Special Moves

Take Grievous Harm

When you **take 4 or more Harm at once (before armor)**, roll 2d6 + Harm (the amount after armor, not the total). Subtract armor first because you might roll +0, and that's ok. You want to roll low.

You may spend a Thread to give yourself Disfavor on this roll, but you may not spend a Thread to reduce any additional Harm caused by the Grievous Harm move.

On a 10+ choose one:

- Get knocked out, or removed from the scene
- Give the MC a Hard Move
- Take 2 more Harm, ignoring armor
- Your perks are unusable for the scene

On a 7-9 choose one:

- Drop something important
- Lose your footing
- One of your perks is unusable for the scene
- Take 1 more Harm, ignoring armor
- Wind up in a tight spot

On a 6- nothing worse happens.

Favor and Disfavor

The MC or a playbook move may tell you to roll with Favor or Disfavor.

Roll three dice instead of two. If you have Favor, you keep the higher two. If you have Disfavor, you keep the lower two.

Start of Session

At the start of every session, choose one or none:

- **Tighten a bond.** This bond counts as two bonds when counting your bonus to Provide Support.
- **Resolve a bond.** Ask the player of the character you have the bond with if they agree. If they do, you both gain a level and write a new bond with whomever you wish.

Threads

When time passes, you may do the same.

Gaining threads

You gain a thread when:

- You roll 6- on any move.
- You do something epic.
- You fullfil one of your character's drives, once per session.

Spending threads

You can spend a tread to:

- **Gain a level:** Spend 5 threads to get an advancement from your playbook.
- **Gain Favor after a roll:** Spend 1 thread to roll a third die, taking the highest two.
- **Alter the Scene before a roll:** Spend 1 thread before the roll and describe what's available or different in the scene. Treat the roll as an automatic 7-9 without having to roll.
- **Reduce inflicted Harm:** Spend 1 thread to reduce 1 harm.

Basic Moves

Assess a Tense Situation

When you **assess a tense situation**, roll + Judgement. On 10+, ask the MC 2 questions from the list below. On 7-9, ask 1. Either way, take +1 forward when acting on the answers.

- What's my best way out / in / through?
- Who or what is the biggest threat?
- Who or what is most vulnerable to me?
- What should I be on the lookout for?
- Who is in control here?
- ○ **GODLIKE**: On a 13+, you may ask 4 questions.

Clash in Battle

When you **directly engage a threat**, roll + Prowess. On a hit, trade blows. On a 10+, pick two. On a 7-9, pick one.

- Resist or avoid their blows, take -1 Harm
- Crush them, deal +1 Harm
- Take something from them
- Create an opportunity for your allies, +1 forward for their next move against the enemy
- Impress, surprise, or frighten the opposition
- ○ **GODLIKE**: On 13+, get all options.

Defend

When you **defend someone or something from an immediate threat**, roll +Prowess.

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 half the attack's damage back to them.
- ○ **GODLIKE**: Get 1 hold even on 6-

EMPOWER

When you use **magical forces to empower yourself or your corpus**, roll + Wyrd. On 10, choose 2 boons and 1 bane. On 7-9, choose 1 boon and 1 bane. On a miss, choose 2 banes - your magic is unstable, and the MC will tell you how.

Boons:
- One of your perks does something beyond its normal limits.
- Inflict or heal 1 Harm.
- Give someone Favor or Disfavor for their next move.
- Someone's supernatural ability is unusable for the scene.
- Restore someone else's supernatural ability.

Banes:
- One of your perks is unstable for the scene.
- Take 1 Harm (ignores armor)
- Become stunned for a few moments.
- Your next move has Disfavor.
- Something bad finds you.
- ○ **GODLIKE**: On a 13+, narrate a significant change to the environment and storyline.

PERFORM UNDER PRESSURE

When you **act despite an imminent threat or suffer a calamity**, roll + Mettle. On a 10+ you get it done, for now, no problem. On a 7-9 there's a complication, choose one.

- It takes longer than it should.
- Something breaks.
- Take 1 Harm.
- The result is only partially effective.
- Your next move has Disfavor.
- ○ **GODLIKE**: On a 13+ you do your thing and then some. This situation is under your control and you won't need to roll again for it in this scene.

PIERCE THE VEIL

When you **closely study a person**, roll + Judgment. On 10+, ask the MC 3 questions from the list below. On 7-9, ask 1.

- What are you really planning?
- What do you want me to do?
- What do you intend to do?
- How could I get your character to ___?
- How could I gain Influence over you?
- ○ **GODLIKE**: On a 13+, the MC will also tell you something interesting and useful about the subject relevant to your situation.

PLEAD YOUR CASE

When you **plead with a PC to go along with you**, roll + Awe. On a 10+, both. On a 7-9, choose one.

- If they do it, they gain a thread and may tighten a bond with you.
- If they don't do it, they mark a condition.
- ○ **GODLIKE**: On 13+, all members of your band gain a thread and take +1 ongoing while in pursuit of your plan.

PROVIDE SUPPORT

When you **provide support to someone**, describe how you can support them then roll + Bonds. On a hit, they take +1 to their roll. On 10+, they also gain a thread. On 7-9, you also expose yourself to danger, retribution, or cost.

RECALL INFORMATION

When you **recall details from your past knowledge and experience**, roll+ Wyrd. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7-9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

SWAY SOMEONE

When you **attempt to convince an NPC that your way is the right way with promises or threats**, roll + Awe. On a 10+, they accept your reasonable argument at no cost. On a 7–9, they will do what you ask, but need some concrete assurance of your promise, right now.

- ○ **GODLIKE**: On 13+, they become your close friend and confidant.