BASIC MOVES

CONFRONT SOMEONE

When you ***confront, intimidate, threaten, or bluff someone***, roll+Aggro. On a 10+, they have to choose: back down and give you your way, defy you and fight back, or else submit to your mercy and ask you to reconsider. On a 7–9, you've left them some wiggle room, and they can try to escape, bargain with you, pass off responsibility, or divert you instead. You choose whether and how to follow through. On a miss, be prepared for the worst.

ACT UNDER FIRE

When you ***act under fire***, or dig in to endure fire, roll+Cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall, and the MC can offer you a worse outcome, a hard bargain, or an unfortunate choice. On a miss, be prepared for the worst.

CHARM OR DECEIVE SOMEONE

When you ***charm or deceive someone***, roll+Cool. On a 10+, they have to choose: set skepticism aside and go along with you, or else call you a fool or a liar to your face. On a 7–9, if they don't want to go along with you or call you out, they can choose to ask you for evidence, time, a compromise, or some concrete assurance; they must go along with you if you provide it. On a miss, be prepared for the worst.

DO BATTLE

When you ***do battle*** with someone, exchange harm, but first roll+Hard. On a 10+, you hold 4 against your enemy. On a 7–9, you hold 3 against them. On a miss, you hold 1 against them. ***If a PC***, your enemy rolls simultaneously to do battle with you. ***If an NPC***, your enemy holds 2 against you on any hit, and 3 against you on a miss.

To conduct the battle, spend your hold on the following. Commit to your spends without knowing your enemy's.

- ***Fight for blood****: Spend 1 to inflict +1harm.*
- ***Fight defensively****: Spend 1 to suffer -1harm.*
- ***Fight opportunistically****: Spend 1 to inflict harm on an additional enemy.*
- ***Guard someone****: Spend 1 to protect an ally from 1-harm.*
- ***Seize initiative****: Whoever spends more to seize initiative, does.*

If you seize initiative, you get any or all of these, as applicable:

- ***Take +1hold against your enemy into the next round****, if the battle continues.*
- *Ask 1* ***Read a situation*** *question for free, with no roll.*
- ***Take a quick action*** *of any kind, for free, while your enemy is off balance.*

READ SOMEONE

When you ***read someone*** in a charged interaction, roll+Sharp. On a 10+, hold 3 against them. On a 7–9, hold 2 against them. During your interaction, spend your hold 1 for 1 to ask the MC or their player questions. They have to answer frankly, from their character's point of view.

- *Are you telling the truth?*
- *What are you feeling?*
- *What are you thinking of doing?*
- *What do you hope I'll do?*
- *How could I get you to do [x]?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

READ A SITUATION

When you ***read a charged situation***, roll+Sharp. On a 10+, ask the MC 3 questions right now. On a 7–9, ask the MC 1 question. They have to answer frankly, and when you're acting on their answers, take +1 to any rolls you make.

- *Who's in control here?*
- *What's my best way in / out / around / through?*
- *Who or what poses the biggest threat to me?*
- *Who or what represents the best opportunity for me to do [x]?*
- *What should I be on the lookout for?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

OPEN YOUR BRAIN

When you ***open your brain to the world's psychic maelstrom***, roll+Weird. On any hit, the MC must tell you something new and interesting about the current situation, and might ask you a question or 2; answer them frankly. On a 10+, the MC must give you at least one good, concrete detail. On a 7–9, the MC can stick to impressions and suggestions. If you already know everything there is to know about the situation, the MC must tell you so. On a miss, be prepared for the worst.

HELP SOMEONE

To ***help someone***, ask their player what you can do to help. If you do it, roll+Hx. (If an NPC, roll+Sharp.) On any hit, the MC chooses the most suitable:

- *They weren't able to make the attempt, but now they are.*
- *They get +1 to their roll, +1hold, +1choice, +1harm, suffer -1harm, or another suitable bonus.*
- *You both roll for it, and the better roll stands.*

On a 10+, they also get +1Hx with you on their sheet (unless an NPC). On a miss, be prepared for the worst.

INTERRUPT SOMEONE

To ***interrupt someone***, roll+Hx. (If an NPC, roll+Cool.) On any hit, the MC chooses the most suitable:

- *You're there first.*
- *You're in their way.*
- *You're ready for it.*

...And they have to deal with you instead of doing what they intended. On a 10+, you also take +1forward against them. On a miss, you still interrupt them, but the MC chooses the most suitable:

- *They see what's happening and can change course smoothly.*
- *They take +1forward against you.*

You can't interrupt someone who's interrupting you.

When you make a ***highly interruptible*** move, marked with *, you should announce that you're making it and explicitly give everyone a chance to interrupt you. Otherwise, they can call a do-over and retroactively interrupt you if they want, even after you've finished your move and play's continued on.

MAKING MOVES

It's your responsibility as a player to choose and announce the moves you're making.

The MC and the other players can suggest moves to you freely, especially if they see that you're making one but haven't realized it yet.

The MC can also call for you to make any move they think you definitely should.

If you and the MC or another player disagree about your moves, explain yourself, and don't proceed with play until you've worked it out between you.

SIMULTANEOUS MOVES

If you and another player are acting at the same time, hold your dice out in your closed fist, and tell them to do the same. Both of you should take the time to explain to the MC what you're doing and what moves you're making. If either of you roll prematurely, it doesn't count, pick your dice back up and hold your horses.

It's the MC's job to tell you whether you should roll your dice at the same time, or one before the other.

It's your responsibility as a player to make sure that the MC and the other players know that you have something to say. Holding your dice in your fist obtrusively in the play space is a signal that you don't need to interrupt who's speaking, but that they do need to hear you out before play proceeds.

STANDARD MOVES

Certain kinds of equipment, status, or NPC allies give you access to these moves.

AUGURY

The standard move for a ***psychic antenna***.

When you ***use your psychic antenna for augury***, roll+Weird. On any hit, choose 1:

- *You can reach through the world's psychic maelstrom to something or someone connected to it.*
- *You can isolate and protect a person or thing from the world's psychic maelstrom.*
- *You can extract and contain a fragment of the world's psychic maelstrom itself.*
- *You can open a window or door into the world's psychic maelstrom.*

By default, the effect lasts only as long as you maintain it, reaches only shallowly into the world's psychic maelstrom as it is local to you, and bleeds instability. On a 10+, choose 2 of the following. On a 7–9, choose 1:

- *It persists for a while without your actively maintaining it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly, maybe universally, throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your psychic antenna takes the brunt of it.

DEVOTION

The standard move for ***followers***.

At the beginning of the session, if your followers are secure and stable, roll+Cool. On a 10+, during the session, your followers offer you all of their devotions. On a 7–9, they offer you all of their devotions, but choose 1 demand. On a miss, or if your followers are in crisis, all of their demands.

If you have more than 1 group of followers, roll separately for each of them.

INSIGHT

The standard move for ***advisors***.

When you ***go to your advisors for insight***, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark 1 toward IMPROVEMENT.

LEADERSHIP

The standard move for a ***gang***.

When you ***have to order your gang*** to advance, regroup, hold position, or put their backs into it, roll+Hard. On any hit, they do it. On a 10+, they snap to, and you take +1forward into whatever you're having them do. On a miss, they do it, but you'll hear about it later.

TINKERING

The standard move for a ***workspace***.

When you ***go into your workspace*** to create something, repair something, solve a problem, or get to the bottom of something, tell the MC about it and ask if it's possible. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- *It's going to take hours/days/weeks/months of work.*
- *First you'll have to get/make/fix/figure out [x].*
- *You're going to need [x] to help you with it.*
- *It's going to cost a ton of jingle.*
- *The best you'll be able to do is not great, it'll be poor, slow, weak or unreliable.*
- *It's going to mean exposing yourself or others to serious danger.*
- *You're going to have to add [x] to your workspace first.*
- *It's going to take you several/dozens/hundreds of tries.*
- *You're going to have to take [x] apart to do it.*

The MC might connect them all with "and," or might throw in a merciful "or."

Once you've accomplished the necessaries, you can go ahead and accomplish your project.

VEHICLE MOVES

The standard moves for ***vehicles***.

When you have to ***deal with bad terrain***, roll+Cool, modified by your vehicle's Handling. On a 10+, you fly through untouched. On a 7–9, choose 1:

- *You slow down and pick your way forward.*
- *You push too hard and your vehicle suffers harm as established (1-harm ap for most terrain, but ask the MC first).*
- *You ditch out and go back to find another way.*

On a miss, the MC chooses 1 for you. The others are impossible.

To ***outdrive another vehicle***, both vehicles inflict v-harm on each other, but first roll+Cool, modified by the vehicles' relative Speeds. On a 10+, you hold 3 against the other driver. On a 7–9, you hold 2 against them. On a miss, you hold 1 against them. ***If a PC***, the other driver rolls simultaneously to outdrive you. ***If an NPC***, the other driver holds 1 against you on any hit, and 2 against you on a miss.

To conduct the race, spend your hold on the following. Commit to your spends without knowing your enemy's.

- ***Drive fast****: Whoever spends more to drive fast, outraces the other vehicle.*
- ***Drive hard****: Spend 1 to increase your vehicle's Massive by +1 for purposes of inflicting v-harm.*
- ***Drive safe****: Spend 1 to increase your vehicle's Massive or Handling by +1, your choice which, for purposes of suffering v-harm.*

Resolve the v-harm first.

Then, whoever spent more to drive fast, you outdistance the other vehicle and break away, or else overtake the other vehicle and draw up alongside.

If you spent equally to drive fast, choose together:

- *If both of you still hope to outdrive the other, the race continues to another round.*
- *If either of you choose to concede or can't continue, the race ends now.*

WEALTH

The standard move for a ***holding*** or ***venue***.

At the beginning of the session, if your holding or venue is secure and stable, roll+Hard. On a 10+, during the session, your holding or venue has all of its surpluses. On a 7–9, it has all of its surpluses, but choose 1 want. On a miss, or if your holding or venue is in crisis, all of its wants.