

Narrator Moves

- Separate them
- Capture someone
- Announce off-screen trouble
- Foreshadow trouble
- Take away their stuff
- Force them to make a difficult decision
- Offer an opportunity, with or without a cost
- Turn their move back on them
- Reduce their Endurance
- Establish a cliffhanger and end the session
- Modify a Contact's reliability
- Advance a Villainous Scheme

Principles

- It's about the heroes
- Embrace camp
- Have the players fill in the details
- Always leave breadcrumbs
- Keep the action moving
- Play to find out what happens

Special Moves

Take a hit

When you **take a hit**, you roll+endurance lost. On a 10+, the Narrator chooses one.

- You are hit in a vulnerable spot. Lose an extra point of Endurance.
- You are incapacitated (for example, unconscious, hypnotized, or panicked).

On a 7–9, the Narrator chooses one.

- You drop what you are holding.
- You lose your footing.
- You lose track of something or someone important to the scene.

On a miss, the Narrator may choose one of the 7–9 list above, but this is instead of one point of the Endurance loss that instigated this move.

End of session

At the end of every session, choose one character whom you trust more than before. Tell that player to add +1 to their Bond with you. If this brings them to Bond +4, they reset to Bond +1 and mark Experience. If you do not trust any of your teammates more than before, then choose one character in whom you had hoped to gain trust but did not. Tell that player to add -1 to their Bond with you. If this brings them to Bond -3, they reset to Bond 0 and they Mark experience.