

WEAPON TAGS

- ♦ **n Ammo:** Does not represent individual arrows/stones, but that you have ammo left on hand.
- ♦ **Forceful:** can knock someone back or off their feet.
- ♦ **+n Damage:** Add n to any damage dealt with it.
- ♦ **Ignores Armor:** Don't subtract armor from damage.
- ♦ **Messy:** particularly destructive, ripping things apart.
- ♦ **n Piercing:** Ignores n of enemy armor.
- ♦ **Precise:** use DEX instead of STR for HACK AND SLASH.
- ♦ **Reload:** takes more than a moment for another attack.
- ♦ **Stun:** does stun damage instead of normal damage.
- ♦ **Thrown:** If you reduce ammo on 7-9, it is gone until you can recover it (unless you have more than one).

EQUIPMENT TAGS

- ♦ **Applied:** Must be carefully applied to a person or something they eat/drink.
- ♦ **Awkward:** Unwieldy. Tough to use.
- ♦ **n Coins:** The cost to buy it.
- ♦ **Dangerous:** Easy to get in trouble with. Foolishness means consequences.
- ♦ **Ration:** It's edible, more or less.
- ♦ **Requires:** If you don't meet the requirements it works poorly, if at all.
- ♦ **Slow:** Takes minutes or more to use.
- ♦ **Touch:** Works on contact with skin.
- ♦ **Two-handed:** It requires two hands
- ♦ **n weight:** Counts against your Load. Something with no listed weight isn't designed to be carried. 100 coins is 1 weight. The same value in gems or fine art may be lighter or heavier.
- ♦ **Worn:** You have to wear it to use it.
- ♦ **n Uses:** It can only be used n times.

ARMOR

- ♦ **n Armor:** Subtract n from damage.
- ♦ **+n Armor:** Cumulative with armor.
- ♦ **Clumsy:** -1 ongoing. Cumulative.
- ♦ **Partial Cover:** +1 armor
- ♦ **Major Cover:** +2 armor

RANGE

- ♦ **Hand:** within your reach, no further.
- ♦ **Close:** arm's reach plus a foot or two.
- ♦ **Reach:** several feet away~maybe up to 10.
- ♦ **Near:** you can see the whites of their eyes.
- ♦ **Far:** within shouting distance.

DAMAGE

d4 bruises and scrapes at worst

d6 blood, but nothing horrendous

d8 might break some bones

d10 could kill a common person

b[Idx] The b means roll twice and take the best. wI] means take the worst.

Add the ignores armor tag if the source of the damage is particularly large or if the damage comes from magic or poison.

Stun damage is non-lethal damage. A PC who takes stun damage is defying danger to do anything at all.

If multiple creatures attack at once roll the highest damage among them and add +1 damage for each monster beyond the first.

TERMS

- ♦ **Forward** means your *next* move (not dmg!)
- ♦ **Ongoing** means *all* moves (not damage)
- ♦ **Hold** is *currency* which allows you to make choices later on by spending it.

PLAYER MOVES: QUICK NOTES

- ♦ **HACK & SLASH (+STR):** 10+ allows +1d6 dmg. +take attack
- ♦ **VOLLEY (+DEX):** 7-9: In Danger, -1d6 Damage, -1 Ammo
- ♦ **DEFY DANGER (ANY)** (say how you deal with it)
7-9: Worse outcome, Hard bargain, Ugly choice (GM's Choice)
- ♦ **DEFEND (+CON)** (Defend a Person/Item/Location)
10+: Hold 3 7-9: Hold 1 (plus complication)
Redirect attack to yourself, Halve damage, Give an ally +1 forward against the attacker
- ♦ **SPOUT LORE (+INT)** (Consult accumulated knowledge)
10+: interesting & Useful 7-9: Interesting...
- ♦ **DISCERN REALITIES (+WIS)** (Study person/Situation)
10+: 3 questions 7-9: 1 question. +1 forward from answers.
 - What happened here recently?
 - What is about to happen?
 - What should I be on the lookout for?
 - What here is useful or valuable to me?
 - Who's really in control here?
 - What here is not what it appears to be?
- ♦ **AID/INTERFERE (+BOND):**
 - 10+: They take +1 or -2, your choice to their roll.
 - 7-9: also expose yourself to danger/retribution/cost.

SPECIAL MOVES: QUICK NOTES

- ♦ **MAKE CAMP:** A few uninterrupted hrs. sleep: heal 1/2 HP
- ♦ **RECOVER:** in comfort and safety for a full day: heal all HP.
After 3 days: heal one debility.
- ♦ **END OF SESSION** (say how you deal with it)
7-9: Worse outcome, Hard bargain, Ugly choice (GM's Choice)
- ♦ **DEFEND (+CON)** (Defend a Person/Item/Location)
10+: Hold 3 7-9: Hold 1 (plus complication)
Redirect attack to yourself, Halve damage, Give an ally +1 forward against the attacker
- ♦ **SPOUT LORE (+INT)** (Consult accumulated knowledge)
10+: interesting & Useful 7-9: Interesting...

PORTRAY A FANTASTIC WORLD • FILL THE CHARACTER'S LIVES WITH ADVENTURE • PLAY TO FIND OUT WHAT HAPPENS

PRINCIPLES

- Draw maps, leave blanks
- Address characters, not players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Use an existing creature/faction threat.
- Introduce a new creature/faction threat.
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Present an opportunity to use a class ability
- Show a class/race/equipment downside
- Offer an opportunity with or without a cost
- Tell them requirements/consequences and ask
- Put someone in a spot

THE FIRST SESSION

- Establish details, describe.
- Use what they give you.
- Ask questions.
- Leave blanks.
- Look for interesting facts.
- Help players understand moves.
- Let each character shine.
- Introduce NPCs.

FRONTS

- Campaign or adventure?
- Create 2-3 DANGERS
 - Ambitious Organizations
 - Planar Forces
 - Arcane Enemies
 - Hordes
 - Cursed Places
- Define an IMPENDING DOOM for each danger
 - Tyranny
 - Pestilence
 - Destruction
 - Usurpation
 - Impoverishment
 - Rampant Chaos
- Add GRIM PORTENTS
 - 1-3 for an adventure front
 - 3-5 for the campaign front
- Write 1-3 STAKES questions
- List the cast of characters.

STATS

1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

WHEN TO MAKE A MOVE

- When everyone looks to you to find out what happens (soft)
- When the players give you a golden opportunity (hard/soft)
- When they roll a 6- (hard/soft)

A soft move is one without immediate, irrevocable consequences ~ an opportunity with cost ~ or something bad, but avoidable. Hard moves have immediate consequences. Dealing damage is almost always a hard move.

MOVE OUTCOMES

10+: Do it with little or no trouble.

7-9: Do it, but with complications, trouble, danger, cost, retribution

6 -: The GM says what happens. Mark XP

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DESCRIBE THE SITUATION • EXPLOIT YOUR PREP • FOLLOW THE RULES • MAKE MOVES

TREASURE

Start with the monster's damage die, modified if the monster is:

Hoarder: roll damage die twice, take higher result

Magical: some strange item, possibly magical

Divine: a sign of a deity (or deities)

Planar: something not of this earth

Lord over others: +1d4 to the roll

Ancient and noteworthy: +1d4 to the roll

Edible: add at least one ration

Roll the monster's damage die plus any bonuses:

- 1: A few coins, 2d8 or so
- 2: An item useful to the current situation
- 3: Several coins, about 4d10
- 4: A small item of value, worth 2d10 x 10 coins, 0 weight
- 5: Some minor magical trinket
- 6: Useful information (clues, notes, map) or re-roll.
- 7: A bag of coins, 1d4 x 100 or thereabouts. 1 weight per 100.
- 8: A very valuable small item (gem, art) worth 2d6 x 100, 0 weight
- 9: A chest of coin and valuables. 1 weight worth 3d6 100 coins.
- 10: A magical item or magical effect
- 11: Many bags of coins for a total of 2d4 x 100 or so
- 12: A sign of office (crown, banner) worth at least 3d4 x 100 coins
- 13: A large art item worth 4d4 x 100 coins, 1 weight
- 14: A unique item worth at least 5d4 x 100 coins
- 15: All the information needed to learn a new spell and roll again
- 16: A portal or secret path (or directions to one) and roll again
- 17: Something relating to one of the characters and roll again
- 18: HOARD! 1d10 x 1000 coin & 1d10 x 10 gems worth 2d6 x 100 ea.

DUNGEON WORLD





