

THE REAL THING

BASIC MOVES

Assist PC

When attempting to help another PC succeed at their selected Move, roll with Awareness prior to the target attempting their action. On a hit, the target gains +1 forward on their next action. On a 7 - 9, as above but also suffer all negative consequences resulting from the target's move.

Hinder PC

When attempting to disrupt or deter the action of another PC, roll with Reflexes prior to the target attempting their action. On a hit, the target suffers a -2 forward to their selected action. On a 7 - 9, the target suffers a -1 forward and you choose one of the following:

- » You put yourself in a bad position (as determined by the Narrator)
- » Suffer 1 Stress or 1 Wound (whichever is most appropriate to the action)
- » Make a hard choice (provided by the Narrator)

Fight

When you attempt to fight someone, roll with Might. On a hit, you inflict your damage rating in Wounds (base 1) and choose one of the following:

- » Inflict 1 additional Wound
- » Put them in a bad spot
- » Gain Advantage on your next non-Fight action against that character

On a 7 - 9, you inflict your damage rating in Wounds, they inflict their damage rating on you, and choose 1 from below:

- » They inflict 1 Stress on you
- » You find yourself in a bad spot (as determined by the Narrator)
- » Make a hard choice (provided by the Narrator)

Overcome

When confronted by a physical obstacle, roll with Might. On a hit, destroy or bypass the obstacle. On a 7 - 9, also choose one of the following:

- » Suffer 1 Wound
- » You put yourself in a bad spot (as determined by the Narrator)
- » Make a hard choice (provided by the Narrator)

Trick or Mislead NPC

When you attempt to trick or mislead someone, roll with Subtlety. On a hit, they believe the bluff, lie, or misdirection. You also gain +1 Forward on that NPC to be used in the current scene. On a 7 - 9, do not gain +1 Forward and choose one of the following:

- » They play along but are suspicious of your motives
- » They wholly believe you, but you gain 1 Stress
- » They believe you, but you put yourself in a bad position (as determined by the Narrator)

Persuade NPC

When you attempt to persuade an NPC, roll with Rapport. On a hit, choose two of the following:

- » They tell you something of value
- » Inflict 1 Stress on them
- » They give you an item of value to you
- » They assist you with your next action

On a 7 - 9, choose one from above and one from below:

- » You give them an item of value
- » You must do something for them
- » They inflict 1 Stress on you

Know or Recall

When attempting to apply your knowledge of the world or recall information related to the current situation, roll with Intellect. On a hit, choose one of the following:

- » The Narrator tells you a piece of important information about the world (esoterica, academic/scientific facts, or cultural phenomena) and you gain +1 Forward on one action related to that knowledge.
- » You recall how to do something practical related to the current situation, such as fix something, make something, or understand how something complex functions. Gain +1 Forward to apply this knowledge.

On a 7 - 9 choose one of the above, but do not gain +1 forward.

Defy Danger

When engaging in a dangerous activity or reacting to a dangerous situation, roll with Reflexes. On a hit, avoid the danger. On a 7 - 9, avoid the danger and choose one of the following:

- » You put yourself in a bad position (as determined by the Narrator)
- » Suffer 1 Stress or 1 Wound (whichever is most appropriate to the action)
- » Make a hard choice (provided by the Narrator)

Defend PC

After another PC undertakes an action or is the target of an effect that would cause them physical harm, roll with Reflexes. On a hit, you suffer all of the Wounds and the PC being defended suffers no Wounds. You also gain +1 Forward on your next action against the source of the damage. On a 7 - 9, as above and choose one of the following:

- » Suffer 1 additional Wound
- » Suffer 1 Stress
- » Put yourself in a precarious position (as determined by the Narrator)
- » Make a hard choice (provided by the Narrator)

Investigate

When attempting to learn about your environment or find useful items, roll with Awareness. On a hit, choose two of the following questions for the Narrator to answer, and gain +1 Forward on one action related to the answers you receive:

- » What item/object here is most useful to me?
- » What here is not what it appears to be?
- » What happened here recently?
- » What do I need to be wary of?
- » Who should I be paying attention to here?

On a 7 - 9, choose one of the above instead but with no bonus.

Analyze NPC

When attempting to discern the abilities or motives of an NPC, roll with Rapport. On a hit, choose one:

- » Determine the character's current motives (why they are doing what they are doing)
- » Determine one special ability the character has
- » Determine what concerns the character right now
- » Determine the character's emotional and mental state

On a 7 - 9, also choose one of the following:

- » Suffer 1 Stress
- » Make a hard choice (provided by the Narrator)
- » Suffer -1 Forward against that NPC

Resist

When attempting to avoid coercion or mental manipulation by an NPC, roll with Subtlety. On a hit, resist the effort and inflict 1 Stress on the NPC. On a 7 - 9, also choose one of the following:

- » Suffer 1 Stress
- » Suffer -1 ongoing to all Moves against that NPC for the scene
- » Make a hard choice (provided by the Narrator)

THE REAL THING

SPECIAL MOVES

Rest

When an opportunity arises to take at least 15 minutes to rest peacefully and manage your Injuries, roll with Intellect. On a hit, remove 2 Wounds and 2 Stress. On a 7 - 9, remove 1 Wound and 1 Stress.

Second Wind

Upon suffering your final (max) Wound, roll with Might. On a hit, restore all Wounds, mark a Discovery, and suffer a Injury. On a 7 - 9 restore 2 Wounds and suffer an Injury. On a failure, the character restores 2 Wounds and marks two Injuries.

If a character can no longer mark the required number of Injuries, then the character is incapacitated and can no longer be played during the current story.

Re-Center

Upon suffering your final (max) Stress, roll with Awareness. On a hit, restore all Stress, mark a Discovery, and suffer a Complication. On a 7 - 9 restore 2 Stress and suffer a Complication. On a failure, the character restores 2 Stress and marks two Complications.

If a character can no longer mark the required number of Complications, then the character is incapacitated and can no longer be played during the current story.

MOVE MODIFIERS

Advantage

An Advantage is a mechanism by which a player can reserve a benefit for use later in the same scene. When electing to use an Advantage on a move, the player may re-roll a single die, keeping the new result.

X Forward

When a PC receives a +1 forward (or any modifier forward), they gain a +1 to a move that can be used once during the current scene. There may be restrictions on when that modifier can be applied, as described in the move.

X Ongoing

When a PC receives +1 ongoing (or any modifier ongoing), they gain +1 to all instances of a move for the remainder of the current scene. There may be restrictions on when that modifier can be applied, as described in the Move.

CONDITIONS

Stress

When a PC suffers Stress equal to or in excess of their maximum, they will likely suffer from specific conditions related to their mental health. This is determined by a mechanism called “Re-Center” that allows a PC to potentially shrug off some of the negative effects of the accumulated Stress.

Complications

Complications are negative mental conditions that persist on a PC for the entire story. They are an opportunity for a player to role-play, to the best of their ability, the declining mental state of their PC. There are a total of three possible Complications that a character can suffer due to situational stress and personal struggles:

- » **Phobia:** The PC is partially overtaken by a fear of something that is present in the scenario. Maybe they don't like heights, so they avoid the balconies and windows. Maybe they are afraid of the dark, so they stay in well-lit areas. Maybe they have a traumatic memory about a bald drill sergeant so they avoid anyone with no hair. This should be played out as an effort to avoid the fear, and manifests as a -1 penalty to all Rapport-related moves.
- » **Hallucinations:** PCs that suffer from hallucinations have some insidious voices or visuals that are not real but feel very real to them. These should be accompanied by something from a Discovery that makes it personal and individualized. Perhaps they continue hearing the voice of their dead sister or they see their family pet following them around. Characters suffering from this condition take a -1 penalty to all Awareness-related moves.
- » **Paranoia:** When a PC is plagued by the paranoia Complication, things get worse. They will see dangers that are not present. They will take innocuous sights and sounds as threatening and targeted at them. They will not trust much of anyone, perhaps even themselves. Those who suffer from this condition take a -1 penalty to all Subtlety-related moves.

Wounds

When a character suffers Wounds equal to or in excess of their maximum, they will likely suffer from specific conditions related to their physical health. This is determined by a mechanism called “Second Wind” that allows a character to potentially shrug off some of the negative effects of the accumulated Wounds.

Injuries

Injuries are negative physical conditions that persist on a PC for the entire scenario. They are grievous injuries that will make some future actions more difficult. They are also an opportunity for the player to role-play the pain the character is suffering. There are a total of three possible Injuries that a character can suffer due to physical exertion and injury:

- » **Broken Arm:** Simply put, the character has suffered a fracture or break to one of their arms. This makes anything requiring strength and power much more difficult. PCs suffering from this Injury take a -1 penalty to all Might-related moves.
- » **Broken Ribs:** Due to significant or repeated Wound to the PC's core, they have some seriously bruised or broken ribs. This makes movement painful and restricted and manifests as a -1 penalty to all Reflexes-related moves.
- » **Concussion:** Head Wound is a serious problem, both short and long-term. If a PC suffers a concussion it can lead to cognitive impairments. PCs suffering from this Injury take a -1 penalty to all Intellect-related moves.

