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 +IN
- ...with quick thinking, +INT.
 ...through mental fortitude.
- ...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 7+STR. You start with a meager place to live, like a couch at a friend's place or a tiny shed behind your uncle's repair shop, a vintage car that's tricked out, and a beat up 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.

Pocket of junk (5 uses, 1 weight)

Choose two:

ITEM

A part-time gig you can use to talk your way into somewhere A trunk of spare parts (5 uses, 2 weight) Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight) Shotgun (near, scatter-shot, ammo 2, 2 weight)

INCOME: Odd Jobs, Disability, Bodyguard, _____

WEIGHT VALUE

| COINS & TREASURE | LOAD |
|------------------|------|
| | LOND |
| | |
| | |
| | |
| | MAX |
| | |

NAME:

Hoss, Cutter, Indiana, Lucky, a descriptive name, a tough name, a gang name

LOOK

| EYES: Hard, Cold, Weary | | |
|---|------------|--|
| HAIR: Bald, Long, Unkempt, | | |
| CLOTHING: Practical, Casual, Ripped, | | |
| BODY: Big, Hard, Athletic, | | |
| RACE: Human, | | |
| BACKGROUND | Choose one | |
| FOSTER KID: Start with Unbreakable. | | |
| POET: Choose a Charismatic Move you qualify f | or. | |
| GANG: Choose a Strong Move you qualify for. | | |

DRIVE Choose one MORTAL: Prioritize the mortal or your mortal life.

Choose two

) and

OTHER: Prioritize the supernatural or your other life.

KEYS

When you hit a key, take 1 XP. When you're given a chance to change, you may choose to take 3 XP and replace the Key.

SELFLESS: Take a hit for someone who couldn't handle it as well as you do. CHANGE: let someone weaker than you get beaten on.

CHAOTIC: Start a brawl or fight. CHANGE: use your words.

BONDS

Choose at least one and fill in the name of a PC.

_____ has my back and I have theirs.

_____ is oblivious to danger; good thing I'm around to watch out for them.

_____ and I grew up together. We're like blood.

I took a beating for ______ once; they took care of me.

ENTANGLEMENTS

Choose at least one to fill in with an NPC (and their role).

I took a hard hit for ______ they won't let it go.

I want to keep _____ (_____) in the dark.

_____ (_____) is my hostage to Fate.

My own:



| CHARACTER SKETCH | |
|------------------|--|

| HIT POINTS | ARMOR |] | |
|------------|-------|---|--|
| | | | |
| | | | |
| MAX | | | |

| | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----------------------------|----------------|----|------|------------------|---------|---------|--------|
| LEVEL | 9 | 10 | LEVE | WHEN | XP = CL | IRR LEV | EL + 7 |
| Pick one: Pick one at 6: | +1 DN +1 DN | | | LENT [LENT [| | | |

| STR | DEX | CON |
|----------|-----------|--------------|
| STRENGTH | DEXTERITY | CONSTITUTION |

| WEAKENED (-1) | WEAKENED (-1) | MISERABLE (-1) |
|---------------|---------------|----------------|
| | | |

| INT | | WIS | | СНА |
|--------------|---|------------|---|----------------|
| INTELLIGENCE | | WISDOM | | CHARISMA |
| DAZED (-1) | • | DAZED (-1) | • | MISERABLE (-1) |

Assign these starting scores to your stats:

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

Your maximum HP is 10+Constitution.

SIGNATURE MOVE

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

TOUGH AS NAILS

Choose how you're especially tough; emotionally, mentally, or physically. When this 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 Tough die, the GM will tell you something that's lost to you or broken in the process, in addition to any other consequences.

Choose two more Moves that you meet the requirements for from any path or playbook.

THE TOUGH PATH

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

UNBREAKABLE

Choose one area you're especially tough in, like emotionally, physically, or mentally. When your HP reaches max, hold 3, losing any you already had. You can spend one hold to halve an attack's effect or damage if you can explain how being tough in that area would help.

WEATHER THE STORM

When you take damage from or suffers an effect that attacks your Unbreakable area or your Signature die area, mark a debility not to.

A GOOD DAY TO DIE*

As long as you have less than your Con in current HP (or 1, whichever is higher) take +1 ongoing.

SIZE THEM UP

When you face a foe or group of foes, choose:

- you know how much damage they can dish out
- you can tell how much damage they can take
- tell the GM both, but you misjudged them; mark XP if you wade in anyway

STAUNCH DEFENDER*

When you defend you always get +1 hold, even on a 6-.

INDOMITABLE*

When you suffer a debility take +1 forward against whatever caused it.

THE BRUISER PATH

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

WHAT ARE YOU WAITING FOR? (CON)*

When you **cry out a challenge to your enemies**, roll+CON. On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions; take +2 damage ongoing against them. On a 7–9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.

TAKE A BEATING (CON)

When you take a beating from someone with no pressing reason to kill you, roll+CON. On a hit, they won't kill you, they'll just dump you somewhere inconvenient or leave you. On a 10+, hold 3. On a 7-9, hold 1. Spend hold to choose:

- it wasn't as bad as it looked; regain 2d6 HP (can choose more than once)
- they dropped something of use or let something slip they shouldn't have
- they respect you now

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

IRON HIDE*

You gain +2 armor.

EVIL EYE (CHA)*

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

DISH IT OUT

If you're circled by a group of foes, when you hack and slash, if you deal damage, you can choose to divide your damage up between any number of them. If you're fighting a horde or similar abstraction, instead do an additional 1d4 damage.

THE DAREDEVIL PATH

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

COOL SCAR

You've got a wicked looking scar; describe it and how you got it, if it didn't happen on screen. Choose one:

- a type of creature is afraid of you because of it
- a type of creature is impressed by it

When you **show off your scar to a group of people**, they'll pay attention to the story you spin.

SCHOOL OF HARD KNOCKS

Choose one; take +1 to defy danger against that type of danger.

magic that affects you physically, emotionally, or mentally (choose one)

- a danger caused by movement, like rushing past someone or falling off a slippery rooftop
- a danger caused by trickery, subterfuge, or lies

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

SAMSON*

You may take a debility to immediately break free of any physical or mental restraint.

MARK OF MIGHT*

When you take this move and spend some uninterrupted time reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

VOICE OF EXPERIENCE

Add one more pick to your School of Hard Knocks and upgrade the benefit to a +2. When you defy danger against any source, on a 12+, you turn the danger back on itself; the GM will say how.

- 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.