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 modest place to live, like a small apartment over a restaurant or a bungalow in a quiet neighborhood, a non-descript car that runs well and won't attract notice, and an unremarkable cellphone.

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.

Carried useful stuff (5 uses, 1 weight)

INCOME: Athlete, Larceny, Retail, _____

Choose two:

ITFM

Padded jacket (1 armor, 1 weight) Climbing gear in your trunk (5 uses, 2 weight) Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight) Rifle (far, ammo 3, 2 piercing, 2 weight)

WEIGHT

VALUE

My own: ____

COINS & TREASURE	LOAD

Examples: Nick, Dominique, Trix, Somysterious name, a fake name	cout, Marlowe, a short name, a
LOOK	
EYES: Sharp, Calculating, Icy,	
HAIR: Practical, Unremarkable, Stylis	sh,
CLOTHING: Practical, Dark, Pockete	ed,
BODY: Lithe, Lean, Flexible	
RACE: Human,	_
BACKGROUND	Choose one
PETTY CRIMINAL: Start with Hard	d to Pin Down.
AGENT: Choose a Dedicated Move	e you qualify for.
MARTIAL ARTIST: Choose a Stron	ng or Tough Move you qualify for.
DRIVE	Choose one
MORTAL: Prioritize the mortal or y	our mortal life.
OTHER: Prioritize the supernatura	
KEYS	Choose two
When you hit a key, take 1 XP. When y you may choose to take 3 XP and rep	
FAST: Act fast to save something Don't.	when it costs you. CHANGE:
THIEF: Take something that isn't chance to steal something you really	
chance to steal something you really	want.
chance to steal something you really BONDS	want. me of a PC.
BONDS Choose at least one and fill in the nate thinks I'm unreli	want. me of a PC.
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BONDS Choose at least one and fill in the nai thinks I'm unreli I saved once by Like that's a bad thing? and I go back, v	want. me of α PC. able. Are they right? r being fast; they say I was lucky.
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BONDS Choose at least one and fill in the nai thinks I'm unreli I saved once by Like that's a bad thing? and I go back, v	want. me of a PC. lable. Are they right? r being fast; they say I was lucky. way back. know what I've done. NPC (and their role). (

The Fast

CHARACTER SI	KETC	4						
HIT POINTS MAX		ARMOR						
LEVEL	2		4 LEVE	L WH	5 EN :	6 XP = CU	7 IRR LEV	8 EL + 7
Pick one: Pick one at 6:	+1 D +1 D			LEN LEN				
STR		DEX			CON			
STRENGTH	С	DEXTERITY			CONSTITUTION			
WEAKENED (-1)		WEAKENED (-1)			MISERABLE (-1)			
INT		WIS		СНА				
INTELLIGENCE	١	WISDOM				CHARISMA		
DAZED (-1)		DAZE	D (-1)			М	ISERA	BLE (-1)

Assign these starting scores to your stats:

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

Your maximum HP is 6+Constitution

SIGNATURE MOVE

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

LIGHTNING REFLEXES

When being fast's an asset, you can roll a Fast die – a die of a different color – and keep the best two. On a 7-9, if you've kept your Fast die, the GM will tell you something you lose your grasp on or control of in the process, in addition to any other consequences.

Choose two more Moves from any source that you meet the requirements for. $\label{eq:choose} % \begin{center} \end{center}$

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THE FAST PATH

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

FAST SCAN

You can discern realities with a glance; you no longer have to closely study a situation to trigger the move. If you use this, the GM holds 1 they can spend to tell you how one of your impressions was inaccurate or misleading.

HARD TO PIN DOWN (DEX)

Add "Where's an opening for me to escape this situation? If none, how can I make one?" to Discern Realities. Even on a miss, the GM will answer these for you.

When you use an opening to escape a dangerous situation, roll+DEX. On a 10+, you're gone. On a 7-9, also choose one:

- you leave something behind; the GM will say what
- you get hurt in the process
- you owe someone a favor for your escape

DODGE AND PARRY

You can use DEX instead of CON to Defend.

EVASIVE

As long as you can see an attack coming, you have +1 armor.

ESCAPE ARTIST

You have a tendency to end up tied up and a lot of practice getting out of it. Take +1 when you're escaping, attempting to fit into or through a space a little too small for you, or trying to talk someone into setting you free.

ON MY CREW

If you have Hard to Pin Down, you can grant the benefits of a successful use of it to a small group of people. On a partial, you choose who takes the consequence.

If you have Evasive or Escape Artist, you can designate one other person besides yourself to get the benefits too, as long as they are near you.

THE ROGUE PATH

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

FACE IN THE CROWD

You have a knack for going unnoticed, whether it's blending into a crowd or moving quietly while taking advantage of terrain. Unless you attack or otherwise draw attention to yourself, you go unnoticed by NPCs if it's at all plausible for you to.

PRAGMATIC

Once per session, when you'd take a devastating blow, choose either a piece of gear or an ally, then explain how a lucky accident, skilled maneuver, or improvised use saved you. If you picked gear, it's lost or broken. If you picked an ally, they take the damage instead.

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

LIKE A BAD PENNY (DEX)

When you fade into the background, roll+DEX. On a 10+, hold 2. On a 7-9, hold 1. On a 6-, just the GM holds 1, in addition to any other consequences. Spend hold:

- to be somewhere else you plausibly could be when you plausibly could be
- to not be in trouble or a bad spot when you do

FINE MOTOR SKILLS

You can apply your Fast die to tasks requiring fine manipulation or precise handling. On a 7-9, if you've kept your Fast die, the GM will tell you how you weren't quite as precise or delicate as you intended. in addition to any other consequences.

GRAB

When you hack and slash and could deal damage, you can opt to take something visibly held, worn, or carried from your foe instead.

THE GUNSLINGER PATH

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

WINGS OFF A FLY (DEX)

When you take a few moments to carefully aim and then shoot at a specific spot on an enemy in range, name your target and roll+DEX. On a 10+, you do your damage and they suffer an appropriate injury. On a 7-9, it's only a temporary hinderance; also choose one from the 7-9 options for Volley.

SEASONED GUNFIGHTER

When you use Defend in a firefight, hold +1 no matter the result. You may spend hold to completely negate damage instead of halving it.

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

FROM THE HIP

When you use Wings Off a Fly you no longer need to take a few moments to aim carefully; just aiming carefully is sufficient.

HAND-EYE COORDINATION

You can apply your Fast die to tasks requiring good hand-eye coordination. On a 7-9, if you've kept your Fast die, the GM will tell you how you weren't quite as accurate as you intended, in addition to any other consequences.

GUN KATA

When you defy danger using DEX while wielding a gun, in addition to the usual consequences, on a 10+, choose two. On a 7-9, just one.

- deal your damage to as many targets you can hit
- deal your damage to one target you can hit
- dive behind cover or go into hiding, as plausible

- 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.