

BASIC MOVES

TURN TO VIOLENCE

When you **turn to violence**, roll with **BLOOD**. On a hit, you inflict harm as established and your opposition chooses one:

- they inflict harm on you
- they put you in a bad spot
- they create an opening to flee

On a 10+, you also choose one:

- you inflict terrible harm
- you take something from them
- you create an opportunity for an ally

ESCAPE A SITUATION

When you take advantage of an opening to **escape a situation**, roll with **BLOOD**. On a hit, you get away and choose 1. On a 7-9, the MC chooses one as well:

- you suffer harm during your escape
- you end up in another dangerous situation
- you leave something important behind
- you owe an NPC a Debt for their aid
- you give into your base nature and mark corruption

PERSUADE AN NPC

When you **persuade an NPC** with seduction, promises, or threats, roll with **HEART**. On a hit, they see your point and do as you ask. On a 7-9, they counter your offer or demand payment—a Debt, a favor, resources—before agreeing to follow through. If you **cash in a Debt** with the NPC before you roll, add +3 to your total (max+4).

FIGURE SOMEONE OUT

When you try to **figure someone out**, roll with **MIND**. On a hit, ask two. On a 7-9, they ask one of you as well. If you're in their Circle, ask an additional question, even on a miss.

- who's pulling your character's strings?
- what's your character's beef with ____?
- what's your character hoping to get from ____?
- what does your character worry is going to happen?
- how could I get your character to ____?
- how could I put your character in my Debt?

MISLEAD, DISTRACT, OR TRICK

When you try to **mislead, distract, or trick someone**, roll with **MIND**. On a hit, they are fooled, at least for a moment. On a 10+, pick 3. On a 7-9, pick 2:

- you create an opportunity
- you expose a weakness or flaw
- you confuse them for some time
- you avoid further entanglement

KEEP YOUR COOL

When things get real and you **keep your cool**, tell the MC the situation you want to avoid and roll with **SPIRIT**. On a 10+, all's well. On a 7-9, the MC will tell you what it's gonna cost you.

LET IT OUT

When you **let out the power within you**, choose an ability from your playbook and roll with **SPIRIT**. On a hit, mark corruption and activate the ability; the MC will tell you how the effect is costly, limited, or unstable. On a 10+, ignore the corruption or the complications, your choice.

LEND A HAND OR GET IN THE WAY

When you **lend a hand** or **get in the way** after a PC has rolled, roll with their Circle. On a hit, give them a +1 or -2 to their roll. On a 7-9, you expose yourself to danger, entanglement, or cost.

ADVANCED MOVES

- Turn to Violence:** On a 12+, you inflict harm as established and take all 3 from the 10+ list.
- Escape a Situation:** On a 12+, you get away and make an important discovery.
- Persuade an NPC:** On a 12+, they do what you ask and help you see it through to its end.
- Figure Someone Out:** On a 12+, you can ask any questions you like, not limited to the list.
- Mislead, Distract, or Trick:** On a 12+, you get all 4 and choose 1 for double effect.
- Keep Your Cool:** On a 12+, your opposition's cool is compromised. Tell them what it will cost to maintain their current course of action.
- Let It Out:** On a 12+, your powers or abilities manifest in an unexpectedly useful way. Mark corruption to make that manifestation a new ability.

URBAN
SHADOWS

CIRCLE MOVES

PUT A NAME TO A FACE

When you **put a name to a face** or vice versa, roll with their Circle. On a hit, you know their reputation; the MC will tell you what most people know about them. On a 10+, you've dealt with them before; learn something interesting and useful about them or they owe you a Debt, your choice. On a miss, you don't know them or you owe them, MC's choice.

HIT THE STREETS

When you **hit the streets to get what you need**, name who you're going to and roll with their Circle. On a hit, they're available and have the stuff. On a 7-9, choose 1:

- whoever you're going to is juggling their own problems
- whatever you need is more costly than anticipated

STUDY A PLACE OF POWER

When you **study a sanctuary, gathering spot, or place of power**, roll with the Circle that controls it. On a hit, you see below the surface to the reality underneath; the MC will reveal an area, NPC, or item located within that is not what it seems. On a 10+, your insight reveals much about the Circle's politics and schemes; ask the MC a question about the Circle and take +1 forward when acting on the answer.

ADVANCEMENT

When you make a **Circle move**, make a **city move**, trigger an **intimacy move**, **cash in a Debt** or **honor a Debt**, **lend a hand** or **get in the way**, mark the Circle involved. When you've marked all four Circles, erase the marks and advance.

DEBT MOVES

When you **do someone a favor**, they owe you a Debt.

When you **interfere in someone's business**, you owe them a Debt

When you **cash in a Debt**, remind your debtor why they owe you in order to...

...make a PC:

- answer a question honestly
- do you a favor at moderate cost
- **lend a hand** to your efforts
- **get in the way** of someone else
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

...make an NPC:

- answer a question honestly
- arrange a meeting with an NPC in their Circle
- grant you a worthy boon or useful gift
- erase a Debt they hold on someone
- give you a Debt they hold on someone else

When you **refuse to honor a Debt**, roll with the difference in Status between you and your creditor. On a hit, you weasel out of the obligation for now, but you still owe the Debt. On a 7-9, you owe them an additional Debt or mark corruption, your choice. On a miss, you can't avoid the noose: either honor the Debt in full or erase all the Debts owed to you by their Circle and take a -1 ongoing to Status with their Circle until after time passes.

END OF SESSION

At the end of every session, decide if you've grown closer to a Circle you engaged with this session: increase your score in that Circle and decrease your score in a different Circle. Tell the MC how your relationships to these communities have changed because of the events of the story, and mark one of the two Circles involved in those changes.

In addition, think about any Debts you may owe—or Debts that are owed to you—as a result of the session. Tell the group and note them down for next session.

