

GM's Playbook

This playbook is a bit different. I'm a GM, you're a GM. It's chill here. We both know your experience of an RPG is not the same as your players—before, during, or after your sessions. You're not bitter, cause you love it, but let's be real.

I assume you're willing to read a bit more than the players. I'm going to give you advice like commandments and expect you to ignore me when it's cooler to do so. I expect you know what's cool—at least what you and your players will think is cool.

This game is intentionally terse and dense, packing a lot into a few pages. As a result, I've made a lot of compromises in terms of omitting philosophy and background information, or defining common RPG terms, slang, and notations. There's so much general RPG information available online that's applicable to every system, I don't see the need to repeat it.

If this is your first time with an RPG claiming to be fiction first, watch some people on YouTube play *Blades in the Dark* or *Scum and Villany*—or maybe this game someday. It's a lot closer to telling a campfire story than it is to tactical simulation.

Don't get out the minis. This game isn't about minutiae.

The symbols are different here - In the rest of the playbooks, the symbols △, ○, and ● have one meaning. In this playbook they have another.

Make moves with a ● whenever you think it'd be cool, or whenever another move suggests it.

Moves with a ○ are called co-moves. They have the same name as a move in a PC's playbook. When a player makes a move, play the appropriate co-move (if there is one).

Moves with △ are optional moves. You should decide before you start playing a new series whether or not you want to use the move, as these typically have big impacts on the story. If you decide you're going to use one of the optional moves, fill the △ so that you remember your choice and stay consistent.

Template Playbook