

Basic Moves

Rumble

When you **rumble**, you and your opponent each lose one Endurance, but first roll+Mighty. On a 10+, choose two. On a 7–9, choose one.

- Remove one additional Endurance from your opponent.
- Wrest an item from an enemy or force it to be dropped.
- Put up a good defense and prevent one Endurance loss.
- Frighten your opponent.

Gain +1 if you *use the environment*. On a miss, be prepared for the worst.

Heroic Feat

When you **attempt a heroic feat**, roll+Mighty. On a 10+, you are successful. On a 7–9, you are successful and choose one.

- An ally or civilian is placed in immediate danger.
- There is an unintended side-effect.
- You lose one Endurance.

On a miss, be prepared for the worst.

Prowl

When you **prowl**, roll+Focused. On a 10+, you are undetected and take +2 forward. On a 7–9, choose one of the following.

- You are undetected but are hindered; take -2 forward.
- You must choose between being detected or a negative consequence.

On a miss, be prepared for the worst.

Race / Chase

When you **race against the clock** to a target or **chase** a target, roll+Focused. On a 10+, you reach your target. On a 7–9, you reach your target and must choose one of the following.

- You or an ally are placed in grave danger.
- You lose one Endurance.

On a miss, be prepared for the worst.

Investigate

When you **investigate a scene**, roll+Intellectual. On a 10+, either *ask* two of the following or *deduce* a true answer to one. On a 7–9, ask one of the following. The Narrator's answers will be true.

- Who was behind this?
- What happened here?
- What was the purpose of this?
- Who is endangered by this?
- What is significant here?
- What is my biggest threat right now?
- What is the best way in / out / through?

On a miss, be prepared for the worst.

Scrutinize

When you **scrutinize a person**, roll+Savvy. On a 10+, hold 3. On a 7–9, hold 1. While you are interacting with the target and nothing externally significant changes, spend a hold to ask one of the following.

- Are they telling the truth?
- What are they feeling?
- What is their intent?
- What do they wish I would do?

On a miss, hold 1 anyway and be prepared for the worst.

Exhort

When you **exhort an NPC to do something**, tell them what you want and give them a reason, then roll+Savvy. On a 10+, they go along with you until or unless the reason is betrayed. On a 7–9, they will go along with you if given concrete assurance, collaboration, or evidence. On a miss, be prepared for the worst.

Help or Hinder

When you **help** or **hinder** another hero, roll+bond. On a 10+, give a +2 or -2 to their roll. On a 7–9, give a +1 or -1 to their roll. On a miss, be prepared for the worst.

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 chose 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.