aggravate their wounds (1-harm ignores armor)
- Show them their limits
- Wrack them with pain
- Require that they **push themselves** to...
  - Ignore their wounds
  - Get up and get moving

PCs who are *wounded* or *maimed*:

---

When a PC is *DYING*, you can...

- Push them closer to death (1-harm ignores armor)
- Show them visions of beyond
- Mark them by the experience
- Require that they **push themselves** to...
  - Do anything other than lay down and die

PCs who are *dying*: