BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option. Redirect an attack from the thing you defend to yourself.

- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

UMF is by Tam H and licensed under Creative Commons 4.0. It's based on Dungeon World by Sage LaTorra and Adam Koebel, which is licensed under Creative Commons 3.0. Template is based on the PlayKit Plus by Jason Shea and the minimal template by Yochai Gal (CC-BY). Print as Duplex, short-edge bound. Fold in the middle.

DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

GEAR

Your load is 9+STR. You start with a nice place to live, like a room in your parents' mansion or a brownstone you share with other beautiful people, a car that's on a two year lease or a lift service subscription, and a shiny new cellphone in a distinctive case.

Think about where you live and what you drive, and what it says about you. If one of these doesn't "fit", cross it out and replace it with something that does.

A bag with your necessaries (5 uses, 1 weight)

INCOME: Service Job, Trust Fund, Dancer, _

Choose two:

A sponsorship deal for a local business Contact numbers for interesting people (5 uses, 2 weight) Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight) A stylish leather jacket (1 armor. 1 weight)

ITEM	WEIGHT	VALUE
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COINS & TREASURE		LOAD
		MAX

NAME:	
Veronica, Madison, Andre, Maddox, D orous name, a stuck-up name	allas, a stage name, a glam-
LOOK	
EYES: Haughty, Sparkling, Bedroom,	
HAIR: Stylish, On Trend, Classic,	
CLOTHING: Stylish, Flashy, Couture,	
BODY: Toned, Hot, Athletic	
RACE: Human,	
BACKGROUND	Choose one
CHILD STAR: Start with Minor Person CRIME REPORTER: Choose a Dedi GRIFTER: Choose a Fast Move you	cated Move you qualify for.
DRIVE	Choose one
MORTAL: Prioritize the mortal or you	r mortal life.
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The Charismatic

CHARACTER SKETCH							
HIT POINTS	ARMOR						
MAX							
	2	3	4	5	6	7	8
LEVEL	9	10	0 LEVEL WHEN XP = CURR LEVEL + 7			EL + 7	
Pick one: +1 DMG TALENT [] Pick one at 6: +1 DMG TALENT []							
STR		DEX			CON		
STRENGTH	D	DEXTERITY			CONSTITUTION		
WEAKENED (-1) WEAKENED (-1) MISERABLE (-1)							
INT	٧	WIS			CH	A	

O (-1) DAZED (-1) M

Assign these starting scores to your stats:

WISDOM

CHARISMA

MISERABLE (-1)

INTELLIGENCE

DAZED (-1)

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your maximum HP is 6+Constitution (not +CON).

SIGNATURE MOVE

You start with this move; as long as you have it, you're a charismatic hero.

SMOKIN' HOT

When being good-looking or having a forceful personality is an asset, roll an extra die of a different color and keep the best two. On a 7-9, if you've kept your Hot die, the GM will tell you how someone's regard has changed or trust has been broken, in addition to any other consequences.

Choose two more Moves from any source that you meet the requirements for.

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THE CHARISMATIC PATH

When you can choose a Move, you can choose one of these or one from another path.

KNOW SOMEBODY

You always know somebody who can get what you need. When you roll to find someone, if you roll a 10+, you have leverage on them, like an old debt or something they want you don't mind giving; say what. Otherwise, treat a 7-9 as a 10+, and a miss as a 7-9.

PEOPLE LIKE ME

Your presence for a while counts as leverage for Parley for most reasonable people (and a few surprising ones). On a 12+ on Parley, the target won't ask for a promise or will let you slide on an existing one.

THE BIRDS OUT OF THE TREES (CHA)

When you use fast-talk, bluffing, or cajoling to get your way, roll+CHA. On a 10+, they go for it and someone offers to do you a favor or promises you something in the process. On a 7-9, they just go along with it.

NAME TO A FACE

When you see someone's face for the first time, roll+WIS. On a hit, the GM will tell you who they are and what their reputation is. On a 10+, you know something they've done they wouldn't want everyone to know. Tell the GM how you discovered this and if they'll remember you.

NOT THE FACE

You're skilled at taking hits where you want to. When the GM declares that you'll take a specific injury to a body part, tell them how you manage to take it in a different location of your choosing. If they veto this change, mark XP.

INSPIRING (CHA)

Choose an ally and roll+CHA. On a 10+, the next time they take +1 forward or have +1 from aid, they may declare how you inspired them and get +2 instead. On a 7-9, there'll be an unexpected complication when they do.

THE MANIPULATOR PATH

When you can choose a Move, you can choose one of these or one from another path.

OPEN UP (CHA)

When you get someone talking in a vulnerable position, roll+CHA. On a 10+, they let a useful secret slip. On a 7-9, choose if you also reveal something you'd rather not or if they immediately take steps to ensure your silence.

AIR OF AUTHORITY

You may or may not have the authority to bargain for things like a million dollars in small, unmarked bills and fueled jet planes, but if you confidently state you do, most people will flat out believe you. If they don't, take +1 to bluff about what you can and cannot do.

When you gain a level from 6-10, choose from these too:

THE BEES' KNEES (CHA)

People, particularly those who are attracted to you (GM's call), enjoy being close to you simply because you're attractive and entertaining.

When you play into someone's desire to be close to you by being especially charming, roll+CHA. On a 10+, hold 3. On a 7-9, just 1. Spend hold to make them act as your hireling for one Move; your presence counts as paying their cost.

BLATANT LIES (CHA)

When you lie boldly to someone's face, roll+CHA. On a 10+, the target believes you if at all possible or pauses dumbfounded, your choice. On a 7-9, they're also angry at the messenger (you).

COLD READ (CHA)

You can convince people that you have special insight or psychic powers through psychological tricks. When you **exploit someone psychologically**, roll+CHA. On a 10+, they believe what you've told or shown them. On a 7-9, also choose one.

- someone else catches on and is upset with you
- they'll catch on before long
- they'll do what they think you want them to do
- they demand proof or promises before they decide what to do

THE CELEBRITY PATH

When you can choose a Move, you can choose one of these or one from another path.

MINOR PERSONALITY (CHA)

You're famous in certain circles for something. Tell the GM what it is and what those circles are, like "youtube daredevil" or "friend of a reality tv star" or "local news anchor".

When you attempt to live up to your image, choose one:

- you do it flawlessly; nobody watching this could believe you lead a double life
- you add a new aspect, skill, or level to your image that wasn't there before
- you do something dangerous, foolish, or embarrassing to play to your image; mark XP

LOOK AT ME (CHA)

When you demand someone's attention, roll+CHA. On a 10+, they meet your gaze and won't look away until you do. On a 7-9, they look away after a brief moment.

When you gain a level from 6-10, choose from these too:

NO BROWN M&Ms (CHA)

When you demand privacy or privilege based on your fame or infamy, roll+CHA. On a 10+, people are mildly annoyed, impressed, afraid, or astonished, but everyone accomodates you. On a 7-9, almost everyone does. Choose who doesn't:

- someone who you'd really rather not see right now
- someone who actually has authority
- someone who is reaching for their cell

FACADE (CHA)

When you pretend to be someone you're not, roll+CHA. Take +1 if you're in the right place and you're either dressed the part or carrying the right equipment.

On a 10+, they believe you're who you are pretending to be unless given cause to doubt. On a 7-9, they're suspicious enough to go looking for confirmation or find you unexpectedly interesting, GM's choice.

FANSERVICE

When you make yourself visible in a public place, roll+CHA. On a 10+, a fan strikes up a conversation; choose two. On a 7-9, just choose one.

- they're happy with the interaction
- it's a distraction, creating an opening for an ally to act
- it's a distraction, granting an ally a +1 forward

- 1. Choose your name, look, and gear.
- 2. Allocate the stat array; if you're new to the game, put +1 or +2 in your signature stat.
- 3. Choose or create a background; this gives you an extra starting Move.
- 4. Pick your drive; if you're not sure, prioritize your other life, then pick two Keys.
- 5. You have a Signature Move and a starting Move from your background; choose two more Moves from this sheet or any other playbook. The only ones you can't choose yet are those that require level 6-10.
- 6. Fill out your bonds and entanglements, at least one of each.