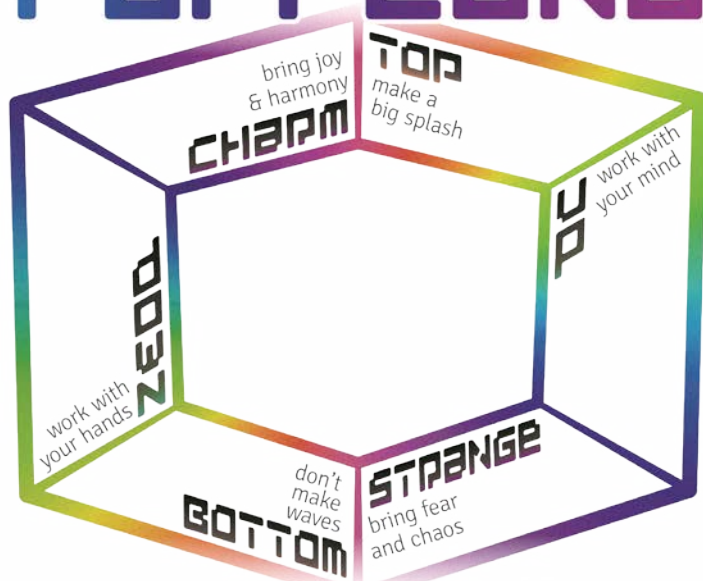


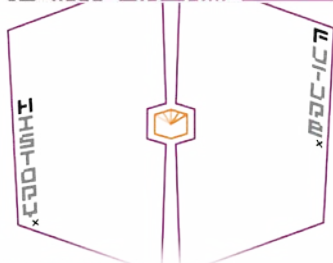
FARFLUNG



A vertical column of 10 empty dice icons for tracking game progress.



You may **deflect** this kind of harm (divide it up among the other two, instead)



SET-ASIDES

A vertical column of 10 empty dice icons for tracking game progress.

COMMON MOVES

ASSAULT To assault another target, state your weapon's tier, and roll **+Strange**. **7-9**, become exposed and choose one: either charge into range and +3 forward, or hit a lesser target. **10-12**, choose one: stay covered & hit lesser target, or become exposed & hit equal target, or charge and +3 forward. **13+**, choose one: stay covered & hit lesser target, or become exposed & hit greater target, or charge and +3 forward.

AVOID To avoid danger till your next move, roll **+Bottom**. **7-9**, weak enemies overlook you and -1 harm. **10-12**, the strong overlook you and -2 harm. **13+**, the grand overlook you and -3 harm.

BLOCK To block something till your next move, roll **+Top**. **7-9**, weak enemies target you first, +1 forward to respond to them. **10-12**, the strong target you first, +3 forward to respond. **13+**, the grand target you first, +6 to respond.

KNOW To know casual stuff, just ask. To know obscure lore, roll **+Down**. **7-9**, MC tells you something. **10+**, MC gives you +1 connection.

REVEAL To reveal something from your inventory, ante 1 Fx and roll **+Connection**. **7-9**, move ante to Hx and you have weak stuff. **10-12**, move ante to Hx and you have strong stuff. **13+**, set aside ante as inventory and you have grand stuff.

SCHMOOZE To talk to people who are already friendly with you, no roll is needed. To schmooze unfriendly people, roll **+Charm**. **7-9**, they're open to talk, ask the MC how to proceed. **10+**, the target makes a counter-offer, accept it or move on to something else (MC's choice).

SCOPE To observe the obvious, ask your MC. To scope a situation or person, roll **+Up**. **7-9**, ask one question and +1 forward to deal with answers. **10+**, ask three questions and +1 forward on those answers. (Does this person have something I need? How could I get past these people to leave me alone? Who's really in control here? Is this person trying to deceive me? What happened here recently? What here is useful or valuable to me? What is about to happen? Is there anything here that isn't supposed to be here? What should I be on the lookout for? What tier are these people? What's the best way to deal with these people?)

SUPPORT MOVES

INSPIRATION Don't like your last roll? To get inspired by a friend, ask them to ante 1 or more Hx and roll **+connection**. **7+**, add their +ante to your last roll; your friend moves their ante to their Fx.

PREPARE To prepare a friend for rolling, roll and add something (usually the same attribute). **7+**, you give them +1 forward.

ORDER To order a follower to do something, ante 1 Fx and roll **+connection instead of what you'd usually roll**. Either you suffer the response for your follower, or lose 1 point of connection permanently. Move ante to Hx.