



Uncommon WORLD

Version 1.0

Curated by J. Alan Henning





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Introduction

Uncommon World is a fantasy roleplaying game designed to be compatible with third-party *Dungeon World* playbooks, monsters, and adventure starters, while updating the core moves with what has been learned over the past decade. The basic and special moves have all been updated based on a survey of over 250 players, who selected their preferred moves drawn from over a dozen supplements and hacks. This is a Consensus Edition of the rules, but you can customize all these using the online configuration tool, <https://bit.ly/UWconfig>.

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Credits

Many of these systems have their own names for moves; the name of the DW move it is compatible with, if any, is used here; the wording of moves has been edited for consistency and compatibility with one another.

Chasing Adventure is © 2021 by Spencer Moore. Used by permission. Included moves: End of Session, Push Yourself, and Steeped in Lore.

Freebooters on the Frontier by Jason Lutes is licensed under the Creative Commons Attribution-ShareAlike 3.0 Unported license. Included moves: Call for Assistance, Do Their Thing, End of Session snippet (“alignment goal”), Order Follower, Pay Up, Supply, and Spout Lore.

Homebrew World by Jeremy Strandberg is licensed under the Creative Commons Attribution-ShareAlike 3.0 United States. In addition to selected drives, the following moves were included: Aid, Deal Damage, Defy Danger, Discern Realities, Encumbrance, Give Chase, Interfere, I Know a Guy, Last Breath, Parley, and Struggle as One.

Perilous Wilds by Jason Lutes and Jeremy Strandberg is licensed under a Creative Commons Attribution-ShareAlike 3.0 Unported license. Included moves: Forage, Forge Ahead, Hunker Down, Journey, Recruit, Make Camp, Manage Provisions, Navigate, Scout Ahead, Take Watch, and Undertake a Perilous Journey.

Unlimited Dungeons is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License. In addition to selected drives, the following moves were included: Carouse, Defend (itself adapted from HBW), Hack & Slash, and Volley.

Worlds of Adventure by Cameron Burns is licensed under a Creative Commons Attribution-ShareAlike 4.0 International license. In addition to selected drives, the Recover move was included.

YAFPH (Yet Another Fantasy PbtA Hack) by J. Alan Henning is licensed under the Creative Commons Attribution-ShareAlike 4.0 United States. In addition to selected drives, the following moves were included: Flashback, Level Up, and Outstanding Warrants.

Two drives are licensed by Justin Hellings under the Creative Commons Attribution-ShareAlike 4.0 United States.

Each of the above systems are in turn based on *Dungeon World*, which is the work of Sage Kobold and licensed under the Creative Commons Attribution 3.0 Unported License.

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Follow these 10 steps to create a character.

- 1) **Choose a Playbook** - From the list at <https://bit.ly/playbooklist>, download a free playbook or buy a commercial playbook for your character.
- 2) **Choose a Race or Background** - Just because a playbook doesn't show options for a specific race or background doesn't mean that you can't create a character like that. Write in the background for now, then between games discuss with the GM creating a custom move to build on this background.
- 3) **Choose a Name and Look** - Make up a name for your character, or choose one from any lists provided by the playbook. Choose aspects of your character's appearance from those given, or write in your own.
- 4) **Choose Modifiers** - Assign key attributes of your character a modifier. The attributes: STrength, INTelligence, DEXterity, WISdom, CONstitution, and CHARisma. Look at the moves on your playbook; for the one you want to excel at, assign the attribute it needs a +2. Then assign the following values to the remaining attributes: +1, +1, +0, +0, and -1.
- 5) **Determine Max HP** - Each playbook has a different maximum HP (hit points), signifying the amount of damage you can take before being in danger of dying. Where the playbook lists an HP formula (Base + Constitution score), instead calculate your max HP as follows: $10 + \text{old base} + 2 \times \text{CON}$. For instance, $4 + \text{Constitution}$ means $10 + 4 + 2 \times \text{CON}$, and $8 + \text{Constitution}$ means $10 + 8 + 2 \times \text{CON}$.
- 6) **Choose Starting Moves** - The front side or first page of each playbook typically lists the moves your character can begin the game with. Some are selected for you; some playbooks give you options to choose from.
- 7) **Choose Alignment or Drives** - Some playbooks list alignment goals, and others list drives. Choose as appropriate. If your playbook lists alignment but you'd rather use drives, consult the list on the next page and either roll for two drives or pick two.
- 8) **Choose Gear** - Each playbook offers different choices of what armor, weapons, and equipment you can start with. If you have armor, record your total armor value on your sheet, as indicated (for instance, a shield increases your armor value by 1).
- 9) **Introduce Your Character** - Wait until everyone else has reached this step, then go around the table taking turns describing your character, your appearance, and anything else you consider important or public.
- 10) **Choose Bonds** - Bonds are an optional way to connect your characters to one another at the start of your adventures together. Choose another player's character and write in their name for one of your bonds; you can repeat this with other characters, if you wish. Let the other players know what bonds you picked. (Unlike bonds in Dungeon World, bonds in Uncommon World don't provide any mechanical benefit to Aid, Interfere, or End of the Session moves; they're just a roleplaying aid.)

D100	NAME OF THE DRIVE	GOAL FOR EACH SESSION	HACK
I-2	Accord	<i>Find virtue in others not of your own kind</i>	UD
3-4	Antiquity	<i>Acquire something old, lost, or magical</i>	WoA
5-6	Artistry	<i>Experience something of beauty or grace</i>	UD
7-8	Champion	<i>Choose honor over personal gain</i>	UD
9-10	Conquest	<i>Prove yourself superior to someone in power</i>	UD
11-12	Contempt	<i>Offend an NPC with your brutish ways</i>	HBW
13-14	Courage	<i>Lead another to act despite fear or doubt</i>	HBW
15-16	Crusade	<i>Lead others in righteous battle</i>	UD
17-18	Cultivation	<i>Help someone grow, learn, or improve</i>	HBW
19-20	Cunning	<i>Set up a ploy and then take advantage of it</i>	HBW
21-22	Daredevil	<i>Leap into danger without a plan</i>	UD
23-24	Defiance	<i>Stand up to a bully or tyrant</i>	HBW
25-26	Discovery	<i>Uncover something about a mystery</i>	WoA
27-28	Dominance	<i>Coerce someone through threats or violence</i>	HBW
29-30	Doubt	<i>Question your faith, your oaths, or your order</i>	HBW
31-32	Drama	<i>Provoke conflict between others</i>	HBW
33-34	Fame	<i>Ensure that others will spread your name</i>	HBW
35-36	Fellowship	<i>Use your art to help those in need</i>	UD
37-38	Firebrand	<i>Spread a dangerous new idea</i>	UD
39-40	Flagellation	<i>Confess to an inadequacy</i>	JH
41-42	Freedom	<i>Free someone from literal or figurative bonds</i>	WoA
43-44	Gigantic Mirth	<i>Cause trouble by over-indulging</i>	HBW
45-46	Heritage	<i>Upset another with your strange ways/rites</i>	HBW
47-48	Honor	<i>Keep a promise made to an NPC</i>	HBW
49-50	Hope	<i>Give hope or cheer to someone who needs it</i>	UD
51-52	Inquisition	<i>Reveal the failings or falsehoods of another</i>	HBW
53-54	Judgement	<i>Deny mercy to a criminal or unbeliever</i>	UD
55-56	Mercy	<i>End someone or something's suffering</i>	HBW
57-58	Mystery	<i>Deflect or evade an inquiry into your doings</i>	HBW
59-60	Mythos	<i>Discover a piece of lost knowledge</i>	UD
61-62	Naturalist	<i>Help an animal or spirit of the wild</i>	WoA
63-64	Nature Claims All	<i>Destroy a symbol of civilisation</i>	WoA
65-66	No Quarter	<i>Kill a defenseless or surrendered enemy</i>	WoA
67-68	Peace	<i>Settle a conflict or dispute without bloodshed</i>	HBW
69-70	Pride	<i>Refuse a request or order that's beneath you</i>	HBW
71-72	Primal	<i>Eschew a convention of the civilised world</i>	WoA
73-74	Renewal	<i>Reclaim something for the natural world</i>	UD
75-76	Romance	<i>Share a passionate moment with another</i>	HBW
77-78	Ruthless	<i>Deny mercy to an enemy</i>	YAFPH
79-80	Sacrifice	<i>Endanger yourself to heal another</i>	WoA
81-82	Sagely	<i>Teach someone else the ways of your people</i>	WoA
83-84	Science!	<i>Discover how something new works</i>	UD
85-86	Shepherd	<i>Endanger yourself to help another</i>	UD
87-88	Slayer of the Weird	<i>Eliminate an unnatural menace</i>	WoA
89-90	Tenacity	<i>Refuse to give up despite objection or disaster</i>	HBW
91-92	Trickery	<i>Get someone to act on false information</i>	HBW
93-94	Triumph	<i>Defeat a mighty foe to prove your worth</i>	WoA
95-96	Truth	<i>Find and reveal a lie</i>	JH
97-98	Victory	<i>Defeat a worthy foe in single combat</i>	HBW
99-100	Wonder	<i>Show someone a place/thing of great beauty</i>	HBW

Aid

When you **help another character who's about to roll**, they Take Advantage but you are exposed to any risks, costs, or consequences.

Defy Danger

When **danger looms, the stakes are high, and you act anyway**, check if another move applies. If not, roll...

- ... +STR to power through or test your might
- ... +DEX to employ speed, agility, or finesse
- ... +CON to endure or hold steady
- ... +INT to apply expertise or enact a clever plan
- ... +WIS to exert willpower or rely on your senses
- ... +CHA to charm, bluff, impress, or fit in.

On a 10+, you pull it off as well as one could hope. On a 7-9, you can do it, but the GM will present a lesser success, a cost, or a consequence (and maybe a choice between them, or a chance to back down).

Discern Realities

When you **closely study a situation or person and look to the GM for insight**, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1; either way, Take Advantage on your next move to act on the answers.

- 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 or what is really in control here?
- What here is not what it appears to be?

Flashback

When you **propose that you took some previously undeclared action in the past that can affect the current situation**, and the GM agrees, roll +INT. On a 10+, it's as you specified. On a 7-9, it's not quite what you specified; the GM can introduce a complication or a cost. On a miss, things have changed that you're only now learning about.

Interfere

When you **try to foil another PC's action and neither of you back down**, roll...

- ... +STR to power through or test your might
- ... +DEX to employ speed, agility, or finesse
- ... +CON to endure or hold steady
- ... +INT to apply expertise or enact a clever plan
- ... +WIS to exert willpower or rely on your senses
- ... +CHA to charm, bluff, impress, or fit in.

On a 10+, they pick 1 from the list below. On a 7-9, they pick 1 but you are left off balance, exposed, or otherwise vulnerable.

- Do it anyway, but Take Disadvantage on their roll
- Relent, change course, or allow their move to be foiled.

Mark XP

When you **roll a 6-, or are otherwise instructed**, record a gain of one experience point (XP).

Parley

When you **press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll+CHA. On a 10+, they either do as you want or reveal the easiest way to convince them. On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

When you **press or entice a PC and they resist**, you can roll +CHA. On a 10+, both. On a 7-9, pick 1:

- They mark XP if they do what you want
- They must do what you want, or reveal how you could convince them to do so.

Push Yourself

When you **put all of your effort into one act**, you may take a debility of your choice to Take Advantage. The debility does not affect this roll.

Spout Lore

When you **recall something you know about the subject at hand**, say how you might have come by such knowledge. If the GM buys it, roll +INT. On a 10+, the GM will tell you a relevant truth, or ask you to establish one. On a 7-9, the GM will say what you recall, but you won't know how true it is until you put it to the test. If the GM doesn't buy how you might have come by such knowledge, it turns out you don't know much about the thing after all.

Struggle as One

When the GM calls on you to **Defy Danger as a group**, they'll describe the struggle you face. Say how you deal with it and roll +STAT. On a 6-, you find yourself in a spot, the GM will describe it. On a 7+, you pull your weight. On a 10+, you can get someone out of a spot, if you can tell us how. If you roll 6- but someone saves you, don't mark XP.

Take Advantage/Disadvantage

When **another Move gives advantage**, roll 3 six-sided dice and tally the two highest to determine your result.

When **another Move gives disadvantage**, roll 3 six-sided dice and tally the two lowest to determine your result.

Deal Damage

When you **harm a foe but don't murder them outright**, roll your damage and say the result (plus any tags like *messy, forceful*, etc.). The GM will reduce the target's HP by that amount, less armor and any partial (+1 armor) or major cover (+2 armor). The GM will either describe the result of the harm or ask you to do so.

When a creature is reduced to 0 HP, they are out of the action: dead, unconscious, cowering, etc.

When you have advantage or disadvantage to a damage roll, roll the main damage die twice and take the higher or lower result; then add any bonus dice that apply.

If you harm multiple foes at once, roll damage separately for each.

Defend

When you **take up a defensive stance or jump in to protect someone or something else**, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker; deal your damage with disadvantage.

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold left on this move.

Give Chase

When you **pursue your quarry**, roll and add...

- ...+DEX to outrun or outmaneuver them
- ...+CON to outlast them
- ...+WIS to track them or seek them out.

On a 10+, you corner your prey or catch them in the open. On a 7-9, your prey picks one:

- You've almost got them, there's just one last obstacle in your way
- They've gone to ground; you know where they are but they're hard to get at
- They wheel unexpectedly and attack.

Hack & Slash

When you **fight in melee or close quarters**, roll+STR. On a 10+, Deal Damage and choose 1:

- You evade, prevent, or counter the enemy's attack;
- You strike hard and fast; deal 1d6 extra damage, but suffer the enemy's attack.

On a 7-9, Deal Damage, but also suffer the enemy's attack.

Last Breath

When you **are dying**, you catch a glimpse of what lies beyond the Black Gates of Death (describe it) then roll +nothing. On a 10+, you've cheated death—you're no longer dying but you're still in a bad place. On a 7-9, Death will offer you a bargain—take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a 6-, your fate is sealed: you're marked as Death's own, and you'll cross the threshold soon; the GM will tell you when.

Volley

When you **take aim and attack an enemy at range**, roll+DEX. On a 10+, you have a clear shot, deal your damage. On a 7-9, deal your damage but also choose one:

- You have to move or hold steady to get the shot, placing you in danger as described by the GM;
- You have to take what you can get: Deal Damage with *disadvantage*;
- You have to take several shots, reducing your ammo by one; for a thrown weapon, it's either broken or lost forever (otherwise, you can recover it later).

Carouse

When you **return triumphant and throw a big party**, spend 100 coins or a valuable item and roll +1 for every 100 coins or additional valuable item spent. On a 10+, choose three. On a 7–9, choose two. On a 6–, choose one anyway, but things get really out of hand, the GM will say how.

- You befriend a useful NPC.
- You hear rumors of an opportunity.
- You gain useful information.
- You are not entangled, ensorcelled, or tricked.

End of Session

When you **reach the end of a session**, as a group answer the following:

- Did we discover something new and important about the world or characters?
- Did we newly visit or significantly alter a memorable location?
- Did we overcome a notable obstacle, enemy, or challenge?

For any “yes” answer, everyone marks 1 XP.

Additionally, mark 1 XP if you accomplished your Alignment Goal or Drive.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) the sum of your current level plus 7**, and aren’t level 10, do the following:

- Subtract 7 and then your current level from your XP.
- Increase your level by 1.
- At every even level (2, 4, 6, 8), increase one of your modifiers by +1, but you can’t increase modifiers above +3. At every odd level (3, 5, 7, 9), increase your HP by 2.
- Choose a new advanced move from your class and follow any other instructions specific to your playbook.

Level Up: It Doesn’t Go to 11

When you **would attain level 11**, instead:

- Retire to safety. Create a new character to play instead and work with the GM to establish their place in the world.
- Take on an apprentice. Play a new character (the apprentice) alongside your current character, who stops gaining XP.
- Change entirely to a new playbook. Keep your ability scores, background, HP, and whatever moves you and the GM agree are core to who your character is. You lose all other playbook moves, replacing them with the starting moves from your new playbook.

Recover

When you **settle down for the night** (making camp in the wilderness, spending the night at an inn, etc.) and spend several hours resting, eating, drinking, and recuperating, you heal damage equal to half your maximum HP.

When you **spend a few days resting in relative safety and comfort**, tell the GM how you spend your time. You heal all of your HP and clear all your debilities, but the GM moves on without you; the GM will advance one or more of their Fronts in your absence.

Steeped in Lore

When you **spend downtime (hours or days) sifting through rumors and information in a library, watering-hole, or other scholarly or social nexus**, roll+INT. On a 10+ choose three. On a 7–9 choose two:

- You learn of a valuable treasure.
- You learn of a dangerous enemy or group.
- You learn something useful about an area’s history, layout, or politics.
- Your research went unnoticed by your enemies.

For each one you choose, the GM might ask you, “How did you learn this?” Tell them the truth.

I Know a Guy

When you **know someone who can help**, name them and roll +CHA. On a 10+, yeah, sure, they can help, though you might need to make it worth their while. On a 7–9, pick 1:

- They can help, but they need your help first.
- They're going to ask for a lot.
- They're not quite cut out for this.
- You can't exactly trust them.

On a 6-, the GM picks 1 and then some.

Outstanding Warrants

When you **return to a civilized place in which you've caused trouble before**, the most notorious among you must roll +CHA.

On a 7+, word has spread of your group's troublemaking, and everyone recognizes you but no one wants to turn you in. On a 9-, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest.
- Someone has put a price on your head.
- Someone important to you has been put in a bad spot as a result of your actions.

Supply

When you **go to buy something with money on hand**, if it's something readily available in the settlement you're in, you can buy it at market price.

When you **go looking for something specific and uncommon**, say who you ask about it and roll +CHA. On a 10+, they know where you can find it, and it can be had for a fair trade. On a 7–9, the GM chooses 1 from the list below:

- It'll cost you more than expected.
- You find a poor substitute.
- You can get it, but only if you see a guy who knows a guy.
- It was on hand until just recently, when someone else acquired it.
- It's not here, but there's something else that might do the job.

Call for Assistance

When a follower **helps you make a move that calls for a roll**, take +1 to that roll, but that follower is exposed to any risks or consequences of the move. When that move is a Hack & Slash or Volley, roll your damage die twice and use the higher die.

Do Their Thing

When you **have a follower do something chancy within the scope of their tags**, roll +Quality. On a 10+, they do it, as well as one could reasonably hope. On a 7–9, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what).

Order Follower

When you **order or expect a follower to do something dangerous, degrading, or contrary**, roll +Loyalty. On a 10+, they do it, now. On a 7–9, they do it, but the GM picks one from the list below.

- Decrease the follower's Loyalty by 1. (When a follower has -3 Loyalty, they betray or abandon you at the next opportunity.)
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

Pay Up

When a follower is **compensated for their efforts by having their Cost met**, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after the follower and their leader both Make Camp.

Recruit

When you **go looking to hire help**, tell the GM what you're offering and whom you're looking for, phrased in one of the following ways:

- A group of ____ (porters, guards, minstrels, angry farmers, etc.).
- A skilled ____ (guide, sage, burglar, bodyguard, etc.).

On a 6-, no one shows, but mark XP.

A group is a follower like any other, but with the *group* tag. If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts. On a 10+, they're yours for the hiring. On 7–9, the GM chooses 1 from the list below. On a 6-, no one shows, but mark XP.

- They demand greater compensation, in coin or some other form.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.).
- You can tell at a glance they are less than ideal (ask the GM how).

The GM will choose or roll the specifics of followers (Quality, Loyalty, Instinct, Cost, tags, etc.) as needed. Quality represents how effective the follower is, particularly in the areas defined by their tags; a follower's Quality can range from -2 (*rubbish*) to +3 (*masterful*) and starts at d6-3. Loyalty tracks how committed the follower is to you; it starts at +1 but can range from -2 to +3. Cost describes what motivates them to follow: coin or other material reward.

Encumbrance

When you **carry more than your Load**, you're encumbered (noisy, slow, hot, quick to tire).

Forage

When you **spend a day seeking food in the wild, and your surroundings are not barren**, roll +WIS. On a 10+, you gain 1d4 rations plus 1d4 rations if you have the knowledge and gear needed to trap or hunt. On a 7–9, as above, but first face a Discovery or Danger of the GM's choice.

Forge Ahead

When you **push on despite powerful opposition from the elements**, roll +CON. On a 10+, you go as far as you are able before needing to pause for a rest. On a 7–9, choose 1 from the list below.

- You go as far as you are able, but overtax yourself and become *weak, shaky, or sick* (choose one).
- You go as far as you are able, but the weather takes its deepest toll on your gear (ask the GM how).
- On second thought, maybe you're better off staying put. If you make progress, ask the GM where you end up on the map, and if the weather shows any sign of relenting.

Hunker Down

When you **take shelter to wait out the elements**, choose 1 party member to roll+nothing. On a 10+, it doesn't take long for things to clear up. On 7–9, things aren't going to change any time soon; you can Forge Ahead or Make Camp here for the night and hope things have changed by morning.

Journey

When you **travel by a safe route, through safe or dangerous lands**, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions to determine how many rations were consumed over the course of the trip.

Make Camp

When you **settle in to rest**, choose one member of the party to Manage Provisions. Then, if you eat and drink, and have enough XP, you may Level Up. If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing. On a 10+, the night passes without incident. On a 7–9, the GM chooses 1 from the list below.

- The person on watch notices a nearby Discovery.
- One party member of the GM's choice suffers a restless night.
- One or more followers causes trouble.
- A Danger approaches—it's not immediately hostile, but if it approaches Take Watch.

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

Manage Provisions

When you **prepare and distribute food for the party**, roll +WIS. On a 10+, choose 1 from the list below. On a 7–9, the party consumes the expected amount of rations (1 per person for Make Camp, 1 per person per day for a Journey).

- Careful management reduces the amount of rations consumed (ask the GM by how much).
- The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward.

Navigate

When you **plot the best course through dangerous or unfamiliar lands**, roll +INT. On a 10+, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp. On a 7–9, GM chooses 1 from the list:

- You happen upon a Discovery missed by the scout.
- The going is slow, or you wander off course. The GM says which, and where you end up on the map.
- You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it.

Scout Ahead

When you **take point and look for anything out of the ordinary**, roll +WIS. On a 10+, choose 2 from the list below. On a 7–9, choose 1 from the list below.

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain—short-cut, shelter, or tactical advantage (describe it).
- You make a Discovery (ask the GM).
- You notice a sign of a nearby Danger—ask the GM what it is, and what it might signify.

Take Watch

When you **are on watch and something approaches**, roll +WIS. On a 10+, you notice in time to alert everyone and prepare a response; all party members take +1 forward. On a 7–9, you manage to sound the alarm, but no one has time to prepare. On a 6–, mark XP, and whatever approaches has the drop on you.

Undertake a Perilous Journey

When you **travel through dangerous lands, and not on a safe route**, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to Scout Ahead, and one to Navigate, resolving those moves in that order.