

Uncommon World

Uncommon World is a customizable fantasy roleplaying game using the PbtA system and designed to work with [over 400 playbooks](#). Characters are defined using the standard array of six stats (CHARisma, CONstitution, DEXterity, INTelligence, STRength, and WISdom). For each move, you can review a list of potential phrasings selected from over a dozen different systems and adapted to be compatible with one another. Choose the moves most relevant to your players. You can copy and paste from this document, or you can complete [this exercise as an online survey](#), which will build a PDF comprised of your choices.

Basic Moves

1) Parley

Select the wording you intend to use.

When you **have leverage on a GM character and manipulate them**, roll+CHA. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7–9, they need some concrete assurance of your promise, right now. [Source: DW]

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. The GM should consider what might convince them, using this list for inspiration: • a promise/an oath/a vow • a chance to do it safely/freely/discreetly • appealing or appealing to their ego/honor/conscience/fears • a convincing deception • a better/fair/excessive offer • helping them/doing it with them • violence (or a credible threat thereof) • something they want or need (coin/food/booze/art/etc.) • concrete assurance/proof/collaboration • pressure from _____ • permission from _____ • assistance from _____. [Source: 4W]

When you **use favor, payment, promises or threats to get someone to do something**, say what you want them to do (or not to do) and roll+CHA. If they have a bond with you, you may use up their bond to gain +2 to the roll. For NPCs, on a 10+ they'll do what you want. On a 7-9 they'll only do it if you also take a bond with them afterwards. [Source: CA]

When you **want something from someone that they don't want to give up**, make your case and roll+CHA: on a 10+, they name their absolute minimum price; on a 7-9, they name a price they could live with; on a 6-, mark XP, and prepare to be milked for all you're worth. [Source: FotF]

When you **try to convince someone to agree and go along with you** >>> If your actions or words convey violence check the Threaten move. If you can, use that instead. What could convince them? • a solemn promise / oath / vow • a safe / free / discreet way to do it • leaning on their ego / honor / fear / etc. • a convincing deception • a better / fair / excessive offer • help

doing it / help with other stuff • something they want or need • pressure / permission / help from ____ <<< clarify what you want them to do. They will ponder their opinions, desires, motivations and then choose: • yes, they are convinced and will go along with you unless or until something betrays the reasons you gave them. • no, they hesitate, haggle, or refuse ... so you must roll+Cha. For NPCs: 10+ = be it grudgingly or happily their answer becomes yes as above; 7-9 = their words or actions convey a way to get a yes; the GM will express it clearly. If you can't or won't comply, the GM performs a Soft Reaction. 1-6 = GM Reaction. For PCs: 10+ = both effects from the 7-9 list; 7-9 = you choose one: • if they go along with you, they earn 1 XP • if they refuse, they get Disadvantage ongoing until the next Recover move; 1-6 = GM Reaction. [Source: FW]

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. [Source: HBW]

When you **influence or manipulate an NPC to do something they normally wouldn't do**, roll+CHA. On a hit, they reveal the easiest way to convince them to go along. On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful. (Note that "easiest" does not necessarily mean easy to accomplish, convincing a royal guard to let you by is still a challenging task. Parley is not mind control in that regard, nor is it just asking nicely. If you have leverage on them, the GM should take it into consideration when telling you their costs.) [Source: UD]

When you **press or entice someone into a course of action**, say what you want them to do (or not to do), give them a reason (leverage), and roll+CHA. For NPCs: On a 10+, they'll do what you want until some fact or action betrays the reason you gave them. On a 7-9, they'll do it, but they'll need some extra incentive first. For PCs: On a 7+, they mark XP if they do as you ask. On a 7-9, they can choose to ask you for something in return. On a 6-, they're under no obligations to do as you ask. [Source: WoA]

2) Defy Danger

Select the wording you intend to use.

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it... • by powering through, +STR • by getting out of the way or acting fast, +DEX • by enduring, +CON • with quick thinking, +INT • through mental fortitude, +WIS • using charm and social grace, +CHA. On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice. [Source: DW]

When you **act despite an imminent threat or obstacle**, tell us how you do it. Then roll... • +STR if you endure or power through it • +DEX if you act with speed or finesse • +INT if you employ quick or out-of-the-box thinking • +WIS if you rely on mental fortitude or sharp senses • +CHA if you use charm, subterfuge or social grace. On a 10+ the threat doesn't come to bear. On a 7-9 it only abates if you make costly sacrifice or ugly choice, the GM will tell you what. [Source: CA]

When you **act or react in the face of danger**, roll... ...+STR to use sheer might ...+DEX to use speed, agility, or a delicate touch ...+CON to resist or endure ...+INT to think fast, focus, or remember ...+WIS to use intuition or willpower ...+CHA to charm or impress ...+LUCK to close your eyes and pray. On a 10+, you do it, as well as one could hope; on a 7-9, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice. [Source: FotW]

When you **act under great pressure, despite adverse odds or facing a looming danger** >>> Never use this Move if a more specific one could also apply. <<< tell the World what you're most afraid could happen if you fail, then roll+DEX. 10+ = you do it and give Advantage to someone (yourself included) 7-9 = you do it but choose one: get Disadvantage or GM move. 1-6 = GM move. [Source: FW]

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). [Source: HBW]

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it ... +STR to employ brute force. ... +DEX to act with speed or finesse. ... +CON to endure or hold steady. ... +INT to think fast or employ expertise. ... +WIS to apply senses or fortitude. ... +CHA to use charm, subterfuge, grace. On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice. [Source: OSW]

When **danger looms, you act anyway, and no other move applies**, then roll (just roll, +nothing—yeah, Danger doesn't care how tough or cool you are). 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). [Source: YAFPH]

3) Defend

Select the wording you intend to use.

When you **stand in defense of a person, item, or location under attack**, roll+CON. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when **you or the thing you defend is attacked** you may spend hold, 1 for 1, to choose an option: • Redirect an attack from the thing you defend to yourself • Halve the attack's effect or damage • Open up the attacker to an ally giving that ally +1 forward against the attacker • Deal damage to the attacker equal to your level. [Source: DW]

When you **take up a defensive stance or jump in to protect others**, roll+CON: on a 10+, hold 3 Readiness; on a 7-9, hold 1 Readiness. You can spend Readiness 1-for-1 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 Damage, with disadvantage [roll your damage twice and take the lower result]). When you **go on the offense, cease to focus on defense, or the threat passes**, lose any Readiness that you hold. [Source: 4W]

When you **stand in defense of a person, item, or location under attack**, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, When you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option. • Redirect an attack from the thing you defend to yourself. • Halve the attack's effect or damage. • Open up the attacker to an ally, giving that ally +1 Forward against them. • Deal your STR in damage (plus any weapon or ability bonuses). [Source: OSW]

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. [Source: UD]

4) Discern Realities

Select the wording you intend to use.

When you **closely study a situation or person**, roll+WIS. On a 10+ ask the GM three questions from the list below. On a 7-9 ask only one. Take +1 forward when acting 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's really in control here? • What here is not what it appears to be? [Source: DW]

When you **closely investigate a charged situation**, ask the GM one question about it and roll+WIS. On a 7-9, the GM answers your question truthfully. On a 10+ the GM also answers

related followup questions. You and your allies roll with Advantage when first acting on this information. [Source: CA]

When you **pay close attention to a person, place or thing**, roll+WIS: on a 10+, hold 3; on a 7-9, hold 1. Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual. [Source: FotF]

When you **observe a situation, a place, an object**, the GM will tell you what is obvious and clear, and then ask you: "Do you want to know more?" If you say YES >>> <<< clarify how you act to get extra info and to what you pay close attention to, then roll+Wis. Through the course of the observation, spend your hold to ask their Player questions, one by one. If you act on the answers, you get Advantage. 10+ = hold 2. 7-9 = hold 1. 1-6 = hold 1 + World Reaction. List of Questions: • where's my best way out / way in / way past? • who is the most vulnerable / threatening to me? • who's in control here and now? • what has happened recently / is about to happen here? • what here is useful / valuable to me? • what here is not what it seems? • what should I focus my attention on?

When you **observe a person, an animal, or a creature**, their Player will tell you what is obvious and clear, then ask you: "Do you want to know more?" If you say YES >>> <<< explain how you interact with them, then roll+Wis. Through the course of the interaction, spend your hold to ask their Player questions, one by one. If you act on the answers, you get Advantage. 10+ = hold 2. 7-9 = hold 1. 1-6 = hold 1 + GM Reaction. List of Questions: • is your character telling the truth? • what is your character really feeling? • what does your character intend to do? • what does your character wish I'd do? • how could I get your character to __ ? [Source: FW]

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? [Source: HBW]

When you **closely study a charged situation**, roll+WIS. On a 10+, ask 3. On a 7-9, ask 1. • What happened here recently? • What is about to happen? • What should I be on the lookout for? • What here is useful to me? • Who or what is really in control here? • What here is not as it appears to be? You and your allies roll with Advantage when acting on the answers. [Source: WoA]

When you **closely study a situation or person**, say how you do so and roll. If you do it... • with a military focus, +STR; • through subterfuge and deception, +DEX; • by integrity and persistence, +CON; • with thorough and detailed knowledge, +INT; • using secrets and insight, +WIS; • using charm and social grace, +CHA. On a 10+ ask the GM three questions from the list below. On a 7-9 ask only one. Take +1 forward when acting 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's really in control here? • What here is not what it appears to be? [Source: YAFPH]

When you **search for a recent clue, something imminent, something valuable, a danger, a deception, what is really in control, or ask a question from your playbook**, say what you are seeking and roll+WIS: On a 10+, the GM will tell you what you find and answer a follow-up

question. On a 7-9, the GM will only tell you what you find. On a 6-, the GM may tell you something false, which you must immediately act upon. [Source: YAFPH]

5) Spout Lore

Select the wording you intend to use.

When you **consult your accumulated knowledge about something**, roll+INT. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now. [Source: DW]

When you **consider what you know about a subject**, ask the GM one question about it and roll+INT. On a 10+ the GM will tell you detailed useful information. On a 7-9 the GM will tell you information that is vague, twisted, or incomplete. Either way, you and your allies roll with Advantage when first acting on this information. [Source: CA]

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. [Source: FotF]

When you **wonder if or declare that you know something about the world** >>> <<< explain why you should already know about it and clarify what would be useful for you to know in this situation, then roll+INT. 10+ = the GM gives you useful and detailed info, an explanation. 7-9 = the GM gives you useful but vague info, a hint. 1-6 = the GM gives you truthful info + World Reaction. [Source: FW]

When you **consult your accumulated knowledge about something**, roll+INT: on a 10+, the GM will tell you something interesting and useful, and relevant about the subject; on a 7-9, the GM will only tell you something interesting—it's on you to make it useful. Either way, the GM might ask you "How do you know this?" Tell them the truth, now. [Source: HBW]

When you **consult your accumulated knowledge about something**, roll+INT. On a 10+, the GM will tell you something interesting, useful, and relevant about the subject. On a 7-9, the GM will only tell you something interesting; it's up to you to make it useful. [Source: WoA]

6) Aid or Interfere

Select the wording you intend to use.

When you **help or hinder someone you have a Bond with**, roll+Bond with them. On a hit they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost. [Source: DW]

When you **help or hinder someone, say how**, before they make their roll. If you do it ...using brute force, roll+STR ...with speed, agility, or physical finesse, roll+DEX ...with vitality, toughness, or vigor, roll+CON ...through emotional manipulation, roll+CHA ...through analysis, logic, or book-learning, roll+INT ...some other way, roll+WIS. On a 7–9, they take +1 or –2 to their roll, your choice. On a 10+, improve or reduce their result by one step, your choice, and choose one: • you do not expose yourself to danger, retribution, or cost; • you help someone else: they take +1 forward; • you help yourself: you take +1 forward; • you gain a karma point. [Source: 4W]

When you **act alongside one of your companions**, they either roll with Advantage or Disadvantage. Either way, you are both exposed to any costs or consequences associated with their move. One can be assisted or hindered by multiple people, gaining a new source of Advantage/Disadvantage per person. [Source: CA]

When you **assist or interfere with someone**, say what ability you use, how it applies to the situation, and roll +that ability: on a 10+, they take +1 or -2 to their roll, your choice; on a 7-9, they take +1 or -2, but you expose yourself to danger, retribution, or some other cost (ask the GM what). [Source: FotF]

When you **involve yourself in someone else's action** >>> <<< describe how you do it, and if you're trying to help or hinder. The GM will regard you as exposed to the consequences of the situation. Say whether the target character receives Advantage or Disadvantage. [Source: FW]

Aid: When you **help another character who's about to roll**, they gain advantage but you are exposed to any risks, costs, or consequences.

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 with disadvantage on their (next) roll • Relent, change course, or otherwise allow their move to be foiled. [Source: HBW]

When you **help or hinder someone**, say how you do so and roll with that stat. On a hit, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost. [Source: OSW]

When you **act alongside one of your companions**, they roll with Advantage but you are both exposed to any costs or consequences associated with their move.

When you **hinder one of your companions**, they roll with Disadvantage but you also expose yourself to danger, retribution, or cost. [Source: W0A]

7) Encumbrance

Your Load is specified by your playbook and ranges from 6+STR to 12+STR (use 9+STR if not specified in your playbook).

Select the wording you intend to use.

When you **make a move while carrying weight up to or equal to Load**, you're fine. When you **make a move while carrying weight equal to load+1 or load+2**, you take -1. When you **make a move while carrying weight greater than load+2**, you have a choice: drop at least 1 weight and roll at -1, or automatically fail. [Source: DW]

When you **carry weight more than your Load but equal to or less than twice your Load**, you are encumbered, and suffer -1 ongoing until you lighten your burden. When you **carry more than twice your Load (within reason)**, you can't do much more than struggle along at a snail's pace. [Source: FotF]

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

8) Optional Basic Moves

Select any additional Basic Moves that you desire to include.

Burn XP

When you **have made any roll**, you may burn 1 XP to give yourself a +1 on a roll you just made. [Source: HBW]

Manifest Power

When you **use extraordinary powers to do something consistent with your premise or established abilities**, and no other move applies, roll+STAT. On a 10+, you do it; choose one. On a 7-9, the GM will choose one as well. • You attract unwanted notice. • You cause collateral damage or an unintended injury. • You get hurt. • You lose a resource. • You owe someone a debt. • The outcome is worse than you hoped. On a 12+, as 10+, and the power is part of your repertoire now; the GM will create a niche move to reflect it. [Source: UMF]

Push Yourself

When you **put all of your effort into one act**, you may take a debility of your choice to roll with Advantage. The debility does not affect this roll. [Source: CA]

Roll for Luck

When you **create a character**, roll 3d6 to determine how lucky they are: on a 3, use a modifier of -3; on 4-5, -2; on 6-8, -1; on 9-12, 0; on 13-15, +1; on 16-17, +2; on 18, +3.

Get Lucky

When you **hope things will go your way**, roll +LUCK: on a 10+, they do, this time; on a 7-9, they do, but there's a tradeoff—ask the GM what; on a 6-, DO NOT mark XP, and you get the opposite of what you hoped for.

Burn Luck

When you **have made any roll except a +LUCK roll**, you may burn 1 Luck to raise or lower the result of that roll by 1. [Source: FotF]

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. [Source: HBW]

Combat Moves

9) Deal Damage

Select the wording you intend to use.

When you **deal damage** the character rolls their class's damage dice plus any bonuses or penalties from moves, weapons, or effects. If a move specifies an amount of damage, use that in place of the class's damage roll. [Source: DW]

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 victim's HP by that amount (less armor) and either describe the result 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. [Source: HBW]

10) Hack & Slash

Select the wording you intend to use.

When you **attack an enemy in melee**, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you. [Source: DW]

When you **attack an enemy in mêlée**, roll+STR. On a hit, you deal your damage to the enemy and the enemy makes an attack against you. On a 10+ you also select one of the following choices: • avoid their attack; • deal +1d6 damage; • a starting move of your discipline adds one or more choices; • other moves may offer you additional choices. [Source: 4W]

When you **openly fight an enemy up close**, roll+STR. On a 7+ you and your enemy both inflict a debility on each other. On a 10+ you either avoid their debility, inflict an extra debility, or take something from them, your choice. [Source: CA]

When you **face a foe in hand-to-hand combat**, roll+STR: on a 10+, you deal your damage; on a 7-9, you deal damage but suffer the enemy's attack as well. [Source: FotF]

When you **act to Harm someone while they try to Harm you** >>> Unless they shoot you while you shoot them, ranged attacks do not trigger this move. <<< exchange harm as established, but first roll+STR. 10+ = choose 2; 7-9 = choose 1; 1-6 = choose 1 + GM move (not Inflict Harm nor Turn their move). List of Options: inflict terrible harm; suffer little harm; impress, dismay or frighten someone here; take or keep hold of some thing/person/position; keep some thing/person/position safe and undamaged; force your way into the opponent's position/guard; force the opponent towards a position of your choosing. PC vs PC: If PCs Brawl against one another, each rolls separately to pick their own options, then harm is exchanged once. The GM too only gets one Reaction, if any. [Source: FW]

When you **fight in melee or close quarters**, roll+STR: on a 10+, your maneuver works as expected (Deal Damage) and pick 1: • Evade, prevent, or counter the enemy's attack; • Strike hard and fast, for 1d6 extra damage, but suffer the enemy's attack. On a 7-9, your maneuver works, mostly. Deal Damage but suffer the enemy's attack. [Source: HBW]

When you **fight in melee or close quarters**, roll+STR. On a 10+, deal your damage and choose one: • You evade, prevent, or counter the enemy's attack; • You strike hard and fast; deal +1d6 damage, but suffer the enemy's attack. On a 7-9, deal your damage, but also suffer the enemy's attack. [Source: UD]

When you **engage an enemy in open combat**, roll+STR. On a 7+, you trade blows; you deal damage to them, and they make an attack against you. On a 10+, choose 2. On a 7-9, choose 1. • You inflict great (+2) damage. • You suffer little (-2) damage. • You take something from them (their position, a limb, etc.). • You create an opportunity for yourself or your allies. • You impress, dismay, or frighten your enemies. [Source: WofA]

11) Volley

Select the wording you intend to use.

When you **take aim and shoot at an enemy at range**, roll+DEX. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage): • You have to move to get the shot, placing you in danger of the GM’s choice; • You have to take what you can get: -1d6 damage; • You have to take several shots, reducing your ammo by one. [Source: DW]

When you **attack from afar**, roll+DEX. On a 10+ you have a clear shot and inflict a debility. On a 7-9 you inflict a debility but are either put in a dangerous position or gain Disadvantage Forward, your choice. [Source: CA]

When you **attack a target with a ranged weapon**, roll+DEX: on a 10+, you inflict damage; on a 7-9, you inflict damage after resolving 1 of your choice: • Mark off 1 ammo; • Just winged ’em—roll damage twice and use the lower roll; • You attract unwanted attention. [Source: FotF]

When you **launch a ranged attack**, roll+DEX: on a 10+, you have a clear shot—Deal Damage! On a 7-9, Deal Damage but choose 1 from the list: • You have to move/hold steady to get the shot, placing you in danger of the GM’s choice; • Take what you can get; Deal Damage with disadvantage; • Deplete your ammunition; mark the next status next to your weapon/ammo. [Source: HBW]

When you **take aim and shoot at an enemy at range**, roll+DEX. On a 10+ you have a clear shot—deal your damage. On a 7–9, you do damage, but you either use one ammo, or expose yourself to danger. [Source: Rob Donoghue, “Shooting at Volley”, 2014-06-19]

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; your damage roll gets disadvantage; • You have to take several shots; you are out of ammo until you spend a use of Supplies; for a thrown weapon, it’s either broken or lost forever (otherwise, you can recover it later). [Source: UD]

When you **launch a ranged attack**, roll+DEX. On a 10+, you strike your target—deal your damage. On a 7–9, you must take several shots: • If using ammo, reduce it by one and deal your damage. • If using a thrown weapon, roll damage twice and use the lower roll. On a 6-, reduce your ammo by one, if applicable, and the GM chooses 1: • You are struck by an enemy attack; • You mistakenly hit someone or something you didn't want to; • Some other setback. [Source: YAFPH]

12) Optional Combat Moves

Select all the custom moves you intend to use.

First Aid

When you **spend a few minutes tending to someone's injuries**, spend 1 use of Supplies and choose one: • They recover 1d6+your INT HP. If the die shows a 1, the GM will introduce an additional complication from the injury. If your patient has recently been hit by a messy attack, there is a complication if the die shows a 1 or a 2. • You stabilize any dangerous wounds they have. Roll 1d6; if the die shows a 1 or a 2, there's a complication. [Source: UD]

Fly, You Fools!

When you **seek to flee the dungeon at high speed**, roll +WIS. On a 12+, you make it out, safely. On a 10-11, choose one. On a 7-9, choose two. On a miss, all four apply. • Someone in the party is permanently marked by the escape: describe how the escape has forever changed them. • Someone in the party has lost all their resources: describe what happened to make them lose their gear. • Someone in the party chose to stay behind to buy the party time to escape: they must immediately roll Last Breath. • The entire party is bloodied by the escape: each takes 10 damage. [Licensed under the Creative Commons Attribution 4.0 International License (cc by 4.0) by Thomas Roberts, 2021.]

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, you 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. [Source: HBW]

Gloss Over a Fight

When **victory is clear and everyone agrees to skip the details of the fight**, describe your role in the conflict and roll +STAT (per Defy Danger). On a 10+, pick 1: • You make it through the fight unscathed; • Pick 1 from the 7-9 list, but tell us how you negated someone else's choice from the list. On a 7-9, pick 1: • Take Damage from your foes (tell us how that happened); • Mark a debility (tell us why); • Use up a resource: an item, a spell, your ammo, your Supplies, etc. (tell us how); • Suffer some strategic setback (ask the GM to describe it). On a 6-, pick 1 from the 7-9 list and the GM picks another.

Set Traps

When you **spend some time in an area preparing traps, describe how you do it and what the effects will have**. Then spend 1 use of Supplies and roll +INT: on a 10+, hold 3 Trap; on a 7-9+, hold 2. When someone moves around in the area, you may spend Trap on a 1-for-1 basis to use the following effects, activating the trap: • Deal your damage to a target. • Ensnare a target; they can't move until the trap is broken. Strong and sneaky targets might break out of the trap faster. • Set off a loud alarm; you'll hear or sense it. • Impair or maim your target, slowing movement or a limb's usability. • Move a target a short distance to a location you desire. You can spend

multiple Trap on a single effect (so that you can both deal your damage and ensnare your target, for instance). [Source: Razorkiss on Dungeon World Discord.]

Threaten

When you **use overt or implied violence to have someone say or do something here and now**

>>> If your violence can't happen right here and now, then it's not the Threaten move. <<< clarify what you want them to do, then roll+STR. 10+ = The victim is forced to react in one of the following ways: • they cave and do what you ask, for real, to the best of their ability; • they force you to harm them. They explain how this happens but then you choose one: you hesitate; they are unharmed after all + Soft Reaction; you harm them + they pick from the 7-9 list. 7-9 = The victim describes how they force your hand. You describe how exactly you cause them harm. This violence forces the victim to react in one of the following ways: • flee, get out of your way, leave the stage if they can; • stay, and give you what they think you want; • stay, and shut down, defend, look for cover, excuses, a scapegoat; • stay, and try to de-escalate, back off slowly, look inoffensive. 1-6 = GM Move. *Threaten Explained: Threaten is not about your PC getting what they want. Threaten is not a sort of "violent Sway". Threaten represents what happens when a PC uses violence to force their will on another character. What the PC gets is: you can't be ignored, the victim has to react, and their options are limited. A 10+ roll means the PC has control over the situation: they decide if Harm happens or not, and even when their hand is forced they can still make a choice. A 7-9 roll means the PC has partially lost control. They have been forced to do Harm, but they still have the upper hand. They still force the victim to react in a limited way. They still can't be ignored. In both cases the PC might get what they want, plain and simple. the GM can and should use this option often, as it is the cleanest and most effective. But the GM might choose otherwise, as violence is messy and unpredictable.* [Source: FW]

Up Close and Personal

When you **approach or leave melee with someone larger than you or who uses a weapon with reach or who is flanked by allies**, roll+DEX: on a 10+, evade their attack altogether or take half the damage to create an opportunity for adjacent allies; on a 7-9, suffer half the damage. [Source: YAFPH]

13) Last Breath

Select the wording you intend to use.

When **you're dying** you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). On a 10+ you've cheated death— you're in a bad spot but you're still alive. 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 miss, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when. [Source: DW]

When you **mark your fifth debility**, your life is untenable. When your life is untenable, be it from debilities or otherwise, you're out of the action for a while. Say how and choose one from the list below: • Lock in a debility of your choice, which can't be removed except through a

Level Up (you still gain XP from it); • Change to a new playbook; • Die. If you're not dead, remove all debilities that aren't Locked. The GM will say when you're back in the action. [Source: CA]

When you **have zero or less hit points**, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, roll +LUCK: on a 10+, it's a miracle!—you're alive with 1 HP, and choose 2 from the list below; on a 7-9, you're alive with 1 HP, and choose 3 from the list; on a 6-, you're gone. Which is also the case if no one rolls you over to check within a few hours. • You're unconscious until you heal up to half your total HP; • You'll die within the next hour without proper treatment; • You've incurred a major, permanent injury of the GM's choosing; • You suffer 1d8 ability score damage to each of 2 abilities (GM's choice). When you **die**, you may Rise to the Occasion now, or wait until you get back to town and Sign Up as a new character. [Source: FotF]

When you **die, or are just moments away from death** >>> No one can Intervene. Adv. and Disadv. do not apply unless specifically stated otherwise. <<< roll+OPTIONS. You can pick up to 3 OPTIONS, each only once: • permanently lose 1 HP • permanently move 1 STAT point to a different STAT (min. -1, max. +3) • permanently acquire one of the following TAGs: Disfigured, Lame, Unsteady Hands, Bad Sight (pick a second time to be Blind instead), Bad Hearing (pick a second time to be Deaf instead), Sickly. Your last breath roll: 10+ = You are alive after all! the GM will tell you when and where you wake up. You have to Renew (see End of Session move) your current Issue, or Doubt, or both. 7-9 = As 10+, but the GM creates a new Issue or Doubt without consulting you. To abandon it you must undertake a personal quest (follow the Occultist's Ritual move, with four conditions). 1-6 = Alas, you died. After the scene ends, recount how your (active play) deeds influenced, for better or worse, the life of one or two NPCs you met. [Source: FW]

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. [Source: HBW]

When you **reach 0 HP and take your last breath**, roll+nothing; Death doesn't care how tough or how persuasive you are. On a 10+, you've cheated Death - you're in a bad spot, but you're still alive at 1 HP. On a 7-9, Death will offer you a bargain; take it and stabilise at 1 HP, or refuse and forfeit your soul. 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 it is time. [Source: WoA]

14) Recover

Select the wording you intend to use.

When you **do nothing but rest in comfort and safety** after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead. [Source: DW]

When you **settle in to rest as a group**, the GM advances the Grim Portents. Then, if anyone has 5 or more XP, they Level Up. When you **have finished resting and resume your adventuring**, remove all your conditions and refresh your undamaged armor. [Source: CA]

When you **spend 1 week of downtime resting in town**, pay your cost of living and heal points accordingly-- Poor (6-CHA coins): damage die+CON of HP and/or ability points; Modest (12-CHA coins): 2 damage dice +CON of HP and/or ability points; Comfortable (24-CHA coins): 3 hit dice +CON of HP and/or ability points. You always heal at least 1 point per hit die and may not choose to heal Luck. [Source: FotF]

When one or more Protagonists are described as **spending a few hours to take shelter and catch some rest** >>> When **the GM glosses over a few days of time AND at least one person at the table asks for a Long Rest** >>> Healing Limit: Each Harm effect can receive only one HU during the same Rest. Short Scene Play: Both Utility and Bond scenes count as regular play where Moves can be triggered. If their outcome somehow forces the PCs to interrupt their rest and move along with current and more pressing events, then the Long Rest move is cut short for everyone involved. <<< each Protagonist involved in the Long Rest will play one or more short scenes as they do stuff during the hours of rest.

1) On your turn, you must play one Utility scene. Describe where and when it happens within the overall rest period. Pick one Utility effect from the list. Describe what you do to obtain such effect: spend Supplies to treat a Harm Effect with 1 HU, spend Supplies to regenerate 1 HP, spend nothing to add +1 WATCH to the group total (max +3 total), spend nothing to build, repair or prepare something. After all PCs have had their Utility scene, each can individually choose to spend 1 XP to play an additional Utility scene. Once all PCs are done with this, move on to step 2.

2) On your turn, you can play a Bond scene. Describe where and when it happens within the overall rest period. Describe how you talk to a PC about one topic from the list: ask them about their Issue or Doubt; ask them about their other worries, hopes, desires; ask them about their past; confront them about a beef you have with them. After all PCs have had their chance for a Bond scene, each can go again. Once all are done with this, move on to step 3.

3) The group as a whole performs a single roll+WIS: 10+ = peaceful rest, Players cooperate to imagine and describe something beautiful about the area they are resting in. 7-9 = troubled rest, Players cooperate to imagine and describe something dreadful about the area they are resting in. 1-6 = GM Move (no XPs are awarded). Long Rest Explained: No place is truly 100% safe. The WATCH roll represents the unexpected. It could be an animal ambush, it could be a servant knocking at the door bringing surprising news. So yes, you Long Rest even in the safety of a castle, in the comfort of a city tavern, every time the fictional trigger is activated. [Source: FW]

When you **take time to catch your breath and tend to what ails you**, expend 1 use of Supplies and regain 5 HP. You can't benefit from this move again until you take more damage. When you **tend to a debility or a problematic wound**, say how. The GM will either say that it's taken care of or tell you what's required to do so (Defying Danger, expending Supplies, finding ___, Making Camp, etc.) [Source: HBW]

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. [Source: WoA]

15) End of Session

Select the wording you intend to use.

When you **reach the end of a session**, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish. Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP. Then answer these three questions as a group: • Did we learn something new and important about the GM? • Did we overcome a notable monster or enemy? • Did we loot a memorable treasure? For each “yes” answer everyone marks XP. [Source: DW]

When you **reach the end of a session**, as a group answer the following: • Did we discover something new and important about the GM 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 Drive. [Source: CA]

When you **reach the end of a session**, if you hit a flag of any other character during the session at least once, mark xp. Next, answer these three questions as a group. For each “yes” answer everyone marks xp: • Did we learn something new and important about the GM? • Did we overcome a notable monster or enemy? • Did we loot a memorable treasure? Next, compare your conduct during the session to the example set by Passions important to you [The Passions embody the ideals of the namegivers of the Fourth World and, as such, character choices about the Passions replace the notion of alignment from Dungeon World, albeit using a more freeform approach]. You may give an example of one of the following to the other players. If you do, mark xp. Explain something you did that... ..lived up to the example of a Passion ...failed a Passion ...resisted or thwarted a Passion ...demonstrated how a Passion thwarted or resisted you ...changed your view of a Passion. If you wish, you may add a mark for the Passion you mention and remove a mark from another. [Source: 4W]

When you **reach the end of a session**, do the following: • Mark XP if you fulfilled your alignment goal at least once. • Mark XP if you fulfilled at least 1 trait in a memorable way. • If you're a Fighter, mark XP if you defeated a worthy foe. • If you're a Thief, mark XP if you deceived or stole from anyone. • If you're a Cleric, mark XP if you fulfilled your tenet at least once. • If you're a Magic-User, mark XP if you discovered something magical. Then answer the following questions as a group. For each "yes" answer, everyone marks XP. • Did we learn something new and important about the GM? • Did we overcome a notable monster or enemy? • Did we loot a memorable treasure? [Source: FotF]

When you **reach the end of a session** >>> To Renew your Issue or Doubt do this: cancel your current one, create a new one, if you want, make a note of your old one, to remember the path you walked. To Grow Up do this: clear all marks from the Growth track, gain a Future Growth mark. To Skip do this: move on to the next step of this move. <<< each Player goes through all the steps and substeps, answering to every point, in order. They do so individually but publicly. Everyone at the table can and should offer comments, suggestions and friendly critique.

Step 1) Considering your PC's Issue... ... if you want to reword or slightly revise it, say why and how, and do so freely. ... if you feel it is resolved explain how, then Renew it, Grow Up and Skip. ... if you want to abandon it say why, then Renew it, mark growth and Skip. ... if you took action to meaningfully address it, say how and mark growth.

Step 2) Considering your PC's Doubt... ... if you want to reword or slightly revise it, say why and how, and do so freely. ... if you feel it is mastered explain how, then Renew it, Grow Up and Skip. ... if you want to abandon it say why, then Renew it, mark growth and Skip. ... if you did something guided by it, recount it and mark growth. ... if you did something in spite of it, recount it and mark growth.

Step 3) Consider your PC's latest actions... ... if they were at the center of a memorable moment, recount it and get 1 XP [Expedience Point]. ... if they partook in one or more Bond actions, get 1 XP. ... if they showed a new detail about their Blood or Kin, recount it and get 1 XP. ... you can spend 5 XP to mark growth.

Step 4) Spend 5 Growth marks or 1 Future Growth mark to select one new Growth option from the list on your Class sheet. You can do this only once per session. [Source: FW]

When you **settle in to rest in a dangerous area**, someone in the party must expend 1 use of Supplies. Then, take turns with the following: • Give an example of how you've met your Drive's requirement; if you can, mark XP. • Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP. • Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP.

When you **wake from at least a few hours sleep**, choose 1. If you expend 1 extra use of Supplies, choose another. • Regain HP equal to 1/2 your maximum. • Clear all your debilities. • Gain advantage on your next roll. [Source: HBW]

When you **reach the end of a session**, take turns with the following: • Give an example of how you've met a Drive's requirements; if you can, mark XP. • Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP. • Point out something impressive or memorable that another character did, that no one else has mentioned yet; if you can, they mark XP. [Source: WoA]

When you **reach the end of a session**: • Describe how your opinion of or relationship with another character (PC or NPC) has changed. If no one objects, mark XP. • Give an example of how you've met the requirement of one of your Drives. If no one objects, mark XP.

Then answer these three questions as a group: • Did we learn something new and important about the GM? • Did we overcome a notable challenge? • Did we gain a significant treasure or boon? For each “yes” answer, everyone marks XP.

Award a star to someone for a great moment of gameplay.

Make a wish for what you’d like to see in a future session. [Source: YAFPH]

16) Level Up

Select the wording you intend to use.

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+7**, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier). Note that changing your Constitution increases your maximum and current HP. Ability scores can’t go higher than 18. [Source: DW]

When you **complete a ritual of advancement** specific to your discipline: • Subtract your current circle+7 from your xp. • Increase your circle by one. • Add two to the maximum number of threads you may weave. • Choose one of your stats and increase it by one (this may change your modifier). Changing your Constitution increases your maximum and current hp. Ability scores cannot exceed 18. [Source: 4W]

When you **have 5 or more XP after Settling In**, reduce your XP by 5 and choose one of the following. You can always take these options: • Increase a stat of your choice from +0 to +1. • Take an Advanced Move from your class. • Acquire an Asset of your choice. • Remove a locked condition (Crumble). • Change playbooks.

You can take these options only once each: • Increase a stat of your choice from +1 to +2. • Increase a stat of your choice from +1 to +2. • Take a Starting or Advanced move from another class. • Take a Starting or Advanced move from another class.

Once you reach level 10, you can also take these options: • Take an Advanced Move (Level 10+) from your class. • Increase a stat of your choice from +2 to +3. • Retire to safety. [Source: CA]

When you **have XP equal to or greater than 10 + (5x your current level)**, and enough time to reflect on your experiences and hone your skills, do the following: 1) Subtract 10 + (5x your current level) from your current XP. 2) Increase your level by 1. 3) Regain 1 point of burned Luck. 4) If your new level is even, permanently increase one ability score of your choice by 1 (to a maximum of 18) and increase your maximum hit points by 1 roll of your hit die +CON (minimum 1HP). 5) If your new level is odd, choose a new advanced move from your class. [Source: FotF]

When you **have at least 5 XP**, spend 5 XP to pick one advance, at any time. [Source: HBW]

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+10**, you can reflect on your experiences and hone your skills; do all of the following: • Subtract your current level+10 from your XP. • Increase your level by 1. • Choose to either take

a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you **reach level 6 or higher**, you may choose one of the following options instead of taking an advanced move or increasing a stat, but only once for each option: • Increase one of your stats by 1, to a maximum of +3. • Gain an advanced move from another playbook (not a starting move). • Gain a capstone move for your class playbook (see each playbook for details, in the lower left corner). [Source: UD]

When you **roll a 6- on a move (a miss) or when told**, you earn XP. When you **have 10 XP**, you can erase it all, increase your Level by 1, and take an Advancement of your choice: • Increase one of your Stats by +1. You can't increase a Stat more than once. • Take a new move from your Class. • If you are Level 6+, you can choose to retire your character to safety instead of taking an Advancement. Tell us of the legend you leave behind. [Source: WoA]

17) Bolster

Select all the custom moves you intend to use.

Bolster

When you **spend your leisure time in study, meditation, or hard practice**, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your **preparation pays off** spend 1 preparation for +1 to any roll. You can only spend one preparation per roll. [Source: DW]

It's Been One Week

When you **spend a week of downtime**, roll: • -2 if you live on the streets or in the countryside • +0 if you stay at a peasant inn (pay 4-CHA coins) • +1 if you stay at a civilized inn (pay 18-CHA coins) • +2 if you stay at the fanciest inn around (pay 40-CHA coins). On a 10+, the GM will tell you something interesting and useful about local events. On a 7-9, the GM will tell you something interesting but it involved an unpleasant scrape; take a debility and describe how you got it. On a 6-, the GM will give you a debility. [Source: YAPFH]

Perform Karma Ritual

When you **perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option: • After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result of the extra die. • Immediately heal yourself 1d4 damage. • Freeze a horror construct in its tracks, briefly. • Some moves, talents, or spells may let you spend karma. [Source: 4W]

Start of Session

When you **start a new session after your character has significant downtime**, say if you primarily focused on your mortal life and obligations or if you furthered your supernatural interests. If you chose mortal, the GM will tell you how one of your Entanglements, Desires, or Dread became a problem. Choose one: • You handled it fine, more or less; it won't be an issue for now. • It all went wrong and you'll have to deal with the fallout; mark XP. If you chose the

supernatural, the GM will tell you how a supernatural contact or Entanglement ran into problems. Choose one: • You helped them. • You ignored it or it was a trap, your choice; mark XP. If you mark XP, the GM chooses if the game starts in the middle of the event or if it happened off-screen. If the latter, they will offer you the choice between two things you might have lost; pick one. When you make this choice, be sure to give the GM as much context as you can. [Source: UMF]

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. [Source: CA]

18) Supply

Select the wording you intend to use.

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. If it's something special, beyond what's usually available here, or non-mundane, roll+CHA. On a 10+ you find what you're looking for at a fair price. On a 7-9 you'll have to pay more or settle for something similar. [Source: DW]

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. [Source: FotF]

When you **seek food, medicaments and other useful supplies** spend a good few hours and >>> <<< in a wilderness area roll+INT. In a civilised area roll+CHA. On a 10+ increase Supplies by 2 steps, or by 1 and save a lot of time. On a 7-9 increase Supplies by 1 step; describe something worrisome about the area you just visited. On a 6- GM Move. [Source: FW]

When you **go to buy an item, equipment or weapon**, roll+CHA. On a 10+, you find what you're looking for and can easily afford it. On a 7-9, you'll have to pay more or settle for something that's not exactly what you wanted, but close. The GM will tell you what your options are. [Source: OSW]

When you **go into a bustling market to buy something** with Wealth in hand, if it's something readily available, you can buy it at market price. If it's something special, beyond what's usually available there, or non-mundane, roll+CHA. On a 10+, you find what you're looking for at a fair price. On a 7-9, the GM chooses one. • It'll cost 1 more Wealth it normally would. • It'll cost you

a little something extra - a debt or favour, maybe. • You can only find something similar or subpar. [Source: WoA]

When you **go to buy something with money in hand**, if it's something readily available here, you can buy it at the price you'd expect. If it's something special, black market, or illegal, roll+CHA. On a 10+ you find it at a fair price. On a 7-9, the GM will tell you if it'll cost more than your current wealth can absorb, not quite right, or comes with complications (like being stolen or tracked). [Source: UMF]

19) Carouse

Select the wording you intend to use.

When you **return triumphant and throw a big party**, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7-9 choose 1. On a miss, you still choose one, but things get really out of hand. • You befriend a useful NPC • You hear rumors of an opportunity • You gain useful information • You are not entangled, ensorcelled, or tricked. [Source: DW]

When you **return triumphant and throw a big party**, spend a valuable item and roll +1 for every 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. [Source: UD]

20) Outstanding Warrants

Select the wording you intend to use.

When you **return to a civilized place in which you've caused trouble before**, roll+CHA. On a hit, word has spread of your deeds and everyone recognizes you. On a 7-9, that, and, 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. [Source: DW]

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. [Source: YAFPH]

21) Other Settlement Moves

Select all the custom moves you intend to use.

Acquire

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 Judge 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. [Source: FotF]

Crowd Control

When you catch the attention of a crowd and fix your will upon their emotions, roll+WIS. On a hit, you may instill one emotion of your choice into every member of that crowd. On a 10+, you may also command the crowd to take one concrete action—the majority will obey. On a miss, the crowd may turn on you. [Source: 4W]

Find a Buyer

When you **spend 1 day of downtime seeking to turn art objects or other treasure into coin**, roll +nothing, -2 if you're in a Village, +2 if you're in a City: on a 10+, someone will take it off your hands, but you'll need to Negotiate on price; on a 7-9, no one can help today, but you can try again tomorrow; on a 6-, mark XP, no one can help, and you'll need to wait a week before trying again. [Source: FotF]

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. [Source: HBW]

Pickpocket

When you **stand idly about in the bustling streets**, roll +Wis. On a 10+, you catch the pickpocket in the act or see him coming. On a 7-9, they only got away with trifles: 1d6 rations, uses of adventuring gear, or coin. On a 6-, you'll miss whatever's gone. [Source: This Blackchapel move is licensed by Jeremy Strandberg under a Creative Commons Attribution 4.0 International License.]

22) Recruit

Select the wording you intend to use.

When you **put out word that you're looking to hire help**, roll. If you make it known... • ...that your pay is generous, take +1 • ...what you're setting out to do, take +1 • ...that they'll get a share of whatever you find, take +1 • ...if you have a useful reputation around these parts take an additional +1. On a 10+ you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. On a 7-9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit. [Source: DW]

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.). 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: 10+ They're yours for the hiring. 7-9 GM chooses 1 from the list below. 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 their specifics (Quality, Loyalty, Instinct, Cost, tags, etc.) as needed, to be discovered through play.

Representing 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 d6-2. 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 or other material reward. [Source: PW]

23) Custom Follower Moves

Select all the custom moves you intend to use.

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. [Source: FotF]

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). [Source: FotF]

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. [Source: FotF]

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 have both Made Camp. [Source: FotF]

Rise to the Occasion

When you **assume the role of a follower and embrace the life of a hero**, choose a follower and fill in a new playbook for them. Follow the usual instructions for making a follower, but use the follower's name and what you know about them to choose (instead of roll) their alignment and traits. You start with whatever gear the follower had. [Source: FotF]

24) Undertake a Perilous Journey

Select the wording you intend to use.

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls+WIS. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7-9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either. [Source: DW]

When you **venture out in lengthy pursuit of a quarry**, roll+Nothing. If you already know the location of your quarry, roll with Advantage. On a 10+ the GM chooses one, on a 7-9 the GM chooses two. On a 6-, all three. • You are exhausted or distracted, each of you takes a condition. • You are noticed, by your quarry or by someone else, and they act accordingly. • You are impeded. A significant obstacle stands between you and your quarry. [Source: CA]

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.

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. • You get the drop on whatever lies ahead. • You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it). • You make a Discovery (ask the GM). • You see sign of a nearby Danger (ask the GM).

Navigate - When you **plot the best path through dangerous or unfamiliar territory**, 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, the GM chooses 1 from the list below. • 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.

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 if Making Camp, 1 per person per day if making 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 [Source: FotF]

When **undertaking a long journey to reach a destination you know the way to** >>> If you don't know the way then you can't Journey at all! Do something else to obtain a map, a guide, some directions, or simply pick a different destination you know how to reach. Vague directions can be sufficient but always make the journey dangerous and cause Disadvantage. <<< if the territory is relatively safe and civilised, nothing much happens. Go to step 5) of this move. <<< if the territory is dangerous and wild, each PC in turn goes to step 1).

1) Terrain Feature: The Protagonist's Player can, if they want, imagine and describe one feature of the territory their PC is journeying through. If they describe something, they get Advantage on this move's roll. If they don't feel like doing this then the GM will do it for them. Either way, continue on to step 2). Don't narrate an event! Instead, describe a thing: a small location, a creature, a plant, a rock, a section of a river, a hole in the ground ... any one thing that grabbed your PC's attention during their journey so far. If you really want to describe something but are at a loss for ideas, ask the other Players for suggestions, or simply name the first common and mundane thing that pops in your head (a tree, a rock, a path, a frog, a merchant) and then try to explain why it was so weird, unique and noticeable that it grabbed your PC's attention.

2) Unexpected Event: the GM describes an unexpected event that happened during the journey, which could be positive or problematic or just odd. It must focus on the current PC. It must involve the thing described during step 1). Keep it open. Take it easy, this is a small and odd event. Don't force it into a big challenge or encounter. Try treating the thing from step 1) like Simple People; the event would then be something that the thing does, shows or suffers. Think small!

3) Journey Roll: The Player rolls+INT. If they offered a thing during step 1) they now have Advantage. 10+ = the Player tells the story of how their PC handles the situation positively. Other Players can suggest and help. These are "past events" being recounted so no moves are ever triggered. 7-9 = as 10+, but something puts the PC at a Disadvantage. 1-6 = as 10+, but something goes awry, forcing the PC to spend one Supply or suffer a Serious harm effect.

4) Stay or Go: Any Player can suggest to interrupt the journey here in order to stay and explore the thing/situation just discovered. Do not discuss this! Just have a simple vote. If all Players agree to stay, the Journey ends + GM Move. If all Players agree to go, the Journey continues to step 5). If any Player disagrees, the Journey ends and a Long Rest is triggered. This allows the PCs to debate their plans in a real scene with moves and everything, just be sure that the Players with the minority of votes are willing to force the issue instead of conceding it once a clear majority arises.

5) Rinse & Repeat: Perform steps 1) to 4) for each travelling PC.

6) End of the Journey: After all rolls are done, perform the Long Rest move knowing that it will take place near the end of the journey, sometime after all the unexpected events but before arriving at the desired destination.

Example... The Company undertakes a journey through a deserted area. 1) The Wayfarer mentions a lizard, a tiny lizard with three eyes. 2) the GM mentions how, along the way, the Wayfarer finds one of these lizards hidden in their backpack! 3) The Wayfarer rolls... 10+ = they pick the lizard up, cuddle it a little, use it to get a laugh out of their companions, then release it into the wild. 7-9 = they throw the lizard away as it stinks like hell! (they get Disadvantage) 1-6 = they throw the bugger away because it is toxic and it has fouled part of the food! (they spend one Supply). [Source: FW]

Scout Ahead: When you **go off on your own to explore a dangerous area**, say how you do it and roll+ STAT (per Defy Danger): on a 7+, you make it back safely and the GM describes what you found. Then, on a 10+, pick 2; on a 7-9, pick 1: • You got away clean, rousing no suspicions. • You noticed something out of place or otherwise not what it seemed. • You determined who or what was in charge. • You spotted something valuable or useful. • You identified the biggest threat or danger. • You were able to sneak something out. • You made some preparation to exploit on your return. On a 6-, choose 1: • You make it back to the others, with trouble hot on your heels. • You're missing in action, the details to be revealed later.

Venture Forth: When you **travel through dangerous or unknown lands**, indicate your route and your destination (which might just be "a safe place to camp" or "as far as this trail takes us"). If the route is difficult, choose 1. If the route is perilous, choose 1 more. • It takes longer than expected. • Something follows you to your destination. • It's a slog; 1d4 party members must mark a debility or discard an item. After making any choices, whoever leads the way rolls +WIS: on a 10+, you've reached your destination—describe the most interesting thing on the journey; on a 7-9, as a 10+, but pick 1 extra from the list above. On a 6-, your trip is interrupted by an obstacle, danger, or crisis. You can resume your trip after dealing with it (possibly Venturing Forth again). [Source: HBW]

When you **venture out into perilous or unfamiliar territory**, select a character to act as guide. Then, indicate the route you'd like to take and, if appropriate, a destination. Then, the guide rolls+WIS. On a 10+ you arrive just fine, and they describe the most memorable part of the journey. On a 7-9, you survive the journey, but choose two: • Someone or something has followed you to your destination, ask the GM what it is. • Roll 1d4+1; the party as a whole must discard that many uses of equipment or pieces or gear. For each piece discarded, ask that player how it got lost or used up. • It's been a slog, it took longer than you expected and you're all minus 1 ongoing until you Settle In. On a miss, your trip is interrupted part way by a danger, crisis, or hazard. Ask the GM to tell you what it is. [Source: OSW]

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.

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.

Forage: When you **spend a day seeking food in the wild**, and your surroundings are not Barren, roll +WIS: 10+ You gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt. 7-9 As above, but first face a Discovery or Danger of the GM's choice. 6- Mark XP, and GM makes a move.

Scout Ahead: When you **take point and look for anything out of the ordinary**, roll +WIS: 10+ Choose 2 from the list below. 7-9 Choose 1 from the list below. 6- Mark XP, and GM makes a move. • You get the drop on whatever lies ahead. • You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it). • You make a Discovery (ask the GM). • You notice sign of a nearby Danger—ask the GM what it is, and what it might signify. Suggested GM Moves ~ Soft Moves: • The weather worsens. • Scout attracts unwanted attention. • Scout becomes lost. Hard Moves: • Scout encounters a Danger. • Scout is ambushed. • The rest of the party is ambushed. • Scout is captured or trapped. • Scout suffers an injury.

Navigate: When you **plot the best course through dangerous or unfamiliar lands**, roll +INT: 10+ You avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp. 7-9 GM chooses 1 from the list below. 6- Mark XP, and GM makes a move. • 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. Suggested GM Moves ~ Soft Moves: • The weather worsens. • They're being followed. • They must backtrack, losing valuable time. Hard Moves: • Someone slips and is injured. • They stumble into a Danger. • They get lost.

Manage Provisions: When you **prepare and distribute food for the party**, roll +WIS: 10+ Choose 1 from the list below. 7-9 The party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey). 6- Mark XP, and GM makes a move. • 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. Suggested GM Moves ~ Soft Moves: • They bicker over ration shares. • Local animal life is attracted by food. • Someone becomes weak until they eat 1 additional ration. Hard Moves: • Water is discovered to be tainted or poisonous. • 1d4 rations are lost due to spoilage or over-consumption. • Someone gets food poisoning and becomes shaky and sick. • Nearby Danger is attracted by food. [Source: PW]

When you **Undertake a Perilous Journey through the Wilderness**, as a group, spend 1 use of Supplies for each day of travel, then whoever is leading the way rolls+WIS. On a hit, choose one from this list: • You travel stealthily, evading or getting the drop on a threat, either on the path or at your destination. • You discover an interesting or useful place or landmark, tell us what you found and add it to the map. • You notice a sign of a nearby threat; ask the GM what it is, and what it might signify. • It takes less time than you expected, the GM will tell you how much time

you saved (this does not affect consumption of Supplies). • You either manage your provisions well or find food in the wild: tell us how, then the GM will say how many Supplies you recover; distribute them among the group. On a 7-9, the GM chooses one from this list as well, but their choice cannot contradict yours: • It takes you longer than you expected. • You'll need to spend some extra Supplies. • Something is following you. • A danger on the path strikes. • An unwelcome truth awaits you at your destination. On a 6-, your trip is interrupted by an obstacle, danger, or crisis, with the leader being placed most directly in harm's way. You can resume your trip after dealing with it. [Source: UD]

When you **travel by a known or safe route**, even through dangerous territory, ask the GM how long it takes. They'll tell you one or two things you see along the way, and they may ask the same of you.

When you **venture out into perilous or unfamiliar territory**, indicate the route you'd like to take and your destination (which might just be "a safe place to camp" or "as far as this road takes us"). Then, whoever acts as guide rolls+WIS. On a 10+, all three. On a 7-9, choose two. On a 6-, choose one and don't mark XP. • The way back is safe and secure, at least for now. • The journey won't require the expenditure of any supplies or resources. • You aren't followed or seen, and you get the drop on whatever lies ahead. [Source: WoA]

25) Take Watch

Select the wording you intend to use.

When **you're on watch and something approaches the camp**, roll+WIS. On a 10+ you're able to wake the camp and prepare a response, the camp takes +1 forward. On a 7-9 you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you. [Source: DW]

When **you're on watch and something approaches the camp**, roll+WIS. On a 10+, you're able to wake the camp and prepare a response, everyone in the camp takes +1 Forward. On a 7-9, you react just a moment too late; your companions in camp are awake but haven't had time to prepare. They have weapons and armor but little else. On a miss, whatever lurks outside the campfire's light has the drop on you. [Source: OSW]

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 miss mark XP, and whatever approaches has the drop on you. [Source: PW]

26) Make Camp

Select the wording you intend to use.

When you **settle in to rest consume a ration**; If you're somewhere dangerous decide the watch order as well. If you have enough XP you may Level Up. When you **wake from at least a few uninterrupted hours of sleep**, heal damage equal to half your max HP. [Source: DW]

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; on a 6-, everyone marks XP, and a Danger manifests—you'd better Stay Sharp! • One party member of the GM's choice suffers a restless night. • The person on watch notices a nearby Discovery. • A Danger approaches—it's not immediately hostile, but whoever's on watch had better Stay Sharp anyway.

When you **wake from at least a few hours of uninterrupted sleep**, and you ate and drank the night before, you heal 1+CON (minimum of 1) points, which you may apply to HP and/or damaged ability scores of your choice (excluding Luck). [Source: FotF]

When you **settle in to rest in a dangerous area**, someone in the party must expend 1 use of Supplies. Then, take turns with the following: • Give an example of how you've met your Drive's requirement; if you can, mark XP. • Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP. • Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP.

When you **wake from at least a few hours sleep**, choose 1. If you expend 1 extra use of Supplies, choose another. • Regain HP equal to 1/2 your maximum. • Clear all your debilities. • Gain advantage on your next roll. [Source: HBW]

When you **settle in to rest**, decide on a watch order with your allies. Then, answer the following: • Did we learn something new and important about the GM? • Did we overcome a notable monster or enemy? • Did we loot a memorable treasure? For any "yes" answer, mark 1 XP. Finally, when you **wake after a good night's sleep**, heal an amount of HP equal to half of your maximum. [Source: OSW]

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: 10+ The night passes without incident. 7-9 GM chooses 1 from the list below. 6- Everyone marks XP, and a Danger manifests. You'd better Stay Sharp! • 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 whoever's on watch had better Stay Sharp anyway.

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. [Source: PW]

When you **settle in to rest in a dangerous area**, someone in the party must expend a use of Supplies. When you **wake from a few hours' sleep**, you regain HP equal to half your maximum. [Source: UD]

27) Other Travel Moves

Select all the custom moves you intend to use.

Hunker Down

When you **take shelter to wait out the elements**, choose 1 party member to roll+nothing: 10+ It doesn't take long for things to clear up. 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. 6- Mark XP, and GM makes a move. [Source: PW]

Forge Ahead

When you **push on despite powerful opposition from the elements**, roll +CON: 10+ You go as far as you are able before needing to pause for a rest. 7-9 Choose 1 from the list below. 6- Mark XP, and GM makes a move. • 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. [Source: PW]

28) Special Moves

Select all the custom moves you intend to use.

Create Art

When you **create a work of art and are not tainted by horror**, say what you are creating. If you do it... ..using brute force, roll+STR ...with precise detail work, roll+DEX ...through performance, roll+CHA ...featuring particularly deep insight, roll+WIS ...some other way, roll+INT. On a 10+, choose three. On a 7-9, choose one. You may spend one karma to make an additional choice, even on a miss: • When exchanged as part of a ritual of greeting, the art convincingly conveys the degree to which you are or are not tainted by the horrors. • The art will fetch a good price. • The act of creating the art functions as a karma ritual. • The art inspires the reaction you desire in most who see it. • The art requires less effort (time, cost, exertion) than usual. *Art in the Fourth World: The creative impulse is one of the first things to fade when someone is corrupted by horrors, so suspicion greets anyone who does not demonstrate some artistic outlet regularly. Consequently, almost everyone has been apprenticed to an artist as part of growing up.* [Source: 4W]

Draw Them Out

When you **interact carefully and watchfully with someone**, roll+INT. On a 10+, hold 3. On a 7-9, hold 1. While you trying to figure them out, spend your hold to ask one: • What are they really feeling right now? • What are they trying to hide? • What do they wish I would do? • What do they most desire? • Whom do they serve? • How could I get them to _____? [Source: WoA]

Find a Buyer

When you **spend 1 day of downtime seeking to turn art objects or other treasure into coin**, roll +nothing, -2 if you're in a Village, +2 if you're in a City: on a 10+, someone will take it off your hands, but you'll need to Negotiate on price; on a 7-9, no one can help today, but you can try again tomorrow; on a 6-, mark XP, no one can help, and you'll need to wait a week before trying again. [Source: FotF]

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. [Source: YAFPH]

Credits

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