

BASIC MOVES

MAKE A SAVING THROW

When you *act or react in the face of danger*, roll.

- +STR** if you use sheer might
- +DEX** if you use speed, agility, or a delicate touch
- +CON** if you resist or endure
- +INT** if you think fast, focus, or remember
- +WIS** if you use intuition or willpower
- +CHA** if you charm, command or impress
- +LUC** if you to take your chances

- 10+** You do it, as well as one could hope
- 7-9** You do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice.

HELP OR HINDER

When you *assist or interfere with someone*, say what ability you use, how it applies to the situation, and ROLL +THAT ABILITY:

- 10+** They take +1 or -2 to their roll, your choice;
- 7-9** They take +1 or -2, but you expose yourself to danger, retribution, or some other cost (ask the Judge what).

SHOULDER BURDEN

When you *carry more than your MAXIMUM LOAD*, you are encumbered, and suffer -1 ongoing until you lighten your burden. When you carry more than twice MAXIMUM LOAD (within reason) you can't do much more than struggle along at a snail's pace.

ESTABLISH

When you *recall something you know about the subject at hand*, say how you might have come by such knowledge. If the Judge buys it, roll +INT: on a

- 10+** The Judge will tell you a relevant truth, or ask you to establish one; on a
- 7-9** The Judge will say what you recall, but you won't know how true it is until you put it to the test.

If the Judge doesn't buy how you might have come by such knowledge, it turns out you don't know much about the thing after all.

PERCEIVE

When you *closely study a person, place, thing or situation*, ROLL +WIS:

- 10+** Hold 3; **7-9** Hold 1.

Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual.

NEGOTIATE

When you *want to gain a position of power in any kind of negotiation, or to dictate how things are going to go*, make your case and ROLL +CHA:

- 10+** They name their absolute minimum price;
- 7-9** They name a price they could live with;
- 6-** Mark XP, and prepare to be milked for all you're worth.

If the Judge doesn't think you have a case, you may not be able to negotiate at all.

GET LUCKY

When you *hope things will go your way*, ROLL +LUC

- 10+** They do, this time;
- 7-9** They do, but there's a tradeoff—ask the Judge what;
- 6-** DO NOT mark XP; get the opposite of what you wanted.

BURN LUCK

When you *have made any roll except a +LUC roll*, you may burn 1 Luck to raise or lower that roll by 1.

COMBAT MOVES

FIGHT

When you *face a foe in hand-to-hand combat*, ROLL +STR:

10+ You deal your damage. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack.

7-9 You deal damage but suffer an attack as well.

SHOOT OR THROW

When you *attack with a ranged weapon*, ROLL +DEX:

10+ You inflict damage

7-9 You inflict damage after resolving 1 of your choice:

- Mark off 1 ammo
- Just winged 'em—roll damage twice and use the lower roll
- You attract unwanted attention or place yourself in danger of the Judge's choice.

DEFEND

When you *stand in defense of a person, place or thing*, ROLL+CON.

10+ Hold 3 **7-9** Hold 1

So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Halve the attack's effect or damage
- Give an ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

LEAD THE RETREAT

When you *urge your comrades to follow your example and run for their lives*, burn 1 Charisma and ROLL +CHA:

10+ Each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat;

7-9 Your allies take +1 forward to what they do next.

BITE THE DUST

When you *have zero or fewer HIT POINTS*, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, ROLL +LUC

10+ You're alive with 1 HP. Choose 2 from the list below:

7-9 You're alive with 1 HP. Choose 3 from the list below:

- You're unconscious until you heal up to half your total HP.
- You've incurred a major, permanent injury of the Judge's choosing
- You suffer 1d8 ability score damage to each of 2 abilities (Judge's choice)
- You'll die within an hour without proper treatment.

On a **6-** (or if no one finds you within a few hours) you are **DEAD**. When you die, you may **RISE TO THE OCCASION** now, or wait until you get back to town and **SIGN UP** as a new character.

TOWN MOVES

RECOVER

When you *spend 1 week of downtime resting in town*, pay the cost of living and heal HP or ability points:

- **POOR** (6-CHA sp): 1 HIT DIE +CON
- **MODEST** (12-CHA sp): 2 HIT DICE +CON
- **COMFORTABLE** (24-CHA sp): 3 HIT DICE

PREPARATION

When you *spend your leisure time in study, meditation, or hard practice*, you gain **PREPARATION**.

If you prepare for a 1-2 weeks, earn 1.

If you prepare for a month or longer, earn 3.

When your preparation pays off spend 1 **PREPARATION** for +1 to any roll. You can only spend one per roll.

ACQUIRE

When you *go looking for something specific and uncommon*, say who you ask about it and ROLL +CHA:

10+ They know where you can get it for a fair trade;

7-9 The Judge chooses 1 from the list below:

- It'll cost more than expected;
- You find a poor substitute;
- You can get it, but only if you see a guy who knows a guy;
- It was on hand until just recently, when someone else acquired it;
- It's not here, but there's something else that might do the job;

FIND A BUYER

When you *spend 1 day of downtime seeking to turn found treasures into coin*, ROLL +NOTHING:

(-2 if you're in a Village, +2 if you're in a City):

10+ Someone will take it off your hands, but you'll need to **NEGOTIATE** on price;

7-9 You'll have to try again tomorrow;

6- Mark XP; no one can help, and you'll need to wait a week before trying again.

SIGN UP

When you *start from scratch after you died*, roll up a new character as usual. Then, for each box you had marked off on your previous character's **STASH**, gain 1 XP or 10 silver pieces (your choice). Finally, **LEVEL UP** as many times as your XP dictates, and use your coin to purchase gear.

TRAVEL & EXPLORATION MOVES

JOURNEY

When you *travel by a safe route, through safe or dangerous lands*, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions to see how many rations you ate.

UNDERTAKE A PERILOUS JOURNEY

When you *travel through dangerous lands, and not on a safe route*, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to Scout Ahead, and one to Navigate, resolving those moves in that order.

SCOUT AHEAD

When you *take point and look for anything out of the ordinary*, ROLL +WIS

10+ Choose two from the list below;

7-9 Choose one from the list below:

- You get the drop on whatever lies ahead
- You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- You make a DISCOVERY (ask the Judge)
- You see sign of a nearby DANGER (ask the Judge)

NAVIGATE

When you *plot the best path through dangerous or unfamiliar territory*, ROLL +INT

10+ You avoid dangers and distractions and make good time, reaching a point of the Judge's choosing before you need to Make Camp

7-9 the Judge chooses 1 from the list below.

- You happen upon a Discovery missed by the scout
- The going is slow, or you wander off course. The Judge says which, and where you end up on the map
- You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it.

MAKE CAMP

When you *settle in to rest*, choose one member of the party to Manage Provisions. Then, if you eat and drink, and have enough XP, you may level up. If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to ROLL +NOTHING

10+ The night passes without incident

7-9 The Judge chooses 1 from the list below

6- Everyone marks XP, and a Danger manifests—you'd better Stay Sharp!

- One party member of the Judge's choice suffers a restless night
- The person on watch notices a nearby DISCOVERY
- A DANGER approaches—it's not immediately hostile, but whoever's on watch had better STAY SHARP anyway

RISE AND SHINE

When you *wake from at least a few hours of uninterrupted sleep after both eating and drinking the night before*, gain 1+CON (minimum of 1) healing points, which you may use to regain lost HP and/or damaged ability scores of your choice—excluding Luck.

STAY SHARP

When you *are on watch and something approaches*, ROLL +WIS

10+ You notice in time to alert everyone and prepare, granting all party members +1 forward

7-9 You react in time to sound the alarm, but nothing else

6- Mark XP, and whatever approaches has the drop on you.

FORAGE

When you *spend a day seeking food in the wild*, ROLL +WIS

10+ Gain 1d4 rations +1d4 additional rations if you have the gear to hunt or trap.

7-9 As **10+**, but you must first deal with a DISCOVERY OR DANGER of the Judge's choice.

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, ROLL +WIS

10+ Choose 1 from the list below

7-9 The party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey).

- Careful management reduces the amount of rations consumed (ask the Judge by how much)
- The food you prepare is excellent—describe it, and everyone who consumes the expected amount licks their lips takes +1 forward.

FOLLOWER MOVES

Followers can make the SHOULDER BURDEN, MAKE CAMP, and RECOVER moves, and can make the BITE THE DUST move at the Judge's discretion. Unless otherwise noted, they don't make any of the basic moves. Instead, use the moves on this page.

RECRUIT

When you go *looking to hire help*, tell the Judge who you're looking for, phrased in one of the following ways:

A skilled ____ (guide, sage, burglar, bodyguard, etc.)

A group of ____ (porters, guards, minstrels, etc.)

(A group is like any other follower, but with the GROUP tag.)

If the Judge says you can't find follower(s) move on. Otherwise, ROLL +NOTHING and take +1 if you have a good reputation in these parts:

10+ They're yours for the hiring

7-9 The Judge chooses 1 from the list below

6- Mark XP, and no one shows.

- They demand greater compensation, in coin or some other form
- No one here fits the bill, but you hear of someone elsewhere who does
- They have a need that must be met first (permission, a favor, etc.)
- You can tell at a glance they are less than ideal (ask the Judge how)

Follower specifics (Quality, Loyalty, Instinct, etc.) will be rolled by the judge and revealed through play.

ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, or contrary to their Instinct*, ROLL +LOYALTY:

10+ They do it, now;

7-9 They do it; the Judge picks one from the list below.

- Decrease the follower's Loyalty by 1
- They complain loudly, now or later, and demand something in return
- Caution, laziness, or fear makes them take a long time to get it done

DO THEIR THING

When you *have a follower do something chancy within the scope of their tags or moves*, ROLL +QUALITY:

10+ They do it, as well as one could reasonably hope

7-9 They do it, but there's an unforeseen cost, consequence, or limitation (ask the Judge what).

CALL FOR ASSISTANCE

- When a follower *helps you make a move* that calls for a roll, take +1 to that roll, but that follower is exposed to any risks or consequences of the move.
- When a follower *helps you Fight or Shoot/Throw*, roll their damage alongside yours and use the higher result.
- When a follower *helps you Defend*, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When a follower *is compensated for their efforts by having their Cost met*, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after the follower and their leader have both Made Camp.

WATCH THEM GO

When a follower *has -3 LOYALTY*, they betray or abandon you at the next opportunity.

RISE TO THE OCCASION

When a follower *rises to the status of a freebooter*, fill in a new playbook for them. Use the follower's name and what you know about them to choose (instead of roll) their ALIGNMENT and TRAITS. Start with whatever gear the follower had.