

# BASIC MOVES REWRITTEN



## FIGHT FOR THE CAUSE

**When you boldly attack an opponent of your cause**, name what cause you're fighting for, whether personal or political, and roll **+Daring**.

**10+** Choose two.

**7-9** Choose two and your opponent chooses one to apply to you in response.

**6-** Your opponent chooses one to apply to you.

- ✦ You deeply harm your opponent with actions or words—inflict a Condition on them.
- ✦ Your fervor is inspiring—onlookers are inspired to aid you.
- ✦ You take something from your opponent—gain an object, superior position, or String on them.
- ✦ Your prowess is obvious—you draw attention, respect, or fear from everyone present.

## LAY CLAIM

**When you lay claim to a coveted prize**, roll **+Grace** if secretly, **+Daring** if forcibly.

**10+** You get it, no muss-no fuss.

**7-9** You get it and choose one from below, or back off and don't get it at all.

- ✦ You discover it isn't all it was cracked up to be—damaged, worse quality, or different than you needed.
- ✦ You attract the attention of a powerful enemy.
- ✦ You lose something of your own in the process.

## READ A SITUATION

**When you try to read a charged situation**, roll **+Wit**. The GM must answer your questions truthfully. The first time you act on the answers, take +1 forward.

**10+** Ask three.

**7-9** Ask one.

**6-** Ask one anyway, but be prepared for the consequences.

- ✦ Where's the true danger lurking?
- ✦ What here can I use to \_\_\_?
- ✦ What should I be on the lookout for?
- ✦ What's my best way in, past, or out?
- ✦ Where are the signs of hidden treasure?
- ✦ Who here is most vulnerable to me?

# EMOTIONAL MOVES

## COMFORT OR SUPPORT

When you comfort or support someone in a way that they find meaningful, roll +Heart.

- 7+ They hear you, and can choose to open up to you. If they do so, they may choose one of the following. If they're **Smitten** with you, they may choose another.
- 10+ You may choose one option as well, or alternatively take a String on them.
  - ✦ Clear a Condition
  - ✦ Mark XP
  - ✦ Take +1 forward

If they don't open up at all, you gain +1 forward on the next move you make upon them. As well, if you're **Smitten**, their refusal stings—take a Condition.

## ENTICE

When you appeal to someone's emotional or physical sensibilities, intentionally or not, the target describes what aspect of your words or actions is appealing to them. PCs should speak up if they feel they are being Enticed by another PC!

For NPCs:

Roll +Heart.

- 10+ You gain a String on them and they choose one from the list below.
  - ✦ Promise you something they think you want.
  - ✦ Give into their desires.
- 7-9 They choose one from the list below.
  - ✦ They act flustered or awkward, giving you an opportunity.
  - ✦ They resist the temptation. Take a String on them.
  - ✦ They want something more from you before they change their behavior.

For PCs:

The player of the character being Enticed will say whether you were successful. If yes, and they are **Smitten**, you may choose two effects from the 7-9 list. If they are not **Smitten**, choose one.

## FINALLY KISS IN A DANGEROUS SITUATION

When two or more people finally kiss after a period of tension, each takes a String on the other. They take +1 ongoing to protect each other or reach safety for the rest of the scene. They take -1 ongoing to harm or abandon each other. This stacks with the bonus from **Smitten**, if applicable.

## INFLUENCE WITH A STRING

At any time, **spend a String** on someone to do one of the following. Explain how you're using your emotional influence over them to affect their actions.

- ✦ Inflict a Condition on them.
- ✦ Find out something or someone they desire.
- ✦ Gain +1 to your roll when using a Move upon them
- ✦ Choose an additional option when using a Move upon them

**For PCs:**

- ✦ Add 1 or subtract 1 to a roll they're making at the moment.
- ✦ Give them +1 forward on their next move.
- ✦ Give them 1 XP if they do what you want.

You can spend an additional String on someone—as long as you have them to spend—to double an effect. For example, you can spend 2 Strings on someone to give them 2 Conditions, or choose 2 additional options on the Move you made upon them.

## SMITTEN

**When you become Smitten with someone** (always your choice), say why and give them a String on you, and answer the question in the **Truths of Heart and Blade** section of your playbook. You can be Smitten with more than one person.

You gain +1 ongoing to any moves where you're trying to attract, impress, or aid them. Take -1 ongoing to any moves that you know would upset them.

## STUDY A PERSON

**When you try to study someone** and gain insight on their goals, thoughts, or personality, roll **+Wit**. When receiving or giving answers, each player must answer truthfully about their characters. The first time you act on the answers, take +1 forward.

- 10+** You may ask three questions, now or later in the scene.
- 7-9** You may ask two, but they may ask one of you.
- 6-** You may ask one—but only if you give them a String. They may ask one of you.
  - ✦ How does your character feel about \_\_\_\_?
  - ✦ What does your character really want?
  - ✦ What does your character wish I'd do?
  - ✦ How could I get your character to \_\_\_\_?
  - ✦ What are your character's current plans?
  - ✦ How could I gain a String on your character?

## SPECIAL MOVES

### CALL ON A TOXIC POWER

When you seek aid from a **Toxic Power**, make your request and roll +**Spirit**. The options which you didn't pick will occur.

- 7+ It deigns to help you. Gain +1 ongoing when making use of anything it gives you.
- 10+ Choose two.
- 7-9 Choose one.
  - ✦ It doesn't take anything tangible from you (objects, people, bodily harm, etc)
  - ✦ It doesn't take anything intangible from you (knowledge, promises, Strings, etc)
  - ✦ It doesn't demand proof of your loyalty in exchange for aid.
  - ✦ You don't mark a Condition from the interaction.

### STAGGER (REACTIVE MOVE)

When you receive a staggering physical or emotional blow, roll +**Conditions** marked.

- 10+ Choose one.
  - ✦ You are forced into a state of severe vulnerability. Everyone present gains a String on you.
  - ✦ You're out of action: passed out, trapped, panicked, or fleeing the scene.
  - ✦ Choose two from the 7-9 list.
- 7-9 Choose one.
  - ✦ You lash out at someone you care for: provoke them to do something foolish or harmful or inflict a Condition (using any Strings if you have them)
  - ✦ You reveal a vulnerability in spite of yourself. Your opponent gains an opportunity.
  - ✦ You grin and bear the blow—mark two additional conditions.
- 6- You stand strong. Describe how you do so, and mark XP for your missed roll.

This move was inspired by the added **Risk/Harm/Death mechanic by SailorSpaghetti on itch.io**.

### END OF SESSION

Each player marks XP if, during the session:

- ✦ Any PC demonstrated their love of someone or something.
- ✦ The team struck a serious blow against a Toxic Power.
- ✦ The team claimed great prizes or treasures.
- ✦ Any player used a safety tool such as the palette or Check-in Card.

### EXPERIENCE

- ✦ **Gain XP** whenever you roll a downbeat (6-) or when a move tells you to.
- ✦ **Gain an Advance** from your playbook when you hit 5 XP, and check the advance off your playbook.