

AGGRO: DEMAND SOMETHING

When you **demand something of someone**, roll+Aggro. **On a 10+**, they have to choose: give in to your demand, or push back hard. **On a 7-9**, if they don't want to give in or push back, they can try to stall, make excuses, smooth it over, calm you down, or pass the buck, but in return you take +1 forward against them. **On a miss**, the MC will tell you what.

AGGRO: TACKLE A CHALLENGE

When you **tackle a challenge**, trying for something that might be beyond you, requiring strength, skill, great care, quick reflexes, patience, or hard work, roll+Aggro. **On a 10+**, you're able to take it on. Ask the MC what you can accomplish, and no one could expect to do it better. **On a 7-9**, ask the MC what it will cost you to succeed, and decide for yourself whether to go through with it. **On a miss**, the MC will tell you what.

COOL: ACT UNDER FIRE

When you **act under fire**, stick to your guns, or hold it together under duress, be prepared to suffer harm if appropriate, and roll+Cool. **On a 10+**, you're solid. You stand or you follow through without flinching or hesitating. Ask the MC how it goes. **On a 7-9**, you flinch, hesitate, waver, or stall. Choose which, and ask the MC what it costs you or what your options are. **On a miss**, the MC will tell you what.

COOL: REASON WITH SOMEONE

To **reason with someone**, say what they'll do, what you'll do, and roll+Cool. **On a 10+**, they have to choose: set reservations aside and go along with your offer, or else frankly, flatly — maybe violently — refuse. **On a 7-9**, or if they're reasonable about refusing, ask for their counterproposal, or ask what you'd have to do to convince them, and decide for yourself whether and how to pursue it. **On a miss**, the MC will tell you what.

HARD: ATTACK SOMEONE

When you **attack someone**, roll+Hard. On any hit, you inflict harm as established. **On a 10+**, choose 3 options against your enemy as well. **On a 7-9**, choose 2.

- **Inflict terrible harm:** You inflict +1harm.
- **Seize hold of something:** Name it; you have definite hold of it.
- **Get them out of your way:** You knock them down, drive them away, or fight past them.
- **Impress, frighten, or dismay them:** Ask the MC how this changes their morale and intentions.
- **Pin them down:** They're immobilized, cornered, or boxed in, and can't move freely.

On a miss, the MC will tell you what. They might have you choose 1 anyway, but be prepared for the worst.

Doing battle: If your enemy's able to defend themselves or fight back, exchange harm as established. Add to your choices:

- **Suffer little harm:** You suffer -1harm.

SHARP: READ A PERSON

When you **read someone** in a charged interaction, roll+Sharp. At any time during your interaction, you can pause to ask them a question: something that your character realizes about theirs. They have to answer frankly. **On a 10+**, ask 3 in total. **On a 7-9**, ask 2 in total.

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

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

SHARP: 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. As play goes on, when you're acting on their answers, take +1 to any rolls you make.

- *Who's in control here? (How can I tell?)*
- *What's my best way in / out / around / through? (What makes me think so?)*
- *Who or what poses the biggest threat to me? (How can I tell?)*
- *Who or what represents the best opportunity for me to do [x]? (How can I tell?)*
- *What should I be on the lookout for? (What makes me think so?)*
- *If I take on this challenge, [x], what can I hope to accomplish? How might I accomplish more? (What am I basing this on?)*

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

WEIRD: OPEN YOUR BRAIN TO THE WORLD'S PSYCHIC MAELSTROM

When you **open your brain to the world's psychic maelstrom**, roll+Weird. On a hit, the MC tells you something new and interesting about the current situation, from the point of view of the world's psychic maelstrom. They can also ask you a question or two; answer them frankly. **On a 10+**, the MC should give you good detail, and might answer followup questions. **On a 7-9**, the MC should give you an impression at least. **Either way**, if you already know all there is to know, the MC should tell you so. **On a miss**, the MC will tell you what.

Hx: BACK SOMEONE'S PLAY

When you **back the play** of someone making a roll, roll+Hx. **On a 10+**, choose a benefit with the MC. **On a 7-9**, before you choose, the MC tells you what it'll cost you. Decide whether to proceed, and if you do, choose a benefit with the MC.

- *They get +1 to their roll.*
- *They get to ask +1 question or choose +1 option.*
- *They get +1harm, +1armor, +1Ψ, or another +1 as appropriate.*
- *Another benefit, as you agree.*

On a miss, the MC will tell you what. They might choose a benefit with you anyway, but be prepared for the worst.

Hx: INTERRUPT SOMEONE

To **interrupt someone**, roll+Hx. (If an NPC, roll+Aggro.) **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 +1 to your next roll 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 +1 to their next roll against you.*

Note that you can't interrupt someone who's interrupting you, or interrupt them mid-process in another move. (An example: someone's reasoning with them and has hit with a 10+. You can't interrupt them before they choose whether to accede or refuse; let them see that move through.)

When you make a **highly interruptible** move, marked with *, 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 play's continued on.

BARTER: DROP JINGLE

When you **drop jingle** to buy something, or when you cruise a marketplace, roll+Barter. **On a 10+**, your trading partner, or the people of the marketplace, consider you to be both rich and powerful. **On a 7-9**, they consider you to be either rich or powerful; the MC chooses which. **On a miss**, they consider you to be neither rich nor powerful. **No matter the result**, ask the MC how they treat you and what kind of deal or deals they make available to you.

BARTER: LIVE DAY TO DAY

At the beginning of the session, or when there's a break in play, roll+Barter. **On a 10+**, ask the MC what's free and what's easy. **On a 7-9**, ask what's easy and what's hard. **On a miss**, ask what's hard and what's impossible. If you're interested in a specific resource, you can ask the MC about it specifically.

—MAKING MOVES—

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

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 that 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 they should do the same. Both of you, 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 simultaneously or in order.

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.

TACKLING A CHALLENGE vs ACTING UNDER FIRE

Tackling a challenge is for taking on tasks that require hard work, skill, sustained effort, speed, maybe luck. **Acting under fire** is for taking otherwise straightforward actions while someone or something else is attacking you, endangering you, or trying to stop you.

For actions that could be either, get with the MC to choose which (and generally it'll be your call). For actions that are definitely both, **act under fire** first to find out whether you can proceed, then **tackle the challenge** to find out what you can accomplish.

TACKLING A CHALLENGE vs ANOTHER PC

If you and another player **tackle challenges** against each other, like a race, an endurance trial, playing chicken, a tug-of-war, anything like this, handle it by rolling simultaneously. Misses count as misses, ties count as ties, but otherwise, the higher roll counts as a 10+, the lower roll as a 7–9. Note that now the loser has a choice to make.

WHEN YOU ATTACK

You can always attack a single enemy. If a number of enemies are encircling you or are in your immediate path, you can choose to attack them all. Ask the MC whether you should attack each separately or make a single attack against them collectively as a gang.

The *area* and *messy* weapon tags let you attack more enemies at once.

PC vs PC BATTLES

If you and another player **attack each other**, you're necessarily **doing battle**, so follow those rules. Roll dice simultaneously. Make your choices and commit to them without knowing what the other player's chosen.

If you make contradictory choices, they cancel each other out.

PC vs NPC BATTLES

After you've made your choices, if any NPCs are still in the fight, ask the MC what they're doing now.

—EXPERIENCE & IMPROVEMENT—

ROLLING YOUR STATS

Whenever you roll a stat, mark it. When you make its 4th mark, get 1XP and erase its marks to start again.

Your playbook, the moves you choose, and your play style all influence how often you roll. If you find yourself pulling ahead or falling behind the other players, it's normal. If it gets to the point where anyone feels that it's unfair, talk together as a group, with the MC, to make sure that every player is getting the opportunities to roll their stats that they need.

HARM & HEALING

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.

AT THE END OF THE SESSION

At the end of every session, choose a character who knows you better than they used to. Tell that player to add +1 to their Hx with you on their sheet. If more than one character knows you better, choose at most two.

If no one knows you better, choose a character who doesn't know you as well as they thought, a character you distrust, or any other character you want. Tell that player to take -1 to their Hx with you on their sheet.

Rolling Over Hx: Whenever your Hx with someone reaches +4, either during a session or at the session's end, three things happen. First, reset it to Hx+1. Next, mark 1XP. Finally, choose 1 of the following to ask or tell them:

- *What's a secret I've learned or realized about you?*
- *I'm more open to you than I was. You gain +1Hx with me on your sheet.*
- *Hey, I'm thinking of doing [x]. What's your take? What do you suggest?*
- *What's our next step? Let's make a plan together for what comes next for us.*

Whenever your Hx with someone reaches -3, reset to Hx-1 and mark 1XP. Don't choose from the list.

At the end of every session, judge for yourself: Are you satisfied with the world and your place in it? If you're not, get 1XP.

If you are, cool. You can take it easy until something changes.

At the end of every session, judge for yourself: Does your scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

When you change your scavenge, you can simply switch to the other option, or you can get with the MC to write a new one to reflect your current situation. Typically, you write the text and the MC assigns barter, but check with the MC to confirm.

IMPROVEMENT

When you get your 6th XP, choose an improvement, and erase your XP to start again.

Mark the improvement you've taken. You can't choose it again.

If necessary, get with the MC to decide how and when your improvement comes into play.

The Ungiven Future: The improvements below the line begin play locked. Unlock them by taking 5 improvements above the line.

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.

BEHIND THE WHEEL

The standard moves for **vehicles**.

When you're behind the wheel and you **let your vehicle off the leash**, roll+Cool. **On a 10+**, it does whatever's necessary to achieve its impulse, and succeeds, or else it damages or destroys itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it strives to achieve its impulse, but at this moment, the outcome's uncertain. Ask the MC how things stand now, and take +1forward. **On a miss**, it struggles to pursue its impulse but falls short. Decide with the MC how and why.

When you're behind the wheel and you **rein your vehicle in**, you're forcing it to deny its impulse and pursue some other impulse or goal instead. Say what you're making it do and roll+Hard. **On a 10+**, it obeys. It does whatever's necessary to achieve your goal, and succeeds, or else it damages or destroys itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it accedes, but grudgingly: it tries to find a balance between your goal and its defiance. Ask the MC what balance it finds, and what happens. **On a miss**, it defies you. It pursues its defiance with its full will and intent. Ask the MC what it does.

For both moves, if you're dealing with terrain or other vehicles, the MC should bring their impulses to bear against your vehicle's as well.

Outdriving another players's character:

Both of you make your moves. If the outcomes are compatible, incorporate them together. If they contradict, decide with the MC whether they cancel out, whether you're **interrupting** one another, or whether now you're **doing battle**.

Using your vehicle as a weapon:

When you're **behind the wheel**, you can use your vehicle as a weapon when you **get in someone's face, attack, do battle**, or in any other violent circumstance. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

DEVOTION

The standard move for a **following**.

At the beginning of the session, if your followers are secure and stable, roll+Aggro. **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.

Make this move before you **live day to day**.

EAR TO THE GROUND

The standard move for **ports of call**.

At the beginning of the session, or whenever there's a break in play, name the location of one of your ports of call or another location you care about, and roll+Cool. **On a 10+**, word reaches you that (choose 1):

- There's a great opportunity for you there. Ask the MC what it is.
- Choose 1 from the 7–9 list below.

On a 7–9, word reaches you that (choose 1):

- They're facing a serious problem there. Ask the MC what it is.
- Somebody there needs to talk to you. Ask the MC who.
- Something bad is coming your way, and somebody there has a warning for you. Ask the MC what their warning is.

On a miss, word reaches you that:

- Somebody there wants your blood. Ask the MC who.

Make this move before you **live day to day**.

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 get 1XP.

LEADERSHIP

The standard move for a **gang**.

When you **give your gang an order**, if it lines up with their impulses, generally they'll obey it. If they won't, or when you give them an order that's out of line with their impulses, roll+Hard. **On any hit**, they follow your order. **On a 10+**, they snap to, and you take +1forward into whatever you're having them do. **On a miss**, maybe they still do it, but you'll hear about it later; maybe they refuse; or maybe they even make a bid to replace you as their leader.

Using your gang as a tool or weapon:

When you have a gang, you can use them as a tool when you **tackle a challenge**, or in other demanding circumstances, or you can use them as a weapon when you **get in someone's face, attack, do battle**, or in other violent circumstances. When you do, you roll the dice and make your choices, but it's your gang's capabilities that determine how much work they can accomplish, and how well, not your own, and it's your gang that inflicts and suffers harm, not you yourself.

RESEARCH

The standard move for **sources**.

When you **go to your source for information**, tell the MC what you're trying to find out and roll+Sharp. **On a 10+**, the MC answers your question from your source's point of view. **On a 7–9**, the MC chooses 1:

- *It's too much. There's no simple answer, or your sources conflict, or it's impossible to get to the bottom of this. Ask an easier question instead.*
- *You find yourself down a rabbit hole, or you discover one of your source's obsessions. Ask a different, weirder question instead.*
- *For a technical source: this subject is challenging your source's limits. It's overheating or consuming resources at an unsafe rate. The MC answers your question, but you'll have to deal with the damage afterward.*
- *For a human source: this subject is too provocative. Pursuing it endangers your source or exposes them to retaliation. The MC answers your question, but you'll have to deal with the fallout afterward.*

On a miss, the MC can choose 1 of the above, and/or choose this:

- *Your source needs [x] from you before it can answer any more of your questions.*

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:

- *You can accomplish [x] on a 10+, but on a 7–9 you can only accomplish [x].*
- *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.”

If the MC has you roll, per the first option, they choose your stat. Usually sharp or weird, but it depends on your project and it's their call.

Once you've accomplished the necessities, you can go ahead and accomplish your project. Ask the MC what happens.

True prerequisites:

When you tell the MC about a project and ask if it's possible, instead of telling you “sure, no problem, but...” the MC is allowed to tell you “maybe, but you'll need to expand your workspace to [named workspace tag] before you can even begin.”

When the MC gives you a true prerequisite like this, you can take it as an intermediate project, and use **tinkering** again to accomplish it.

For example, suppose that you have a garage (workspace: vehicles), and you want to create a Ψ -isolation helmet. The MC answers that maybe you can, but you'll need to expand your workspace to *workspace: Ψ* before you can even begin. You can use **tinkering** to ask back: “cool, I'll do that. Is it possible?” Now the MC has to answer again: “sure, no problem, but...”

Workspace tags:

- **Workspace-null:** Having a workspace-null, which is the same as having no workspace at all, still gives you unlisted, rudimentary access to **tinkering**. Going into a workspace-null just means thinking something through, considering your available tools, and making a plan. You can use it to solve minor practical problems, and also, crucially, to establish a true workspace: “I'd like to assemble a machine shop, a workspace: machinery. Is it possible?”
- **Workspace: art:** In a studio or a performance space, a workspace: art, you can create art or music, or perform, either privately or for an audience.
- **Workspace: chems:** In a chemlab, a workspace: chems, you can develop and concoct drugs, meds, and other chems.
- **Workspace: cosmology:** In an observatory, a workspace: cosmology, you can research and study the inner workings of the world and the principles upon which reality operates.
- **Workspace: healing:** In a workspace: healing, you can study and treat people's injuries and diseases, support or extend their lives, create prosthetics or enhancements, and even possibly transform them more radically in subtle or overt ways.
- **Workspace: machinery:** In a machine shop, a workspace: machinery, you can work with metal, ceramics, plastics, and other materials to create tools and machines.
- **Workspace: ordnance:** In a workspace: ordnance, you can develop and test gunpowder, dynamite, and other chemical explosives. A machine shop lets you make guns; an ordnance shop lets you make ammo.
- **Workspace: Ψ :** In a workspace: Ψ , you can work on brain-picker gear, psychic antennas, maelstrom probes, Ψ -isolation systems, and other weird tech.
- **Workspace: space:** In a workspace: space you can build and repair pressure suits, orbital vehicles, satellites, atmo- and hab systems, and anything else you need to live and work in orbit.
- **Workspace: tech:** In a workspace: tech you can work with electronics.
- **Workspace: vehicles:** In a garage, a workspace: vehicles, you can build and repair engines, transmissions, frames, bodies — all parts of vehicles.

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.

Make this move before you **live day to day**.