

Basic Moves

Hack & Slash

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.

If the enemy is unaware or defenseless, just deal your damage instead of rolling.

Discern Realities

When you **closely study a situation or person**, roll+WIS.

*On a 10+, ask the GM 3 questions from the list below.

*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 or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

Take +1 forward when acting on the answers.

Spout Lore

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.

Volley

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, deal your damage, and choose 1:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

Parley

When you **have leverage on a GM Character (NPC) and manipulate them**, roll+CHA.

Leverage is something they need or want.

*On a 10+, they do what you ask, as long as you first promise to do what they ask.

*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

Leverage can be positive or negative, but it is always more than mere sweet talk—it has to have substance. Also, keep in mind that you can break your promise, but that may have consequences later on.

Aid or Interfere

When you **help or hinder another Player Character**, roll+Bond (the number of times their name is written in your bonds).

*On a 10+, they take +1 or -2 to their roll, your choice.

*On a 7-9, they still get a modifier, but you also expose yourself to danger, retribution, or cost.

Bonuses and penalties from this move don't stack.

Defend

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.

As 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

Once you are no longer close enough to the target to reasonably defend it, or take your attention off defense (like going on the offensive), you lose your hold. Note that you can Defend yourself.

Defy Danger

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.

Special Moves

Make Camp

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.

If you're somewhere civilized, like an inn or a house, you still Make Camp.

Take Watch

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 6-, whatever lurks outside the campfire's light has the drop on you.

Supply

When you **go to buy something with gold 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 that's not exactly what you wanted, but close.

Carouse

When you **return triumphant and throw a big party**, spend 100 coins and roll +1 for every extra 100 coins spent.

*On a 10+, choose 3.

*On a 7-9, choose 1.

*On a 6-, you still choose 1, 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

Bolster

When you **spend your leisure time in study, meditation, or hard practice**, if you prepare...

*for at least a week, hold 1 Prep.

*for at least a month, hold 3 Prep instead.

When **your preparation pays off** spend 1 Prep for a +1 to any roll. You can only spend 1 Prep per roll.

Recover

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.

Encumbrance

When you **make a move while carrying weight that exceeds your Load**,

*if it is only 1 or 2 over, take -1 to your roll.

*If it is 3 or more over your Load, choose 1:

- drop at least 1 weight and roll at -1
- automatically fail (treat your roll as 6-)

Special Moves

Undertake a Perilous Journey

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.

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
- Trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much)
- Scout will spot any trouble quick enough to let you get the drop on it

*On a 7-9, each role 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.

A journey between two places is measured in rations, with 1 ration being consumed for each day of travel. Each job rolls only once for the entire journey.

If you are out exploring the land instead of traveling to a particular location, don't use this move, but Make Camp along the way.

Outstanding Warrants

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

*On a 10+, word has spread of your deeds and everyone recognizes you.

*On a 7-9, as above, 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

End of Session

When you **reach the end of a session**, choose one of 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 world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

Last Breath

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 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.

When you escape death you are stable at 0 HP, but unconscious until you receive healing.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+7**, you can reflect on your experiences and hone your skills.

- Subtract your current level+7 from your XP.
- Increase your level by 1.
- 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). Changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

Quick Reference

Using Cover

Characters can gain temporary armor by using their surroundings to block damage:

Partial Cover grants +1 Armor

Major Cover grants +2 Armor

Writing New Bonds

Pick something that happened last session that changes how your character thinks or feels about another player character, and say what action you'll take because of it.

Debilities

Weak (STR): You can't exert much force.

Maybe it's just fatigue and injury, or maybe your strength was drained by magic.

Shaky (DEX): You're unsteady on your feet and you've got a shake in your hands.

Sick (CON): Something just isn't right inside. Maybe you've got a disease or a wasting illness. Maybe you just drank too much ale last night and it's coming back to haunt you.

Stunned (INT): That last knock to the head shook something loose. Brain not working so good.

Confused (WIS): Ears ringing. Vision blurred. You're more than a little out of it.

Scarred (CHA): It may not be permanent, but for now you don't look so good.

Weapon Ranges

Hand: It's useful for attacking something within your reach, no further.

Close: It's useful for attacking something at arm's reach plus a foot or two.

Reach: It's useful for attacking something that's several feet away — maybe as far as ten.

Near: It's useful for attacking if you can see the whites of their eyes.

Far: It's useful for attacking something in shouting distance.

Changing Alignment

As a character's viewpoints change you may choose to alter the condition you meet to fulfill your alignment or change to a different alignment entirely. The rulebook contains generic alignment options beyond those your class provides.

Stats Chart

Stat Score	Modifier	Stat Score	Modifier
1-3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

Tags Glossary

Ammo - An abstract representation of how much ammunition is left, when it's gone you're out

Applied - Needs to be consumed to take effect, or otherwise carefully applied

n Armor - Subtract n from damage you take, doesn't stack with other 'n armor'

+n Armor - as 'n Armor', but can stack with n & +n

Awkward - It's unwieldy and tough to use

Clumsy - It's tough to move around with. -1 ongoing while using it. This penalty is cumulative

Dangerous - Unsafe: take the proper precautions or the GM may invoke consequences

Forceful - It can knock someone back a pace, maybe even off their feet

Ignores Armor - Armor won't reduce the damage

Messy - It does damage in a particularly destructive way, ripping people and things apart

n Piercing - Treat target as if it had n less armor

Precise - You can Hack & Slash with +DEX

Ration - It's food.

Reload - After you attack with it, it takes more than a moment to reset for another attack

Slow - It takes a minute or more to use

Stun - It dazes the target instead of reducing HP

Thrown - You can Volley with it, but it has no ammo so it's gone until you recover it

Touch - It's used by touching it to the target's skin

Two-Handed - You need both hands to use it well

Worn - To use it, you have to be wearing it

n Uses - Can be used n times before it runs out