

Name:

PL.24BOOK:

up

Work with your mind



down

Work with your hands

charm

Bring joy & harmony



STRANGE

Bring fear & chaos

TOP

Make a big splash



bottom

Don't make waves

INDICIA OF HEALTH

FEELING

THINKING



doing

POINTS IN TIME

HISTORY<sub>x</sub>

FUTURE<sub>x</sub>



CONNECTIONS



## common moves

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.

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.

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.

To **know casual stuff, just ask.** To **know obscure lore, roll +Down.**

7-9, MC tells you something.

10+, MC may give you +1 connection.

To **reveal something from your inventory, ante 1 Fx & 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.

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).

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

Don't like your last roll? To **get inspiration from 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.

To **prepare a friend for rolling, roll and add something** (usually the same attribute).

7+, you give them +1 forward.

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.

SET-ASIDES

INVENTORY