

Basic Moves

PCs have access to all Basic Moves; they're things that just about everyone can at least try to do.

○ Risky Proposition

- When you do something while in jeopardy, pick a Stat, say how you use it, and roll.
- **S:** You succeed.
- **T:** A partial success, or the GM offers you a choice.
- **F:** The jeopardy gets you, fate intervenes.

○ Read a Person

- When you observe a person in a charged interaction, roll Alertness **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, but fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- Is this character telling the truth?
- What are they really feeling?
- What do they intend to do?
- What do they wish I would do?
- How do I get this character to do ____?
- One specific question about a detail of your choice.

○ Read a Situation

- When you observe a charged situation, roll Alertness. **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, and fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- What's the best escape route?
- Which enemy is most vulnerable?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- Who's in control?
- What detail are we missing?
- One specific question about a detail of your choice.

○ Open Your Mind

- When you try to commune with gods, spirits, or powers, roll Spirit. **S:** Choose 2. **T:** Choose 1, but the being takes an interest in you. **F:** Fate intervenes.
- What threat is coming?
- What is the best course to avoid ____?
- What sources of power are nearby?
- How are the powers or supernatural forces moving here?

○ Help/Hinder Someone

- When you help or hinder someone else on a specific task or roll, roll Alertness or Cunning and add your

Relationships with them. On a failure, fate intervenes.

- For PCs, **S:** As a Tie, plus your Relationship with them. **T:** They take +1 on the roll.
- For NPCs, **S:** You pick whether they succeed or fail. **T:** You make it more or less likely they'll succeed.

○ Move Stealthily

- When you try to sneak into, out of, or past a watched or guarded area, roll Cunning.
- **S:** You make it all the way through easily. Take +1 forward.
- **T:** You're cutting it close, but you make it through.
- **F:** You didn't make it. Fate intervenes.

○ Seize by Force

- When you struggle with someone for control of something, roll Power and Exchange Harm. **S:** choose 3, **T:** choose 2, **F:** choose 1 and fate intervenes.
- Inflict +1 harm
- Suffer -1 harm
- Take definite control of the thing
- You impress, dismay, or frighten them.

○ Exchange Harm

- When you trade blows with someone, you move into the appropriate range for one of your Weapons, you pick which. You then Deal Harm. If your opponent has a Weapon that can be used at that same range, they Deal Harm back to you in the same way.

○ Deal Harm

- When you hurt someone or something with a weapon, calculate how much: harm = your Weapon's harm - target's Armor.
- If an effect says to Deal Harm Past Armor, the target's Armor doesn't affect how much harm you deal.
- If a Move specifies a particular number, such as "Deal 1 Harm," it deals that amount *instead* of your Weapon's damage.

○ End of Session

- When the session ends, do the following.
 - Check to see if any of your Relationships have been resolved.
 - Spend Experience if you want. Make sure you clear any Experience spent.
 - Clear all Willpower stars.
 - Clear one filled Health star.
 - Clear any temporary effects.

Battle Moves

Battle Moves are used in combat, generally to deal harm to another character.

○ Melee

- When you fight in close combat, roll Power and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes.
- You inflict +1 harm.
- You suffer -1 harm.
- You overrun their position.
- You outmaneuver your opponent.
- You grapple with your opponent.

○ Ranged

- When you shoot at an opponent, Exchange Harm and roll Alertness. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes.
- You inflict +1 harm.
- You suffer -1 harm.
- Your enemy is pinned down in place.
- You remain undetected.

○ Arcane

- When you enspell an opponent, Exchange Harm and roll Spirit. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate

intervenes.

- You inflict +1 harm.
- You suffer -1 harm.
- You hit several adjacent opponents.
- You hide your magical power.

○ Backstab

- When you try to get the drop on someone within the range of one of your Weapons, roll Cunning. **S:** All 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- You are not noticed.
- You Deal Harm to your target.
- You escape from the scene of the incident.

○ En Garde

- When you defend a position or location, ready to receive an opponent, or otherwise prepare for attack, roll Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- You inflict +1 harm against the next aggressor.
- You suffer -1 harm from this wave of attacks.
- Enemies cannot pass you until they overrun your position.
- Allies behind you take -1 harm from this wave of attacks.
- 1 enemy takes -1 harm ongoing until they disengage from your defense.

Special Power Moves

Unlike Archetype Moves, Special Powers are more related to your physique and natural abilities than your training or profession.

○ Biteshake

- When you savage someone in combat, Move into Melee, Exchange Harm, and roll Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose one, but fate intervenes.
- You hurl your opponent away, temporarily preventing them from attacking unless they have a Ranged Weapon.
- You inflict +1 harm.
- You suffer -1 harm.
- You pin your opponent in place.
- You destroy, remove, or eat one of their things.

○ Swallow Whole

- When you try to eat someone, roll Power. **S:** You swallow the target. Exchange Harm if you wish. While inside you, PCs can only attempt to escape by using Seize By Force against you; success indicates they escape. When an NPC tries to escape, you can attempt a Risky Proposition to keep them down. **T:** You take a bite out of them and Exchange Harm. **F:** Fate intervenes.

○ Poison

- When you bite or sting an opponent, roll Alertness. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 and fate intervenes. Spend 1 hold for one of the following:
 - They are Dealt 1 Harm Past Armor.
 - They become drowsy for a while.
 - One of their things is damage or destroyed.
 - They are confused and gullible for a while.
 - They become slow, rigid, or immobile for a while.
 - One effect lasts for a prolonged time.

○ Constrict

- When you constrict, grapple, or choke someone, roll Power. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 and fate intervenes. The target escapes if it is conscious when you have no hold left. While you have a hold on them, you can prevent them from moving.
- Spend 4 hold: Render the target unconscious. You must constrict the target multiple times to get this much hold.
- Spend 1 hold: Target cannot attack you until you have no hold on them.
- Spend 1 hold: Target takes -1 ongoing until it catches its breath.
- Spend 1 hold: Deal 1 Harm Past Armor.

○ Agile Flyer

- When you perform aerial acrobatics, roll Alertness. **S:** Choose 2. **T:** Choose 1. **F:** Choose 1 and fate intervenes.
- You escape to a safe distance.
- You take +1 forward.
- The enemy loses track of you.
- You drop something on the enemy, Dealing 2 Harm.

○ Transformation

- When you take the time to transform into another shape, roll Charm or Cunning. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes. The transformation lasts the duration of the scene and collapses if you are hurt or examined too closely. You take +1 ongoing while your transformation is applicable.
- Mimic a person's likeness.
- Produce a useful limb or part.
- Adapt to an environment or hazard.
- Take on 1 natural characteristic of an animal.

○ Supernatural Allure

- You get +1 on Beguile, Courtship, and Get Intimate Moves,

and can use them in combat.

○ Regenerate

- When you have wounds, you can try to heal them. roll Spirit. **S:** Heal 1 wound. **T:** You don't regenerate, but you take +1 Armor forward. **F:** You expend too much energy and fate intervenes.

○ Mystic Eye

- When you Read a Person or Situation, you can add these questions to the list of things you can ask.
 - What does ___ god, power, or spirit think of this?
 - What's one magic power it has?
 - What Power Pool is most closely related to it?

○ Evil Eye

- When you Exchange Harm, you can always opt to Deal 1 Harm Past Armor instead of using a Weapon. You can do this at Melee or Ranged distance.

○ Binding Thread

- When you are within Melee range of an enemy, you can bring your threads into play. Roll Cunning. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.
- Deal 1 Harm Past Armor.
- Disable an enemy's Weapon or Armor.
- Stop an enemy in their tracks.
- Pull a person or object close.
- Tie up a character.

○ Psychic

- When you read the thoughts of another, roll Spirit. **S:** Ask 3. **T:** Ask 2. **F:** Ask 1, and your target asks 1 of you.
- What do I need to do to get you to do ___?
- What is one of your weaknesses?
- What do you fear?
- What is one of your strengths?
- What are you hiding?
- What is your next move?

○ Super Ability

- You have a super ability. Pick one from the list below. When you use your super ability, roll (Stat). **S:** It works without a hitch, take +1 forward. **T:** It works, but the GM introduces collateral damage. **F:** Your super ability backfires and fate intervenes.
- Superstrength (Power)
- Ubersenses (Alertness)
- Hyperspeed (Alertness)
- Ultratempting (Charm)
- Omniscient (Cunning)
- Gigamagic (Spirit)

○ Great Roar

- When you let loose a terrible howl or cry, roll Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.
- You deafen all opponents in the scene.
- Interrupt any rituals or activities that rely on sound.
- Your enemies are not immediately attracted to your position.
- Enemies who hear you take -1 forward to attack you.

○ Echolocation

- Darkness, smoke, and fog have no bearing on your ability to see or navigate an area. If you Exchange Harm with someone who can't see you, the harm they can deal you is reduced by 1.

○ Solid Thought

- Natural Weapons and Armor you carry do not exist in physical space unless you want them to; you appear unarmed and unarmored at all times. When you take your opponents by surprise, you take +1 Armor and harm forward the first time you engage any given enemy. All other costs and requirements remain the same for procuring said gear.

Social Moves

Social Moves cover the various useful social interactions that a character can do. These Moves go far beyond basic conversation. You can lie to someone even if you don't have the Deceive Move, but doing so leaves all of the attempt in the hands of the GM who may choose to complicate the matter.

○ Deceive

- You say what you want the other party to believe, and roll Cunning. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 but fate intervenes.
- Your ruse is not discovered.
- The target falls for it.
- The timing is perfect.
- They tell others about it.

○ Threaten

- Make your threat, and roll Power, Cunning, or Charm.
- **S:** They choose 1: They force you to make good on the threat and they deal with the consequences. They give in and do what you want.
- **T:** They choose 1 from above, or one of the following: Get out of the way. Barricade themselves securely in. Give you what part of what you want. Back off calmly.
- **F:** They don't appreciate it. Fate intervenes.

○ Beguile

- When you seduce, manipulate, tempt, or lie to someone, say what you want them to do, give them a reason, and Roll Charm.
- **NPCs:** **S:** They go along with it unless something betrays your reason. **T:** They go along with it, but they need assurance or a promise.
- **PCs:** **S:** Both. **T:** Choose one.
 - If they go along with it, they mark Experience.
 - If they refuse, they do not mark Experience when their Flaw is invoked for the remainder of the session.
- **PCs & NPCs:** **F:** Fate intervenes, they're on to you, they resist, or they somehow foil or reverse your attempt.

○ Get Intimate

- When you get intimate with another character, roll Charm or Power. **S:** You change both your tag with them and their tag with you, and you take +1 ongoing with them. **T:**

Either take +1 ongoing with them, or change their tag with you. **F:** Your lover takes +1 ongoing with you and may change their tag with you. Regardless of your success, if your lover is a PC, they may Get Intimate as well.

○ Courtship

- When you try to persuade someone into a relationship with you, offer them a Relationship tag with yourself as the target. They can either accept it or decline. If they accept it, you mark Experience. They may perform Courtship with you in return, but do not have to.

○ Seek Council

- When you go to someone for insight, ask them what course of action they think is best and roll Charm or Alertness and add their Relationship with you. **S:** They choose 2. **T:** They choose 1. **F:** They choose 1, but fate intervenes, whether you follow their advice or not.
- You take +1 ongoing to pursue their advice.
- You mark Experience at the conclusion of following their advice.
- You take +/-1 ongoing with someone, their choice.

○ Weight of Reputation

- When you meet someone you want you want to influence with your reputation, roll Charm or Power and add their Relationship with you. This only works once on someone unless your reputation has grown since your last meeting. **S:** You get +1 ongoing with them. **T:** You take +1 forward with them. **F:** Fate intervenes: they *have* heard of you, but not in a good way.

○ Athletics & Sport

- When you compete with others in a physical competition with rules, roll Alertness or Power. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 but fate intervenes.
- You impress either the crowd or your opponents, take +1 ongoing in social situations with them.
- You win, or tie if any of your opponents are PCs and also select this.
- A patron steps forward to give you favor in the form of Treasure, Fealty, or assistance.
- A bargain or negotiation is honored in favor of your side.
- Your fame rapidly spreads across the region.

Flaw Moves

You always have access to both Flaw Moves. You can change your Flaw through play using Experience. Individual flaws are listed in the List of Flaws after the Moves section.

○ Tragic Flaw

- Any player can invoke your Tragic Flaw, including yourself. When your Flaw is invoked, pick one.
- If you have it to spare, mark Willpower, and temporarily

suppress your Flaw.

- Indulge your Flaw and mark Experience.
- Indulge your Flaw and take +1 ongoing while doing so.
- Indulge your Flaw, take +1 forward, and clear 1 Willpower.

○ Invoke Flaw

- When you invoke another PC's Flaw, mark Willpower and suggest a complication related to their Flaw. When you invoke your own flaw, you don't mark Willpower, just suggest a complication.

War Moves

These Moves are used during large-scale battles and sieges, and deal with military units operating in the field. You *can* use your own character as your unit for the purposes of War Moves. No character receives a War Move by default in character creation, but you can buy them as normal.

○ Besiege

- When your unit lays siege to a fortified position, roll Cunning and your unit is Dealt 3 Harm. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit Deals Harm to the defenders.
- Your unit takes only light casualties, 1 harm instead of 3.
- You do not expend significant resources.
- Your opponents run low on supplies.

○ Withstand Siege

- When your unit weathers an assault on a fortified position roll Alertness. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit repairs any damage to the fortifications.
- Your unit keeps the invaders at bay.
- Your unit *avoids* spending too many resources.
- Your unit damages the aggressor's siege weaponry.

○ Sortie

- When your unit issues forth from a fortified position to engage the enemy, roll Power and Exchange Harm with the opposing unit. **S:** You inflict +1 harm, and your opponents' equipment and preparations are destroyed. **T:** Your opponents' equipment and preparations are damaged. **F:** Fate intervenes.

○ Open Battle

- When your unit engages an opponent unit on the field of battle, roll Power or Cunning and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit inflicts +1 harm.
- Your unit suffers -1 harm.
- Your unit breaks the enemy's formation.
- You take +1 forward.

○ Formation

- When you rally your troops into a formation, roll Power or Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit takes +1 ongoing to Armor.
- Your unit takes +1 ongoing to harm inflicted.
- Enemies cannot engage a defended unit in melee.
- Enemies cannot pass your unit.

○ Light Cavalry

- When your unit flanks or harries an opponent, roll Cunning or Alertness and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit suffers -1 harm.
- Your unit breaks the enemy's formation.
- The enemy unit is demoralized.
- Your unit disengages successfully from the enemy.

○ Shock Cavalry

- When your unit charges an opponent head on, roll Power and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit inflicts +1 harm.
- Your unit suffers -1 harm.
- The enemy unit is scattered and takes -1 ongoing while disorganized.

- Your unit manages to retreat after the charge.

○ Artillery

- When your unit fires a volley from siege engines, cannons, or other extreme-range weapons, roll Alertness or Cunning. **S:** You Deal Harm Past Armor to the enemy unit, or damage on their fortifications. **T:** You scatter the enemy unit, or send them running for cover. **F:** Fate intervenes. Pray you missed your own troops.

○ Volley

- When your unit launches a ranged volley at an enemy, roll Cunning or Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit Deals Harm to the enemy.
- Your unit breaks the enemy's formation.
- The enemy unit is demoralized.
- The enemy unit's advance is slowed or halted.

○ Scout and Range

- When your unit carefully observes and measures the range of an enemy unit, roll Alertness or Cunning. **S:** You and your allies take +1 ongoing on all war moves until your opponent changes their formation. **T:** You and your allies take +1 forward on Volley and Artillery Moves. **F:** Fate intervenes on your reconnaissance.

○ Maneuver

- When your unit attempts to outmaneuver an opponent, roll Cunning. **S:** Take +1 ongoing while you have the advantage of terrain or position. **T:** Take +1 forward due to the advantage of your terrain or position. **F:** Fate intervenes and the enemy takes the tactical advantage.

○ Resupply

- When you take time to patch wounds, feed soldiers, and replenish arms, declare where your resources are coming from and determine your Relationship with the leader of that asset or place. Then roll Charm or Cunning and add your Relationship. **S:** Your unit heals 3 harm. **T:** Your unit heals 2 harm. **F:** Your unit heals 1 harm, but fate intervenes somewhere else in the war.

○ Sabotage

- When your unit sabotages the opponent, roll Cunning. **S:** Choose 2. **T:** Choose 1, but be prepared for complications. **F:** Fate intervenes.
- Undermine their defenses.
- Collapse their tunnels.
- Poison their water supply.
- Destroy their food.
- Destroy their supplies.
- Deliver spies or assassins.

○ Battlefield Enchantment

- When you call upon gods, spirits, or powers to turn the tides of battle, roll Spirit. **S:** Choose 2. **T:** Choose 1. **F:** Fate intervenes and the gods become angry.
- Sculpt the terrain to your advantage. Allied units take +1 ongoing to Maneuver, Scout and Range, and Withstand Siege.
- Curse the enemy. They take -1 ongoing to harm.
- Bolster your allies. They take +1 ongoing to Open Battle, Heavy Cavalry, and Besiege.
- Scry on the enemy forces. Your allies take +1 ongoing to Artillery and Volley unless the enemy blocks your scrying.
- Hide your forces. Your allies take +1 ongoing to Sabotage, Maneuver, and Scout and Range until they engage the enemy.