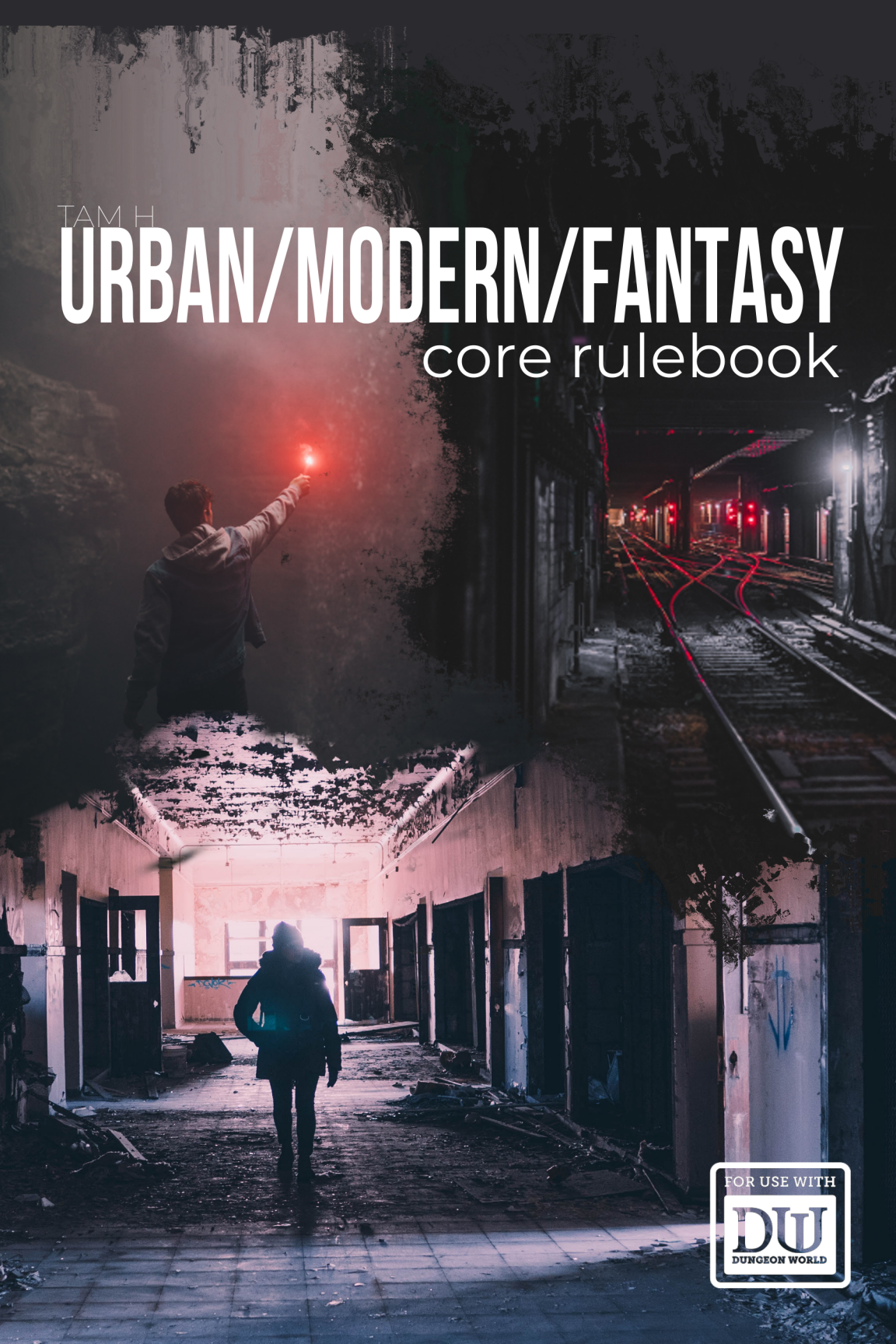


TAM H

URBAN/MODERN/FANTASY

core rulebook



FOR USE WITH

DW
DUNGEON WORLD

Special thanks to chief play-tester, Eric M., without whom this game wouldn't exist. The world we created together with the early homebrew version shaped and inspired these pages.

Also inspired by my first modern campaign, *Urban Shadows*, *Monster of the Week*, and a ton of TV shows, books, and movies. Notably: *Buffy* (movie and show), early *Supernatural*, Laurel K. Hamilton's mysteries, Simon Green's *Nightshade*, *Blade*, Tanya Huff's urban fantasy, *Bloodnet*, *Forever Knight*, P.N. Elrod's vampires, Nick Pollotta's *Bureau 13*.

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introduction





Urban/Modern/Fantasy (UMF) is a toolkit for running modern adventures using the rules laid out in *Dungeon World*, a fantasy game derived from *Apocalypse World*. It is more or less compatible with *Dungeon World*, with a few caveats, and a little imagination.

If you know how to play *Dungeon World*, you already know the basics of how to play UMF. If you don't, you may find the information in the following chapters enough to manage, but you'll have an easier time of it if you read *Dungeon World* as well. Especially the chapter on how to play, the GM's chapter, and the play example.

In this book you'll find rules adjustments for *Dungeon World*, advice for handling modern situations like gunfights and car chases, and tools for running meaningful NPCs and developing a modern setting, whether that's one with paranormal elements or not. You'll also find six new playbooks and sixteen supernatural paths (similar to compendium classes).

A few things to keep in mind:

Dungeon World is the heart of this game; you can, and should, always fall back to *Dungeon World* rules as needed.

Specific always wins over general. Use the most specific Move available for a given situation.

If two Moves conflict, try to use the best interpretation for the player. And always round up. Remember: be a fan!

HOW TO PLAY, BRIEFLY

UMF is a conversation, a back and forth between the players at the table, who are divided into two roles. Players explore the world using their characters, while the Gamemaster, or GM, serves as their lens, describing the world as the characters would see and experience it, and also controls the other pieces in play.

Like other Apocalypse World derived games (known as “powered by the apocalypse” or “pbta”), UMF expects the GM to ask a lot of questions of the players, and to use their creative input to help define the world, explore their premises, and to develop the narrative that you all build together. Ultimately, however, the GM is the final arbiter of what is true in the game’s fiction.

You’ll find more details in the chapter on **Playing the Game**, but for now it’s enough to know that when you are a player and it’s your turn, you narrate what your character feels and does, and if a Move triggers, dice are rolled and the Move’s rules are followed. If no Move triggers, that’s a trigger for the GM to make a move instead; they’ll complicate your character’s life.

Find Someone (Cha)

When you **go looking for someone who can help you**, $2d6 + \text{CHA}$. On a 10+, you find them and they’re open to negotiation. On a 7-9, they’re in trouble or dealing with a problem when you get there, or you have to settle for a lesser version like an assistant or protege.

Moves have three parts; a trigger, generally beginning with “when you”, that says what must happen fictionally to make the rest of the move happen, instructions on what to roll or do when the trigger happens, and clauses that tell you what happens next depending on your roll result. Moves are always, and only, triggered by things that happen in the game’s fiction.

A roll is two regular six-sided dice (d6s), rolled and added together with a modifier, usually between -1 and +3, derived from the rolling



player's character's ability scores. In UMF, like Dungeon World, the players handle almost all rolls.

If a roll's total is 10+, success! You get what you want, and often an additional benefit. If it is a 7-9, it's still a success, but it's qualified, partial, or there's some drawback. If it's a 6-, it's probably (but not always) a failure, and the GM will make a hard Move, from their list of GM Moves, in addition to any bad stuff specified by the Move.

Bonuses Sometimes you'll roll an extra die and keep the best two (advantage), or keep the worst two (disadvantage).

Sometimes you'll add +1 forward, meaning a one time +1 bonus to either the next roll or to the next roll of a specific type, or +1 ongoing, meaning you keep adding that +1 to any appropriate rolls until the GM tells you the fiction has changed significantly enough it no longer applies.

You might also earn hold for a roll. Hold points can be spent to achieve effects. Hold is tracked and spent according to the Move you earned it from's clauses, and lasts until the fiction changes enough that it is no longer relevant.

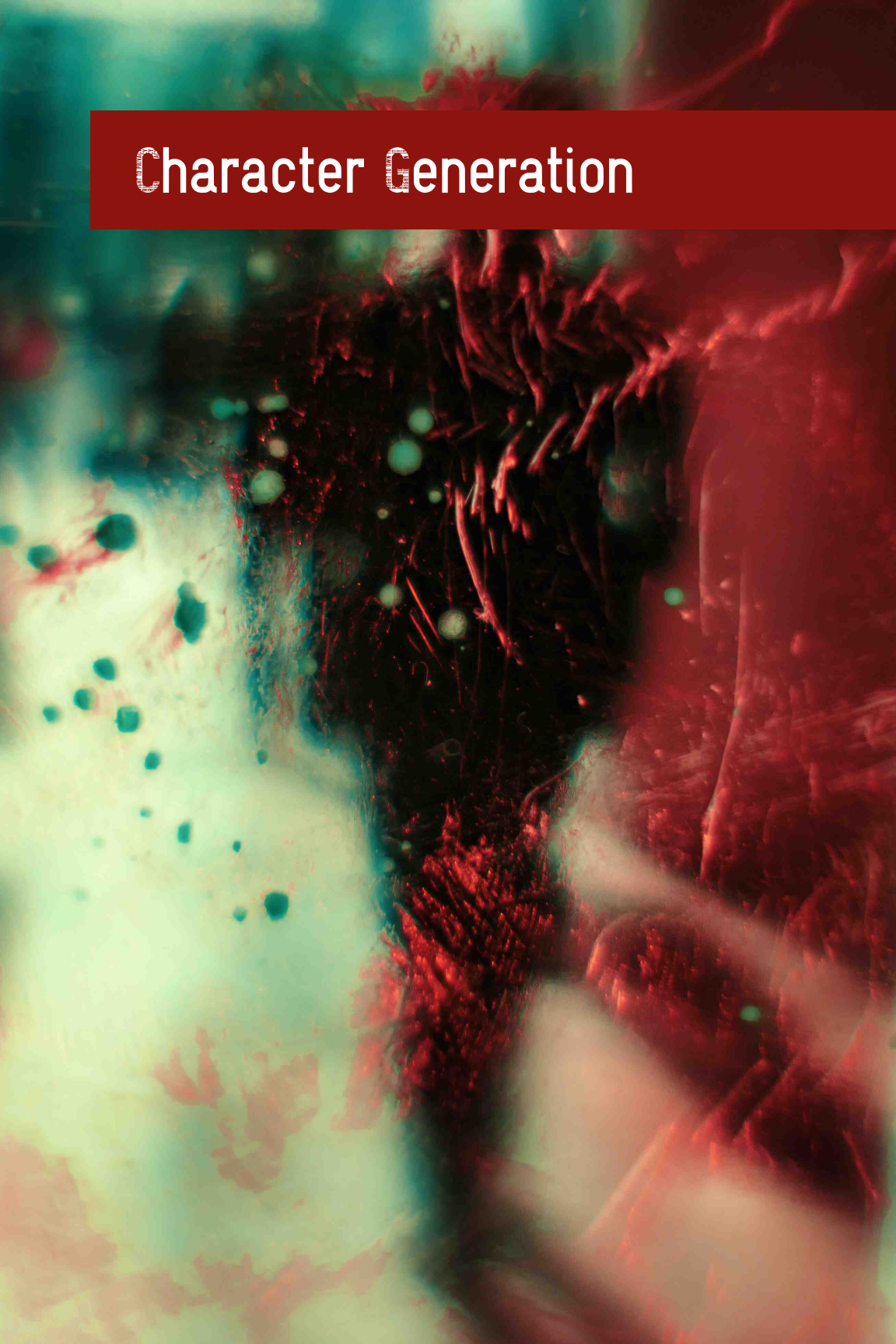
Riley's got the satchel and, in the back seat of the jeep, Audrey out cold and still bleeding from the vampire's bite. Riley's player: "I drive fast, but careful, straight to Ella's. It's late but she might still be up."

GM: "Going for a healer, that sounds like you're looking for someone who can help you, right?" That triggers the Find Someone move. The roll is a 2 and a 3, plus Riley's CHA of 2 makes 7- a partial. So Ella's home, but in trouble or dealing with a problem, since we've already established that she doesn't have an assistant or protege.

"Okay, you get there, the lights are on, the gym's open. As you duck in, you see her talking with Elliot. He's a vampire, he's definitely going to notice the blood, and you'll recall he has a thing for Audrey. What do you do?"

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1-
B

Character Generation



Characters in UMF have a base playbook that defines them in broad strokes, each centered around one ability score: Strong, Fast, Genius, Dedicated, Tough, or Charismatic. The base playbook you choose determines your **Signature Move**, which grants advantage on a specific, narrow type of roll, and provides suggestions for details like name, look, and gear.

As you advance, you may choose Moves from any playbook or path your character qualifies for, including Dungeon World and DW-compatible playbooks, with the GM's approval.

This means that you might start out a Fast Celebrity, but over time take Moves from Tough, or Psychic, or Shapeshifter, depending on where your vision and the fiction carries you. You will also have a built-in mechanic for gaining new Moves “on the fly”– the **Manifest Power** Basic Move.

It's a good idea to do character creation as a group, and to discuss any overlaps in approach and Moves before play begins. There's nothing that says you can't all bring Oracles or Haunted or Werewolves (especially Werewolves!) to the table, but each player should at least choose a different base playbook to help ensure the spotlight is shared fairly.

Morgan, Charlie, Dee, and I sit down to make characters for Ryan's Chicago game. Ryan tells us we're all monster hunters, but not current law enforcement, and that we all know each other in some way. I decide to make a psychic detective.

*I consider Fast, but I like the world-weary ex-cop vibe of the Dedicated so I pick that instead, letting Dee take Fast. My signature Move is **Deep Wisdom**, and has three options: seasoned, savvy, or empathetic. I choose empathetic; I have advantage on rolls where being in tune with emotions, my own and others, is helpful.*

The default stat array is **16, 15, 13, 12, 9, and 8**. Assign one of these numbers to each of Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom.

Your stat modifier, between -1 and +3, is derived from your ability scores; when the text refers to the abbreviated form (CHA, CON, DEX, INT, STR or WIS) it's referring to the modifier, not the base number.

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

Low stats don't necessarily mean your character is bad at that aspect of life, but they do indicate where most of your character's complications will happen. Put your high numbers in areas you'll be rolling a lot (look at your Moves), and in areas you're less interested in seeing complicate your character's life. If you're new to the game, put the 16 or 15 in your playbook's core stat.

I put my 16 in my core Dedicated stat, Wisdom, giving me a +2 WIS. She's all about heart, not fists, and I like the idea that when she does throw a punch, it usually ends up causing trouble for her, so I put my 8 in Strength (-1 STR).

A negotiator needs social skills, so I'll put the 15 in Charisma, for a +1 CHA, and the 13 in Intelligence for a +1 INT. Dexterity and Constitution get the 12 (0 DEX) and 9 (0 CON) respectively, since I might want to increase Dexterity eventually.

Choose your name, look, and gear, and write down your max HP (base as listed in the playbook + Constitution, not just CON). Try not to sweat this stuff yet; let the character come to you as you pick options, and remember you can always come back later or revise.

I decide on Hero for her first name, and North for her last. She's definitely got haunted eyes; she's seen a lot lately. Her hair's professional, her clothing casual, but I don't like the options for "body" so I write in "petite"—she's physically unimposing with that -1 Strength. Maybe an illness in the past or just bad genes? Compensating for it has always been a chip on her shoulder.



I like the idea of being down on my luck, with the pressure of needing to make rent, so I pick the by-the-week motel room. With a Load of 9 she's not carrying much on her; she's got a field kit in her car trunk and a shotgun under it.

For "Income" I pick Finder. she uses her psychic gifts to make rent but has a hard time charging for bad news. Her HP is 8+Constitution (not CON!), so a solid 20 HP to start.

Pick your drive; if you're not sure, prioritize your mundane life. Choose between a starting Talent or +1 Damage now. You'll get to choose one of these again at level 6.

Hero is all about her mundane life, keeping her head down and pretending to be normal when she's not actively using her powers to solve a case. I'm tempted by the damage, but instead I pick Talent [Exceptionally Risky Parkour]. That's how she works off stress, and it compensates for the 0 DEX just enough to be interesting.

Choose a background or create your own; this reflects your character's past and gives you an extra Move. Choose two more Moves you qualify for, from any path or playbook, paying attention to the requirements for each path.

I choose the Law Enforcement background, giving her the Move Investigative Specialist. That Move tells me to pick a specialty; I decide on Forensic Art. I also take Tough-Minded; at some point she walked out on a promising career because of pride and a refusal to compromise.

The only moves you can't choose yet are those that are gated behind requirements that are not justified by your character's fiction or that you don't have enough levels for yet. Note that you can't have two Signature Moves as a mortal.

That leaves me one final Move pick, and while I have the "detective" part I'm still not a psychic! Fortunately, the Psychic path gives me two moves for the price of one. I take Object Reading for the first, and for the second, Poltergeist (from The Haunted but accessible through Psychic too) seems useful. That gives me a total of five Moves, four using WIS.



You should have at least four Moves; one Signature, one Background, and any two other Moves, plus any bonus Moves granted by your choices.

Now look at your character in total, and consider their Entanglements. Entanglements are simple statements of how your character feels towards another character, generally in the form:

Name (relationship to me) is, has, or does something important to me and this is how I feel about it.

Create at least one Entanglement that ties the character to an NPC and at least one that ties them to another PC.

I talk to Kim about how Hero knows her ex-military Tough Weapon Expert. "Joe (my dad's best friend) has special gifts too, but unlike him I don't want to be a superhero."

I also decide that Hero has an NPC best friend, an detective she used to be partners with. I write down "Sam, my ex-partner, doesn't know I have psychic powers and I want to keep it that way."

Now write down the character's Dread, a long-term issue like "nobody will ever love me" or "my skills are not enough to protect those I love". Also choose two Desires, or things they want right now, immediately and concretely, like "find a date for the party" or "eat a really good burger".

I think about it for a moment, and write down "people will reject me if they find out" as Hero's Dread; she gave up a job she loved rather than reveal her new powers.

Her immediate Desires are "make rent" and "why me?"; she wants to keep a roof over her head, and she wants to know more about the source of her newly developing powers.

Finally, go back and make any changes to reflect any discoveries you've made along the way. Now you're ready to play.



...bby place to live, like a small apartment lit by a
ne-week motel room, a car that's packed with
ne to engine trouble, and an unremarkable
out where you live and what you drive, and what it
of these doesn't "fit", cross it out and replace it with
You also have:

g (5 uses, 1 weight)

d trenchcoat (1 armor, 1 weight)

y your trunk (5 uses, 2 weight)

point-blank, ammo 3, 1 piercing, 1 weight)

ear, scatter-shot, ammo 2, 2 weight)

le, Finder, bartender, _____

{ / 9 } MAX LOAD (10+STR)

POWER

raordinary powers to do something
our premise or established abilities,
+, you do it; choose one. On a 7-9, the GM
well.

Int

Choose if you are seasoned, savvy, or
empathetic. 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 Wise die, the GM will tell
you how someone's accidentally hurt
or led astray, in addition to any other
consequences.

Curr
HP { 17 / 17 } MAX HP
(8+CONSTITUTION)

Curr
XP { 0 / } TO LEVEL (LEVEL + 7)

STR { -1 / 8 } STRENGTH

DEX { 0 / 12 } DEXTERITY

☐ -1 weakened

13 } INTELLIGENCE

16 } WISDOM

15 } CHARISMA

 } CONSTITUTION

erable

res to your stats:
(12), 0 [9], -1 [8]

and I want to keep it that way.
how I feel about it

GEAR

You start with a shabby place to live,
neon sign or a by-the-week motel room
old case files or prone to engine trouble
cellphone. Think about where you live
says about you. If one of these doesn't "fit"
something that does. You also have:

■ Bug out bag (5 uses, 1 weight)

Choose two:

☐ A reinforced trenchcoat (1 armor, 1 weight)

☒ A field kit in your trunk (5 uses, 2 weight)

☐ Pistol (near, point-blank, ammo 2, 2 weight)

☒ Shotgun (near, scatter-shot, ammo 2, 2 weight)

INCOME: Consultant, Finder, bartender

Current Load { / 9 }

MANIFEST POWER

When you use extraordinary power
consistent with your premise or
roll+STAT. On a 10+, you do it; cho
will choose one as well.

- you attract unwanted notice
- you cause collateral damage or a
- you get hurt
- the outcome is
- you owe someone a debt
- you

On a 12+, as 10+, and the power is
The GM will create a niche move t

PICK ONE NOW: ☐ +1 DAMAGE

AND AT 6TH: ☐ +1 DAMAGE

ENTANGLEM

Sam
person

THE DEDICATED

NAME Hero North

Mercy, Constantine, Lincoln, Honor, Hero, a virtue name, a
strong name, a hero's name

LOOK

EYES: Haunted, Tired, Warm, _____

HAIR: Ruffled, Professional, short, _____

CLOTHING: Neat, Ruffled, Casual, _____

BODY: Plump, Rangy, Athletic, petite/short, _____

HERITAGE: Human, _____

BACKGROUND

☒ LAW ENFORCEMENT: Start with *Investigative Specialist*.

☐ MERCENARY: Choose a Strong Move.

☐ BOXER: Choose a Tough Move.

☐ Your Own: _____

DRIVE

☒ MORTAL: Prioritize the mortal world or your mortal life.

☐ OTHER: Prioritize the supernatural or your other life.

DREAD

People will reject me if they find out

DESIRES

Make rent

Why me? Learn more about powers



The Playbooks

There are six core mortal playbooks, each based around one of the stat attributes, each with one basic and two advanced paths containing five moves each.

While you can build solely out of one core playbook, you should take a look at the others before you decide on your Moves. There are a lot of options and plenty of benefits to choosing outside your own playbook.

Remember, regardless of what playbook a move is part of, if you qualify for it, you can take it.

The Charismatic Playbook

The Charismatic Path

The Manipulator Path

The Celebrity Path

The Dedicated Playbook

The Dedicated Path

The Investigator Path

The Community Organizer Path

The Fast Playbook

The Fast Path

The Rogue Path

The Gunslinger Path

The Genius Playbook

The Genius Path

The Field Scientist Path

The Hacker Path

The Strong Playbook

The Strong Path

The Weapon Expert Path

The Athlete Path

The Tough Playbook

The Tough Path

The Bruiser Path

The Daredevil Path

“Your help is much appreciated, Circe,” Orion says smoothly to the fae leader. “You’re satisfied, we’re satisfied. We’ll be going now.”

She tilts her head in a very slow way, fixing him with pale orbs that nearly lack all color. “We bargained for passage in; nothing was said of ‘out’,” she says, and a muscle in his jaw tightens. “Give me the flesh-fae worm and I will open a portal for you.”

“For all of us,” Orion says, and her eyes glitter.

“For all of you.”

THE CHARISMATIC

Attractive. Magnetic. Vivacious. The Charismatic knows people they can talk into making their lives easier, or talk into getting them what they want, either by calling in old debts or just by being charming.

The Manipulator pushes buttons and manipulates to get their way; the Celebrity does it through being a literal celebrity.

Consider dipping into Dedicated for detecting skills and empathy, or into Fast to get out of the trouble your mouth will talk you into.

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.

Names Veronica, Madison, Andre, Maddox, Dallas, a glamorous name, a stage name, a stuck-up name

Look Choose one for each, or make up your own:

Eyes Haughty, Sparkling, Bedroom

Hair Stylish, On Trend, Classic

Clothing Stylish, Flashy, Trendy

Body Toned, Hot, Athletic

Heritage Human

Background Choose one, or make up your own:

Child Star Start with Minor Personality.

Crime Reporter Choose a Dedicated Move.

Grifter Choose a Fast Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear 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 new phone 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.

You also have:

- A bag with your necessities (5 uses, 1 weight)

Choose two:

- A stylish leather jacket (1 armor, 1 weight)
- A sponsorship deal for a local business
- Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)
- Contact numbers for interesting people (5 uses, 0 weight)

Your Max Load is 9+STR.

Income Service Job, Trust Fund, Dancer, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 6+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.

Handwritten notes on the right margin:

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THE CHARISMATIC PATH

KNOW SOMEBODY

You always know somebody who can get what you need or who knows someone else who does. When you roll to find someone, treat a miss as a bigger partial (you still mark XP).

NAME TO A FACE (CHA)

When you **see someone's face for the first time**, roll+WIS. On a hit, the GM will tell you who they appear to be 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 you think they'll remember you.

INSPIRE (WIS)

When you **do or say something inspiring in front of your allies**, roll+CHA. On a hit, take 1 Inspiration to give to one of those present, who can spend it to add +1 to a roll by declaring how you inspired them. On a 10+, take +2 hold and divide it as you see fit. Only 1 Inspiration can be spent per roll.

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 different location of your choosing. If they veto this change, mark XP.

PEOPLE PERSON

Add "when you use your words when action would be easier and safer" as a new trigger for *Smokin' Hot*.

MAGNIFICENT ORATOR

When you trigger *Inspire*, you gain +1 hold, even on a miss, and the bonus from spending Inspiration increases to +2.

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THE MANIPULATOR PATH

BLATANT LIAR (CHA)

When you **lie boldly to someone's face**, you take a +1 forward to negotiate with them as long as you maintain the lie. On a 10+, they won't question it unless it becomes an obvious lie.

THE BIRDS OUT OF THE TREES

When you **use fast-talk, bluffing, or cajoling to get your way**, on any roll result you may choose one:

- someone present's regard or feelings are changed
- you learn a secret or gain an advantage against the target
- an opportunity appears or disappears

AIR OF AUTHORITY

You may or may not have the authority to bargain for a million dollars in small, unmarked bills, to perform heart surgery, or to teach a class on physics, but if you confidently state you do, most people will believe you. If they're suspicious of your claims, take +1 ongoing to bluff about what you can and cannot do.

FACADE (CHA)

When you **pretend to be someone you're not**, roll+CHA. Take +1 if any two are true: you're in the right place, you're dressed the part, you're carrying the right equipment.

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

COLD READ (CHA)

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

- they'll catch on before too long or someone else catches on now
- they act immediately and rashly, thinking you want them to
- they demand proof or assurances before they believe you



THE CELEBRITY 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 are anything but what you seem
- you add a new aspect, skill, or degree to your image that wasn't there before
- you do something dangerous, foolish, or embarrassing to play to your image; whatever else happens, mark XP

PRACTICED PERFORMER

Add "perform to entertain, please, or thrill others" to the trigger for Smokin' Hot.

RECKLESS INDIFFERENCE

When you **recklessly ignore danger or laugh in the face of adversity**, you may roll+CHA instead of +CON.

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

LOOK AT ME (CHA)

When you **demand one or more people's attention**, roll+CHA. On a 10+, they meet your gaze and hold it until distracted. On a 7-9, they look away after a moment.

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 accommodates 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 but is unsure of you
- someone who is reaching for their phone





"Would you trade the lives of two for the lives of millions?" the oracle counters. "I warned you that you would face hard choices. You've only just set foot on that path."

"I wouldn't," Cade says, stubbornly. "There's always a way to save everyone, if you try hard enough."

She stares at him, eyes mocking. "Your father has sheltered you, kept you from realizing your own strength," she says. "You could do terrible, wondrous things with your powers if you were willing to sacrifice. Remember that."

"I'm always willing to sacrifice myself—" Cade starts, and she cuts him off.

"You can sacrifice others, too," she says, with just a hint of malice. The words hang in the air between them.

"No," Cade says flatly. "I can't." He hesitates, and then walks out without another word, but his face says he's thinking hard.

THE DEDICATED

The Dedicated is all about knowing people in an authentic way, unlike the Charismatic who is more about manipulation. They've been around the block a few times, are keenly empathetic, or are very well-trained.

The Investigator is the quintessential detective, the guy in the rumpled suit or in the starched uniform. The Organizer is a neighborhood fixture who knows everyone, a streetwise paladin for the dark streets.

Both paths benefit from dips into Tough, to keep them alive, and from Charismatic, to get people moving the way they want them to.

DEEP WISDOM

Choose if you are seasoned, savvy, or empathetic. 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 Wise die, the GM will tell you how someone's accidentally hurt or led astray, in addition to any other consequences.

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12-

Names Mercy, Constantine, Lincoln, Honor, Hero, a virtue name, a strong name, a hero's name

Look Choose one for each, or make up your own:

- **Eyes** Haunted, Tired, Warm
- **Hair** Rumpled, Professional, Short
- **Clothing** Neat, Rumpled, Casual
- **Body** Plump, Rangy, Athletic
- **Heritage** Human

Background Choose one, or make up your own:

Law Enforcement Start with Investigative Specialist.

Mercenary Choose a Strong Move.

Boxer Choose a Tough Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear You start with a shabby place to live, like a small apartment lit by a neon sign or a by-the-week motel room, a car that's packed with old case files or prone to engine trouble, 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.

You also have:

- Bug out bag (5 uses, 1 weight)

Choose two:

- A reinforced trenchcoat (1 armor, 1 weight)
- A field kit in your trunk (5 uses, 2 weight)
- Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)
- Shotgun (near, scatter-shot, ammo 2, 2 weight)

Your Max Load is 10+STR.

Income Consultant, Finder, Bartender, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 8+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.



THE DEDICATED PATH

A FRIEND TO ALL (WIS)

You have a group of people who call you friend and give you advice, aid, or information. At the start of a session, roll+WIS. On a 10+, hold 3 Friendship. On a 7-9, hold 1. On a miss, hold 1; the GM also holds 1 they can spend to have the group complicate your life.

Spend 1 Friendship to call in a favor from the group that won't cost them much. Spend 3 to get them to inconvenience themselves greatly or put themselves in danger.

TACTICIAN

When you can use terrain or environmental conditions to your benefit, you gain +1 to attack or defend.

WHAT EVIL LURKS

You know people, how they think, how they lie to others and to themselves, and why. When you use discern to study a person or a group of people, add "what's the loudest emotional subtext here?" and "what do you want out of this situation?" to the list.

FORTUNE COOKIE

Choose an additional trigger for *Deep Wisdom*, from the existing triggers or one of the following:

- you act in anticipation of someone else's incipient hostile action
- you act to prevent or delay someone from making the kind of mistakes that you've made in the past

STOIC

You never give yourself away with an involuntary reaction if you're in pain or startled. When confronted with pain, fear, or loss of control, even of magical origin, take +1 ongoing to remain in control of yourself or to resist being compelled.

MOSTLY HARMLESS

You are often underestimated or discounted as a threat, even by those who should know better. When you strike at or react to someone who has underestimated you, take +1 forward.

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THE INVESTIGATOR PATH

INVESTIGATIVE SPECIALIST (WIS)

Pick a specialty like profiling, forensics, or pathology. When you **use your specialty to investigate a crime**, roll+WIS. On a 10+, gain a major clue that points you towards someone you must see or a place you should go. On a 7-9, also choose one:

- you attract unwanted attention
- you can't prove what you've found
- it'll take longer than expected to pursue the lead

EXPERT WITNESS

You always know someone who can help you with advice, aid, or information. When you *go looking for an expert who can help you*, pick one after rolling to Find Someone:

- they owe you a favor and will honor it
- you have or know something they will be very interested in
- the roll result counts as a 10+

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

TOUGH-MINDED (WIS)

You've seen it all before, or just about. When you **are affected by horror, fear, or mental compulsion**, roll+WIS. On a 10+, you shake it off. On a 7-9, also choose one.

- you act under the charm, but catch yourself quickly
- it drives you to your knees or leaves you off balance
- the enemy leaves a hook in you

If you have Stoic, you may add "you use your Stoic bonus on a roll and fail" to the trigger for this move.





CRUSADER

Choose an additional trigger for *Deep Wisdom*, from the existing triggers or one of the following:

- you act in defense of someone else
- you act to prevent a crime or miscarriage of justice

SAW IT COMING (WIS)

When a **shocking betrayal, ambush, or similar surprise is revealed**, ask the GM how early you anticipated it, and then explain how you prepared, with as much preparation as you could reasonably have achieved in secret, in the given time, and roll+WIS. On a 10+, the enemy is blindsided; also choose who takes +1 ongoing, you or an ally. On a 7-9, also choose one:

- a sacrifice of something of value to you • a d6 of damage or a debility, right now
- the aid of a co-conspirator, who demanded a high price

If the GM vetoes your preparation, mark XP instead.

THE COMMUNITY ORGANIZER PATH

COMMUNITY MEMBER

Name a social group or neighborhood. When you first encounter a creature, location, person, or item important to that group (GM's call), tell the GM something useful and interesting you know about it because you're from around here. If the GM disagrees, mark XP.

FOR A CAUSE

You have a community cause or goal you're particularly passionate about, like "restore the old library" or "settle this turf war". Take +1 ongoing when you pursue it if determination helps. You can change this goal with a few hours of soul searching or by completing it.

FROM THE NEIGHBORHOOD

You might have made it good, or just out, but you're still from around here. Choose a mark of the community, like an accent, idiom, or token style of dress; you can turn it on and off. You take +1 ongoing to deal with community members who recognize you, and they'll open up to you in ways they wouldn't to an outsider.

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

ROLE MODEL

People know you have integrity and find you comforting to be around. When you **have an honest, meaningful talk with someone**, they hold 1 Morale and you hold 1 Morale. You, or they, can spend Morale later to add +1 or -2 to a roll they make, even if you're not present.

COMMUNITY ICON

You are a pillar of your community, well-known and respected. People come to you for advice and to settle conflicts, and will generally abide by your decisions. Choose two.

- you may have a second non-conflicting goal from *For a Cause*
- you each hold 2 when you use *Role Model*
- choose another social group for the purposes of *Community Member*. If you have *From the Neighborhood*, choose marks for each of your new groups; you take +2 instead of +1 when using a mark.



The sword passes harmlessly through the center of the icy wind elemental, now swelling into a dark cloud that's black against the gray sky and blotting out the lights across the roof.

"Alright, time for a new strategy." Lucas takes off running, vaults up onto a fan unit, and then smoothly leaps from the roof of the hotel toward the apartment building, aiming to land on the fire escape.

He lands, harder than intended, and rolls into a crouch near a window covered with potted plants. The dark cloud extends tendrils of fog across the roof as it seeks for him, the howling painfully loud.

He throws a plant through the window, then dives after it, sliding into a kitchen chair. No time to think, just to throw himself flat, as a heavy object comes flying towards his head.

Lucas fumbles out his flashlight and flicks it on directly into the figure's eyes.

THE FAST

The Fast is all about being fast, whether that's sizing up a situation before it gets dangerous and then getting out of it unscathed or shooting first.

The Rogue is the classic thief, with moves to stay unnoticed in a crowd and to sneak into places they shouldn't be. The Gunslinger is preternaturally good with a ranged weapon.

You'll find Tough's ability to size up the opposition and take a beating useful, but consider Dedicated's Organizer or Charismatic's Celebrity to expand your range.

LIGHTNING REFLEXES

When being fast's an asset, you can roll 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.

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Names Nick, Dominique, Trix, Scout, Marlowe, a short name, a mysterious name, a fake name

Look Choose one for each, or make up your own:

Eyes Sharp, Calculating, Icy

Hair Practical, Unremarkable, Styled,

Clothing Practical, Dark, Pocketed,

Body Lithe, Lean, Flexible,

Heritage Human

Background Choose one, or make up your own:

Petty Criminal Start with Hard to Pin Down.

Agent Choose a Dedicated Move.

Athlete Choose a Strong or Tough Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear 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.

You also have:

- Useful stuff in pockets (5 uses, 1 weight)

Choose two:

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

Your Max Load is 9+STR.

Income Athlete, Larceny, Retail, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 6+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.



THE FAST 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 says 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. If an effect is untargeted (like a splash or explosion) take +1 to defy against it.

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

When you spend some time training an ally, name one or more Moves from this path you know and ask them to roll+DEX. On a 10+, they hold 1 plus your DEX Training and may spend it to use one of those Moves as if they had it. On a 7-9, they hold just 1.

THE ROGUE 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.

SUDDEN STRIKE

When you **attack someone up close who doesn't see it coming**, roll+DEX. On a hit, choose two. On a 10+, choose one more.

- deal damage as usual
- you move away before they can retaliate
- ignore armor
- inflict a temporarily crippling wound that prevents them from raising an alarm or escaping

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 Sneak. On a 7-9, hold 1. Spend this hold:

- to be somewhere else you plausibly could be when you 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

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 defend in a firefight, hold +1 no matter the result. You may spend hold to completely negate the 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

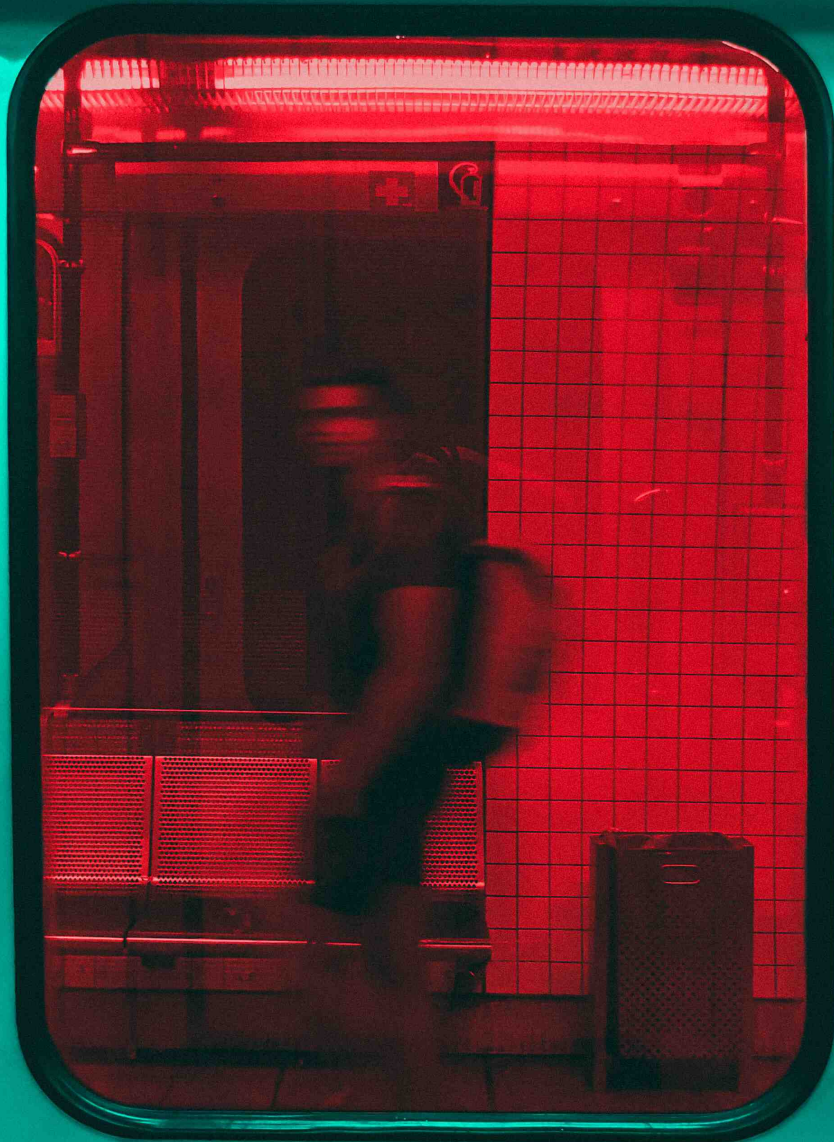
You can apply your Fast die to tasks requiring good hand-eye coordination. On a 7-9, if you've kept your Fast die, the GM will tell you how you weren't quite as accurate as you intended, in addition to any other consequences.

GUN KATA

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

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

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“Just a curiosity’ my ass,” Abel mutters, frustrated, flipping pages in the cryptic book the ghost gave him. His headache worsens as his fingers stop on a page that’s at least legible, though it’s all still mad rambling about freezing and ice and doom.

The words blur together, letters squiggling into dark, sinuous shapes that flop wetly against the page and reach off it. Startled, Abel reacts on instinct. Holding the book in one massive hand, he punches the word tentacles with the other.

“Did you just punch your book?” Audrey asks, glancing up from her phone. The letters are just letters, now, but there’s a clear stripe of pale and red sucker marks across his knuckles.

THE GENIUS

If the Dedicated figures things out by knowing how people work, the Genius does it by analyzing the situation with logic and deduction.

The Field Scientist is about working in the field and leveraging their experiences as a scientist. The Hacker knows anything the internet does, as long as they have time to look it up.

The Genius benefits from Fast and Tough moves, for fighting and staying power, or from Dedicated and Charismatic to convince people of their genius.

SMART AS A WHIP

When being smart’s an asset, you can roll a die of a different color and keep the best two. On a 7-9, if you’ve kept your Smart die, the GM will tell you a flaw in your plan or something equally unwelcome you’ve discovered in the process, in addition to any other consequences.



Names Dexter, Ruth, Alvin, Dara, a smart name, a stuffy name, an old name

Look Choose one for each, or make up your own:

Eyes Serious, Spectacled, Assessing

Hair Shaggy, Ponytail, Unstylish

Clothing Button-down, Tweed, Uniform

Body Lankly, Toned, Flabby

Heritage Human

Background Choose one, or make up your own:

On Staff Start with Ivory Tower.

Criminologist Choose a Dedicated Move you qualify for.

Rough Childhood Choose a Fast or Tough Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear You start with a modest place to live, like a small apartment off campus or a dorm you're supposed to be chaperoning, a car that's packed with papers you probably should get around to grading, 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.

You also have:

- Pocket of junk (5 uses, 1 weight)

Choose two:

- Walking stick (close, two-handed, 1 weight)
- A field kit in your trunk (5 uses, 2 weight)
- Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)
- A subscription to an academic journal database

Your Max Load is 7+STR.

Income Teaching, Help Desk, Patents, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 6+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.



THE GENIUS PATH

TRICKED OUT LAB

You have a lab or base where you can work on your interests in relative peace and quiet. Pick two:

- a research library with two areas of focus; +1 to research them
- a huge pile of junk; you can always find a spare part that'll work
- a search engine you've programmed yourself; it's not AI but it's close. Take +1 when you search the internet for information.

INVESTIGATE (INT)

When you **investigate a mystery using logic or deduction**, roll+INT. On a 10+, you gain a vital clue. On a 7-9, also choose if you attract unwanted attention.

DEGREE

Name a subject; you've got a degree in it. When this is relevant, roll 1d8+1d6 instead of 2d6. If the d6 is the higher of the two, the GM will introduce any extra complications.

SPECIALIZED

Name a sub-field for each degree you have; when you roll *Degree* in that sub-field(s), both dice are d8s. Use the second for determining an extra complication.

MINOR IN AWESOME

When you **dredge up immediately relevant knowledge from a book you've surely read or a class you must have taken**, ask the GM for a Talent. This Talent is yours until you use this move again.

IVORY TOWER

You have a degree; if you also have *Degree*, you have two. Choose an ally from this list or similar:

- a mentor in your field. Cost: you behave as they expect
- a devoted protege. Cost: your tutelage
- a collection of grad students who run errands for you. Cost: letters of recommendation

This ally is a standard hireling. If you lose access to the academic world replace this Move with a new one.



THE FIELD SCIENTIST PATH

FIELD WORK

You've been on at least a few expeditions. When you **reflect on your past experiences that were similar to the one you currently face**, pick one.

- it was dangerous; take +1 forward to act on the experience
- it was embarrassing; if you share it, everyone else takes +1 forward for morale
- you've never been in a situation like this; mark XP if you freeze up, freak out, or panic

CHEMICAL WIZARDRY (INT)

When you **closely study a substance or its effects, and you have tools and time**, tell the GM what antidote, toxin, or cure you're trying to create and roll+INT. On a 10+, you create it, enough for one person. On a 7-9, also choose one:

- it'll have side effects or will only work on any given creature once
- it can't be mass-produced

On a 12+, you eke out up to a half-dozen doses.

HANDS ON EXPERIENCE (INT)

When you **take something supernatural apart with an eye to figuring it out**, roll+INT. On a 10+, you get a good idea of the strengths and weaknesses it possesses that can be determined in this fashion. On a 7-9, also choose one:

- it wasn't as dead as you thought
- you're exposed to something unpleasant

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

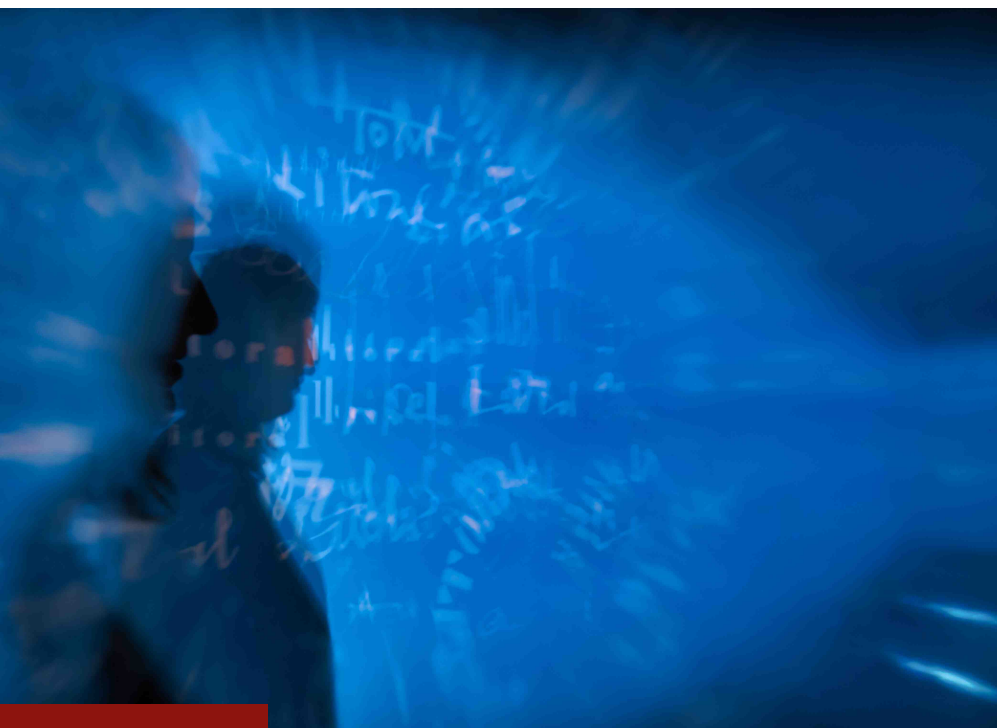
RENOWNED EXPERT

When you roll to find someone who is a recognized expert in an academic field, you use INT and treat a miss as a partial.

When you **offer your services as a renowned expert in your field**, take +1 ongoing to demonstrate your knowledge for the target if they accept; mark XP if they don't.

JURYRIG

You can dispense with time or tools when synthesizing, taking something apart, or putting it together; if you are without both, choose an option from Manifest on any result but a 10+.



THE HACKER PATH

TEMPORARY POLYMATH

Name three narrow subjects, like Ancient Chinese Art, Aircraft Physics, or Slavic Folklore; you've recently spent way too much time reading up on them on the internet and you possess a wealth of second-hand and theoretical knowledge. When this knowledge would come in handy, take +1. When you binge on a new topic, you may replace one of your existing ones.

GOOGLE IT (INT)

When you **do an in-depth search of the internet on a specific topic**, roll+INT. On a 10+, you find a useful piece of information and make a useful contact. On a 7-9, pick one.

DATA SPIDER

You have a program that monitors the internet for the answer to a specific question that can be found or pieced together from available data, like "where are the vampires smuggling heroin into the city" or "is anyone showing undue interest in Egyptian artifacts".

When you **take a few hours to set up a query**, say how you receive notices; the next time two dice match, on any roll, by any player, you'll get an alert with the information, though it might not be as complete as it could be. Choose if your spider keeps running on the same query or not.

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

ELECTRIC SHEEP

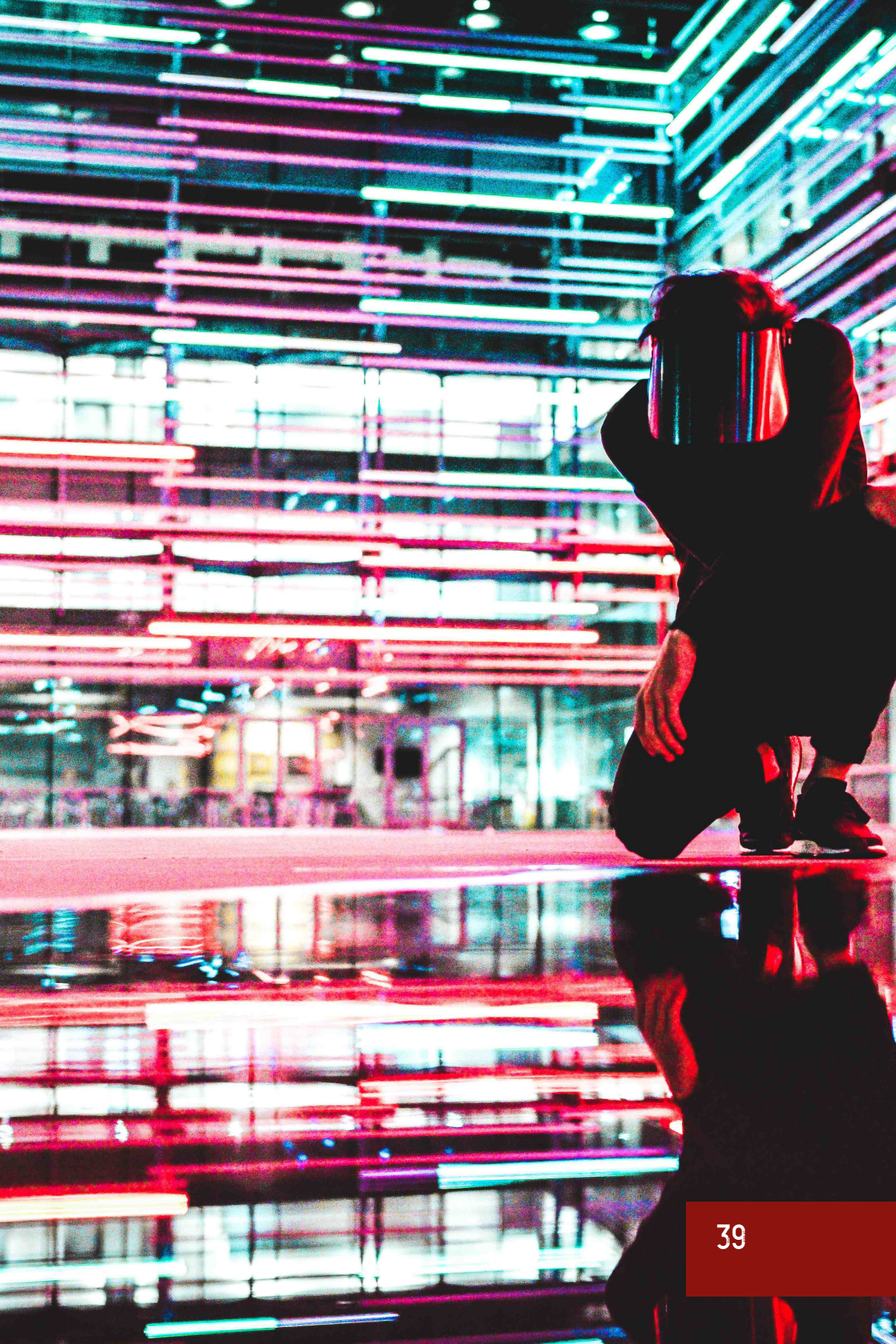
Your search engine from *Tricked Out Lab* is now actual artificial intelligence, or at least close enough most people can't tell the difference. Describe how you communicate with it and its personality, then name three Moves it can help you with. When it does, you can treat the result as one step higher. When you do, the GM may make a Move related to your AI.



REPROGRAM (INT)

When you **reveal how you reprogrammed a computer to serve your immediate purpose**, explain how you gained access and name one task, of seven words or less, then roll+INT. On a 10+, it's done, exactly as you intended. On a 7-9, you left traces behind; the GM will tell you who suffered as a result.





The minotaur snorts. “You can quit any time, and forfeit the stakes,” he says, then lowers his head and rushes forward.

Riley crouches into a ready stance and receives the charge head-on, grabbing him by the horns and digging in his heels.

It’s like blocking a truck, and his boots scrape on stone as he moves back half an inch. The minotaur’s eyes register surprise, followed by a left hook towards Riley’s stomach that knocks the wind out of him.

Riley grins as he straightens despite the pain, setting his feet again. It had been too long since his last challenge.

THE STRONG

The Strong is all about displaying strength, from a signature melee weapon to hitting obscenely hard to impressing people with their muscle.

The Weapon Expert puts the signature weapon to good use, applying strength in a controlled fashion, while the Athlete is all about being a comeback kid.

The natural pair for Strong is Tough or Fast, making those toe-to-toe slugfests with a werewolf a little more survivable – but Dedicated has a lot to offer too.

STRONG AS AN OX

When being strong’s an asset, roll an extra die of a different color and keep the best two. On a 7-9, if you’ve kept your Strong die, the GM will tell you something you break or damage in the process, in addition to any other consequences.

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Names Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name

Look Choose one for each, or make up your own:

Eyes Haunted, Cold, Withdrawn

Hair Cropped, Ponytail, Regulation

Clothing Practical, Durable, Uniform

Body Muscled, Hard, Strong

Heritage Human

Background Choose one, or make up your own:

Soldier Start with Reputation.

Cop Choose a Dedicated Move.

Bouncer Choose a Tough Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car or pickup truck that's seen better days, 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.

You also have:

- Carried useful stuff (5 uses, 1 weight)

Choose two:

- Leather jacket (1 armor, 1 weight)
- A sword (close, +1 damage, 1 weight)
- Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)
- Rifle (far, ammo 3, 2 piercing, 2 weight)

Your Max Load is 12+STR.

Income Menial Labor, Pension, Bodyguard, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 8+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.

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THE STRONG PATH

BOUND WEAPON

You know how to use an exotic melee weapon most people don't, and yours is special. Maybe it's forged from part of your soul or maybe it's just really, really old. You start out with it, and, should it ever be lost, you know how to replace it. Tell the GM what it is and how you acquired it, and the GM will tell you if there will be any complications to carrying it openly and, if it comes up, what kind of effort it'll take to replace it.

Use the Fighter's *Signature Weapon* to build yours.

SLEDGEHAMMER

When you **do damage where strength matters**, add +1d4; increase this to +2d4 at level 6.

GOOD SPORT (STR)

When you **engage someone in a contest of strength**, roll+STR. On a 10+, you win; take +1 ongoing to negotiate with them or anyone impressed by the win, or to press your advantage. On a 7-9, you break something you'd rather not have in the process.

HITS LIKE A MACK TRUCK

If you can apply your strength to an attack, you can make it forceful, but if you do, you're always exposed to the enemy's attack, even on a 10+ (you still get bonus damage as if you'd chosen it, if so).

TACTICAL RETREAT

When you **retreat from a threat that you've realized you cannot defeat right now**, roll+STR. On a 10+, you escape and learn of a weakness you can exploit later. On a 7-9, also suffer further harm or lose something of value.

FLEX

Choose a Move you know and tell the GM that you now use STR when rolling it. If the GM disagrees, mark XP and choose a different Move.

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THE WEAPON EXPERT PATH

REPUTATION

You have a reputation in combat; choose honorable, merciful, ruthless, relentless, or similar. When this reputation would help, take +1. If you contravene this reputation and people find out, swap this reputation for the opposite or ask the GM for one.

AROUND THE BLOCK

Nobody gets this far without making friends and enemies. When you **remember something useful to the situation at hand that someone once told you**, choose one:

a mentor, friend, enemy, or ex-lover told you; name them and describe it, then take +1 forward to act on it it's flawed, inaccurate, or flat out wrong; name the source and the circumstances and mark XP if you act on it any way

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

HIT WHERE IT HURTS (STR)

When you **take some time to study an object or structure**, you may ask the GM "where's a weak spot I can apply strength and what'll happen if I do?". If you follow through, roll+STR. On a 10+, choose three. On a 7-9, choose two.

- it doesn't take a very long time
- nothing of value you'd prefer not to be is damaged
- it doesn't make an inordinate amount of noise
- you can fix the thing again without a lot of effort

RELENTLESS

When you successfully deal damage to an enemy, deal +1 damage, cumulative, against that foe for the rest of the fight.

HONED (WIS)

When you **spend time caring for your bound weapon**, roll+WIS. On a 10+, hold 3 Hone. On a 7-9, just 1. Spend Hone one-for-one when you fight with your bound weapon to:

- do an extra d6 damage or ignore armor
- not be exposed on a 7+ roll, even if you opt for extra damage
- double any bonus damage from Relentless, for one strike





THE ATHLETE PATH

SPORT

Choose two of these sports or discuss a new one with your GM. When you defy danger and your sports experience would help, take +1.

- parkour or free-running
- climbing, free and on harness
- swimming
- a team sport like hockey, soccer, or football

CLIMACTIC KICK

When you're engaged in a physical conflict or competition, you may declare a hit as a miss and hold 2 Kick. You can spend 1 Kick hold during this conflict to adjust a roll result upwards by one step. When you use this move again, the new hold replaces the old.

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

EYE OF THE TIGER

When you use *Climactic Kick*, you may spend 2 Kick to declare that the roll, no matter what it is, is actually a 12+. Do not mark XP if so.

SEMI-PRO

Choose a narrow aspect of your chosen sport, like "running across rooftops" or "catching flying objects about the size of a baseball". When you defy danger involving this aspect, treat a miss as a bigger partial (you still mark XP as usual).

TEAM PLAYER

Choose any two Moves you know when you take this move. You can share their benefits with your team, as long as you work together and can justify how it works.

When you use one of your Team Moves, name yourself or another member of the group the Team Leader. They make any rolls and choose who takes any consequences.

When you pick your Moves, the GM will either accept your choice or offer you a modification. If you can't agree, you can't take Team Player right now.



The jeep's bouncing on unpaved road, underbrush ripping at the tires. A massive purple beast rises out of the jungle in front of you, all curved spikes, the sinuous tail and shoulder tentacles slashing angrily at the air as the jaw unhinges and it unleashes a terrifying roar.

Abel stares at the creature, mouth agape, plans for the evening completely dashed. "I think we should turn the car around."

Audrey slams on the brakes, wrenching the wheel hard to the left, where there's an open space, then guns it as the beast crouches and leaps after the jeep, long limbs eating up the ground behind you.

"You think?" Her knuckles go white as she swerves around a tree, then slams on the brakes again, the jeep skidding sideways.

THE TOUGH

The Tough chooses how they're tough – mentally, physically, or emotionally – and in that area they're almost untouchable.

The Bruiser's all about taking a beating and getting up for more, while the Daredevil takes defying danger up to the next level.

Tough plays well with Dedicated, for that weeble-wobble pulp detective feel, but any of the other paths has something to offer you.

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.



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

Look Choose one for each, or make up your own:

Eyes Hard, Cold, Weary

Hair Bald, Long, Unkempt

Clothing Practical, Casual, Ripped

Body Big, Hard, Athletic

Heritage Human

Background Choose one, or make up your own:

Foster Kid Start with Unbreakable.

Poet Choose a Charismatic Move.

Gang Choose a Strong Move.

Drive Choose one:

Mortal Prioritize the mortal world or your mortal life.

Other Prioritize the supernatural or your other life.

Gear 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.

You also have:

- An EDC/bug out bag (5 uses, 1 weight)

Choose two:

- A part-time gig you can use to talk your way into somewhere
- A trunk full 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)

Your Max Load is 10+STR.

Income Odd Jobs, Disability, Bouncer, Your Own

Stats The starting array is 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), and 8 (-1). Your starting HP is 10+Constitution (not CON). Choose if you have +1 damage or a starting Talent now.



THE TOUGH

UNBREAKABLE

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

TAKE A BEATING (CON)

When you **take a beating from someone with no pressing reason to kill you**, roll+CON. On a hit, 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 or think you're dead/out, your choice

WEATHER THE STORM

When you take damage from or suffer an effect that affects your *Unbreakable* or *Tough as Nails* area, mark a debility not to.

UNSTOPPABLE

If you have *Unbreakable* and no hold remaining from it, take +1 on-going to CON, and roll+CON if you take your last breath.

THE WALL

When you defend you always get +1 hold, even on a 6-. When you defy danger while defending, take +1, and add "regain 1d6 HP" to the list of options for *Defend*.

I GET BACK UP AGAIN

If you have *Unbreakable* and you **take damage you don't reduce with Unbreakable**, you gain +1 Grit, up to a total of 3.

THE BRUISER

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 you know both, but you misjudged them in one way; mark XP if you waded in anyway

NOT AS BAD AS IT LOOKED

You can spend 1 Grit from *Unbreakable* to declare an injury was less severe than it seemed; when you do, also regain a d6 of HP for every two levels you possess.

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

THE BEST AT WHAT I DO

Choose another Move you know. When you use that Move in combat, you get two benefits, chosen by the GM now.

- you get one bonus hold for it or it costs one hold less than usual
- you can use it once per combat without rolling for it or as if you'd rolled a 10+
- you roll it with +1, and +2 damage or double damage

The GM may offer you a different option or decline to choose any; if you can't agree, choose another Move instead of this one.

THE BEST DEFENSE

When you **wade in to a melee without concern for your own safety**, add an additional +1d4 damage each time you deal it, but take a -1 ongoing to defy danger during the conflict.

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 do your damage twice as long as the total damage is divided up between at least two of them. If you're fighting a horde or similar abstraction, instead do an additional 1d6 damage.

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THE DAREDEVIL

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 or awed 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 of the following. You take +1 to defy danger against a danger caused by that source.

magic that affects you in one of the following areas: physically, emotionally, or mentally (pick one now) movement, like rushing past someone or falling off a wet rooftop trickery, subterfuge, or lies

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

ON THE CHIN

When you defy danger with a bonus granted by *School of Hard Knocks*, you may mark a debility to succeed as if you rolled a 10+.

COOL RIDE

Designate a vehicle as your wheels. When you get in it, hold 3 Cool. Spend Cool while you're in your vehicle:

- to gain *School of Hard Knocks* with the source "risk of harm to my vehicle or someone in it".
- to purchase defend options when defending your vehicle or a passenger in it
- to count as hold for any other Move, as long as the GM okays it

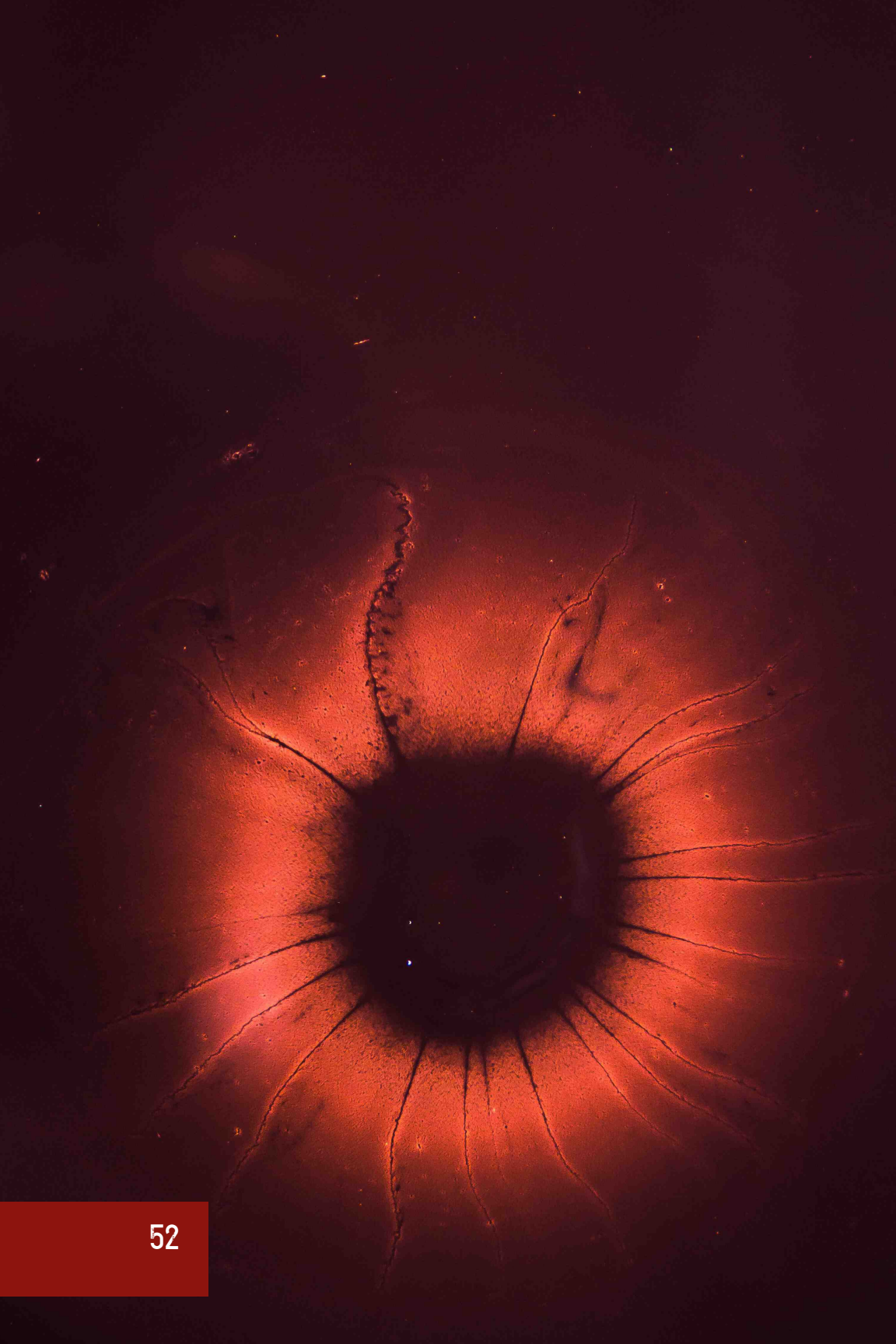
If your vehicle is lost to you, you may choose a new vehicle after a suitable period of mourning and some time to tinker.

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VOICE OF EXPERIENCE

Add one more pick to your *School of Hard Knocks* and upgrade the benefits 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.





THE SUPERNATURALS

The Supernatural paths change the scope of the game and open up new avenues for PCs to impact the game world, sometimes in surprising ways.

Talk to the GM before taking any Moves from a supernatural path, and discuss your vision, the thing about this path, about being a werewolf or an elf or a psychic, that you want to explore in play, of your character and how they fit into the world with your table.

Discuss what complications inherent in your premise interest you, and how you see the fiction of it unfolding, and if any of the aspects of your moves don't quite gel with your vision.

The GM should defer to your vision of your character, by asking questions and using the answers, whenever possible. Be flexible about your premise, and open to expanding it as events unfold.

I like the idea that Hero's object reading ability is uncontrollable and unpredictable, how it isolates her from touch, but I'm not crazy about the acting out or narrating clause from Uncontrollable Vision – I see it more as “checking out” and won't pick that option. I talk to the GM so we're on the same page for misses.

Supernatural moves, like all moves, are both prescriptive and descriptive. The GM will grant Moves as they become fictionally appropriate, and you might lose Moves under the same circumstances.

Note that the Supernatural paths are more like suggested packages than traditional classes, and flexible. Be sure to read the instructions for each path carefully as some grant extra Moves or open up additional options.

And if a Move makes sense with your character's fiction, even if it's not from a path you have access to, talk to the GM about taking it, reflavored, or ask them to create a custom version based on it for your character!



THE ANGELIC

The Angelic is a divine entity trapped in a fragile mortal shell, with great powers but only one way to fuel them – burning through that mortal shell. Choose this path if you want to achieve great things at great personal cost (or with a lot of collateral damage).

When you take one of these two Moves, you get the other free.

NOMEN

You shine with a divine light, even through your mortal shell. Maybe you fell from heaven, or maybe it was your parents' sin, but either way, you're bearing the consequences now. You have a special ability you can spend 2 HP to use. Choose one:

- you know where and how far the thing you need is
- you can speak the person you're talking to's language
- you're lucky but that luck comes from somewhere

CHANNEL DIVINITY (WIS)

You can use any spell from the cleric spell list except those that animate the dead. Clerical rites count as 0-level spells. When you **channel divinity through your mortal shell**, lose as many hp as the level of the spell, tripled, then roll+WIS. On a 10+, it works as expected. On a 7-9, also choose one:

- a supernatural entity notices and comes to investigate
- your shell is marked with a debility of the GM's choice
- you lose an additional number of HP equal to the spell's level
- you can't channel divinity again until you get at least a few hours of rest

If a spell is ongoing, you take the standard penalty to this roll.

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When you can choose a new Move and are angelic, you can choose from these:

TO MY HAND (WIS)

Choose a specific weapon or other item of similar size. When you **summon that item to your hand or return it to whence it came**, roll+WIS. On a 10+, it appears or moves as you expected. On a 7-9, the effort costs you. Choose one: you take 1d4 damage, mark a debility, or someone takes advantage of your moment of inattention.

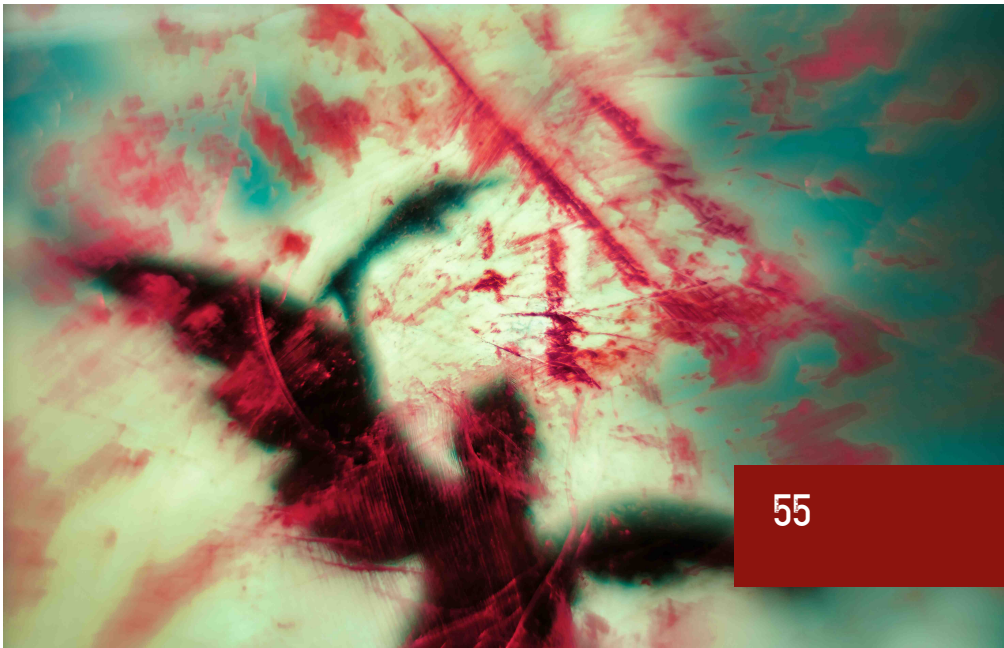
THE GATES ARE BARRED

If you or someone you want to live would die or has just died, tell the GM and they will offer you two costs, like a memory of a lover or a singing voice, to choose between. If you choose, the subject is completely healed.

When you gain a level from 6-10 and are divine, add the Shapeshifter's Regeneration and this to your options:

BURNING BRIGHT

When you **exceed mortal ability by channeling divine power**, roll an extra die of a different color – your Divine Die – and keep the best two. This stacks with your Signature die as appropriate. If you keep your Divine die and are within your mortal shell, you lose as many HP as that die shows, in addition to any other consequences.



THE DEMONIC

The Demonic is a bargainer, a tempter, who can rewrite reality if the deal's good enough – but they always teeter on the edge of pushing it just a little too far—and Hell itself has their number.

If you start as a demon, when you take one of these two Moves, you get the other free. If you become a demon or sign away your humanity, take these Moves immediately and forgo your next level Move.

DEMON-TAINTED (CHA)

Maybe you're unfortunate offspring, maybe a former Power trapped in a mortal shell, maybe just cursed, but the powers of Hell are under your command to a limited extent. Describe at least one physical mark you carry that betrays your infernal heritage, and name a powerful supernatural creature you owe a debt to, if it's a bargain or not, and why.

When you **use demon magic to adjust reality in a small, subtle, and temporary way to facilitate the fulfillment of a binding bargain**, roll+CHA. On a 10+, it does what you intended and you don't mark a debility. On a 7-9, pick one. On a 12+, choose if it'll be big, flashy, or long-lasting instead, but if you do, someone will definitely notice.

BINDING BARGAIN (CHA)

When you **make a nominally even bargain with someone and declare it binding**, roll+CHA. On a 10+, neither of you can break it until the GM declares that the terms are met or both parties mutually declare that it's over. On a 7-9, also choose one:

- you can't bind any new bargains until this one is settled
- the binding will break if you utter a lie before it's settled
- the target has a prior binding that conflicts; you'll need to defy danger to make yours take priority, and the previous claimant will notice



When you're demon-tainted and can take a Move, you may also choose from these and the Shapeshifter's Hybrid Form (as a demon form):

FORKED TONGUE

You're skilled at saying one thing and meaning another. When you use words deceptively, gain +1 to be believed, escape punishment, or influence others. When you **spend time sizing up someone's desires**, hold 1 Temptation. Spend this hold to tempt them to act in way they normally wouldn't; if they do, they mark XP and you clear a debility or regain 1d6 HP.

ENTWINED FATES

When you adjust reality using demonic magic and would take a debility, you can opt to instead inflict it as a spiritual taint on the person you're working on behalf of. If they demand your presence, you hear it, and you may go to them instantly if you want. You are always considered to have one Temptation you can spend as if for *Forked Tongue* with anyone you have a bargain with, even if you don't have that Move.

When you gain a level from 6-10 and are demon-tainted, add this to your options:

ASCENDANCY

When you use demon magic, you get the benefit of a 12+ on a 10+ and the effects of a 10+ on a 7-9.



THE DRAGON

Giant. Fire-breathing. Lizard.

When you take this Move, you get Human Like You free.

FIRE-BREATHING LIZARD

You're a fire-breathing lizard the size of an elephant. Your appetites are commensurate with your size; you mostly eat meat. Choose if you have wings or not; if you do, you can fly, if you don't, you can breathe water.

Your claws and bite are weapons with a range of *hand, precise, and messy*. Use your own stats but be sure to remind the GM if they forget you're a dragon.

You wake up each day with 3 Dragon Hold; you can spend this hold to breathe fire, add your damage to an attack, to defend, and to ask the GM, "do I hear, smell, or feel the vibrations of someone hidden here?". When you breathe fire, you do 2d6+your level in damage, ignoring armor, to everyone in the path of your exhalation.

When you can choose a Move and are a dragon, you can choose from these:

STRESS REACTION

When you meet a mortal's gaze and hold it, they will remain transfixed unless injured or directly imperiled. When you roar, mortals flee or cower in terror unless they are made of very stern stuff.

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ALWAYS A PRICE

Choose a Wizard or Cleric spell of your level or lower (except for spells that animate the dead and any spells your GM explicitly disallows) for every odd level you possess and each odd level you reach hereafter.

When you **use dragon magic to cast a spell**, spend one Dragon hold. The GM will tell you a cost, like a few drops of your blood, a year of your life, or the safety of an ally; if you accept, the spell is cast as intended. If it's a spell that would require you to take a -1 ongoing, reduce your max Dragon hold by 1 instead until it ends.

BEHOLD MY TRUE FORM

When you change from any other form to your dragon form, hold up to twice your max Dragon hold, but you can't leave your dragon form voluntarily until you've spent all the hold you have over your usual max.

WISDOM OF ANTIQUITY

You have a very long memory. When you spout lore about the ancient past or the supernatural, you tell the GM the answer; if they claim your memory is faulty, mark XP.



THE ELEMENTAL

The Elemental is one with an element, wielding it as an extension of themselves and suffering when in contact with its opposite.

When you first take Elemental Affinity, you gain Elemental Batteries for free.

ELEMENTAL AFFINITY

You are tightly linked to a specific element, like water, fire, ice, or air, or related set of elements, like nature, flesh, or storms. Your element flows in you and responds to your desires. You gain a mark of that element, like fire-colored eyes, hair perpetually tousled by a breeze, the scent of salt, or eternal dirt under your nails.

You have trouble with another element; choose it now. Mark a debility when you come in direct contact with or are surrounded by large quantities of this element.

ELEMENTAL BATTERY

When you **spend time recharging your elemental batteries**, roll+your manifest stat. On a hit, if you have no hold, hold 1 charge. On a 10+, hold +3. On a 7-9, just +1. You may hold up to your level+3. Spend one charge to negate a single consequence of an Elemental Move, or of Manifest Power if your element is directly involved.

If you run out of elemental charges, mark all three debilities.

When you can choose a Move and have an elemental affinity, you can choose from these:

ELEMENTAL IMMUNITY

You can no longer die from your chosen element, and when near you, the element subtly acts to support and further your unspoken wishes – for example, the earth is soft under your feet when you travel, the waves never becalm you, fire will not consume what you hold, tree branches move out of your way, or it thunders when you're angry. When you defy danger incorporating your elemental affinity, take +1 on the roll.



COMMAND ELEMENT

When **you command your element to perform a task it is capable of**, spend one charge and roll+your manifest stat. On a 10+, the element obeys, to the best of its ability, honoring your intent. On a 7-9, choose if the result is not quite as effective as you wanted or not exactly what you wanted.

ELEMENTAL FORM

You can transform into a roughly you-sized unit of your element. When you do, roll+manifest stat; on a 10+, choose no consequences from Manifest Power. On a 7-9, the GM chooses one.



THE EMPATH

The Empath is all about being in tune with the people around them. Their skills deal with spirit and flesh—hearing and adjusting emotions, reflecting their own emotions on others, and healing or transferring injuries.

When you start as an empath or first become one, choose two of the following for the price of one. Add *Mania* to the choices, replacing “Seeming” with “emotions”.

EMPATHIC (WIS)

You pick up emotions from those around you at all times. When you're empathizing, intuiting motives, or trying to figure out what someone wants, take +1. When you spend a few moments within *reach* of someone, you can spout lore about them, in the context of how they are feeling now, using WIS instead of INT.

When you **focus your senses on someone within close range**, you may ask their player, “what's your deepest emotional need?” and “what's your strongest desire right now?” and the player will answer truthfully, even if the character doesn't know.

DIAGNOSIS (WIS)

If you've examined a normal member of their species, you can sense deviations from the standard, like blocked arteries, pregnancy, poison, and disease, in the bodies of those you see. This usually requires a careful look, but sometimes you can just tell. When you act on this information, take a +1 forward.

TRANSFERENCE (CON)

Choose what state you convert injuries into, like hunger, tiredness, drunkenness, or pain, by default.

When you **touch someone and attempt to take away an injury or debility**, roll+CON. On a hit, you succeed; you are now suffering the injury instead of them. You may choose one from Manifest to instead convert the injury to your chosen state over a few minutes. On a 10+, choose if it happens fast or if you don't need to choose one from Manifest.

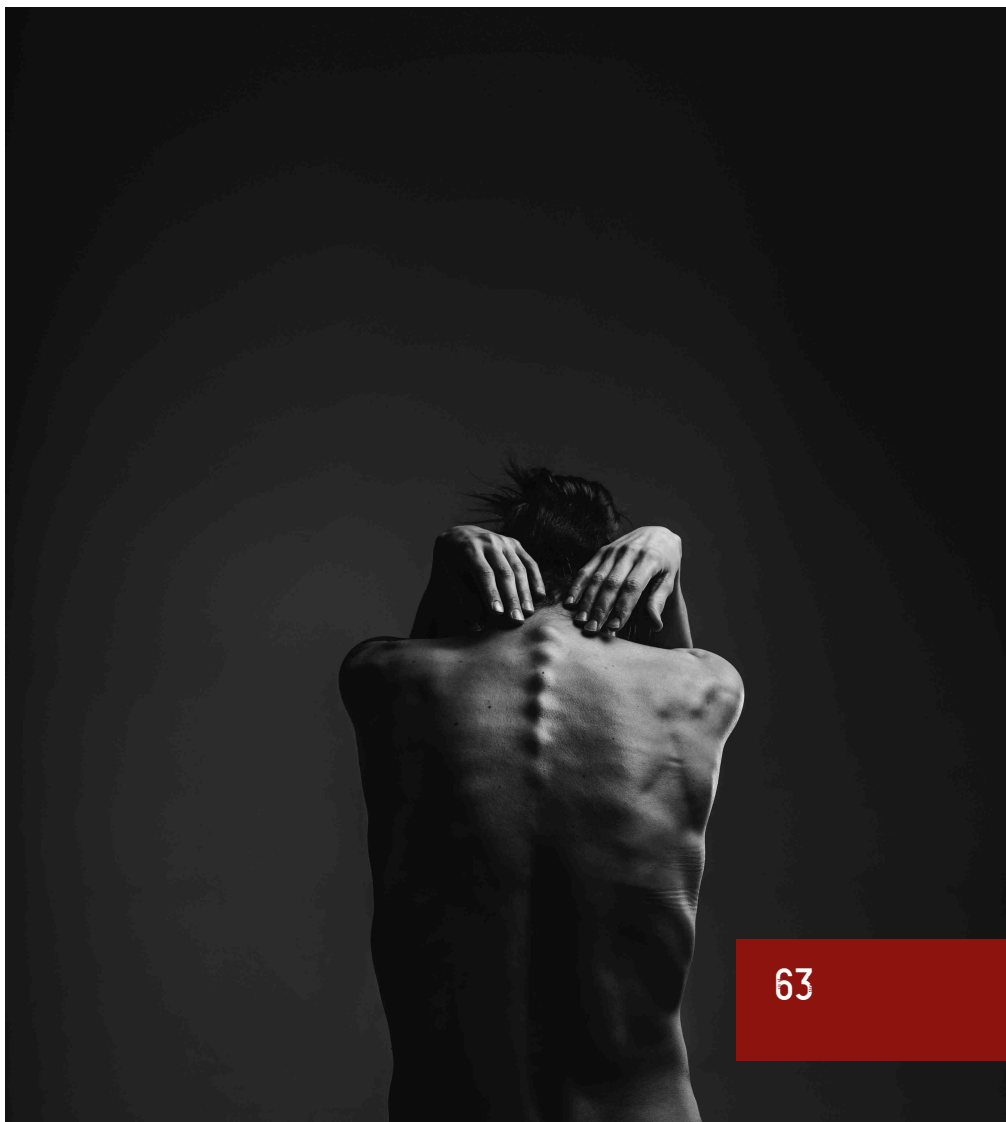


CURE DISEASE (CON)

When you **purge a toxin, poison, or disease with a touch**, roll+WIS. On a 10+, the illness and its effects are cleared up as if the patient made a miraculous recovery. On a 7-9, choose if you mark a debility or if you suffer the original affliction instead.

INFLICT (WIS)

When you **take a few moments while touching someone to transfer an injury that you are suffering to them**, roll+WIS. On a 10+, you do so. On a 7-9, also choose one from Manifest.



THE FAE

The Fae is three intertwined paths: the Light Court, who are unpleasantly manipulative, arrogant, and never what they seem, the Dark Court, who are literal monsters, the stuff of nightmares, and the poor stolen mortals known as Changelings.

Choose one Court Move and a seeming for the cost of one Move. If you are a fae by blood, you have *Cold Iron Allergy* for free.

COLD IRON ALLERGY

When you're **surrounded by large quantities of iron**, mark a debility that lasts until you aren't. When you **take max damage from an iron weapon**, mark a debility; the wound is painful and slow to heal.

LIGHT COURT (CHA)

You were born into a Seelie Court; cruelty, manipulation, and wild magic are second nature to you. Choose one of these and take +1 when your familiarity is useful.

When you **spend at least a half hour communing with nature**, roll+CHA. On a 10+, hold 3 elan. On a 7-9, the GM will hold 1 as well; they may spend this hold to declare how your alien nature causes you problems.

DARK COURT (CHA)

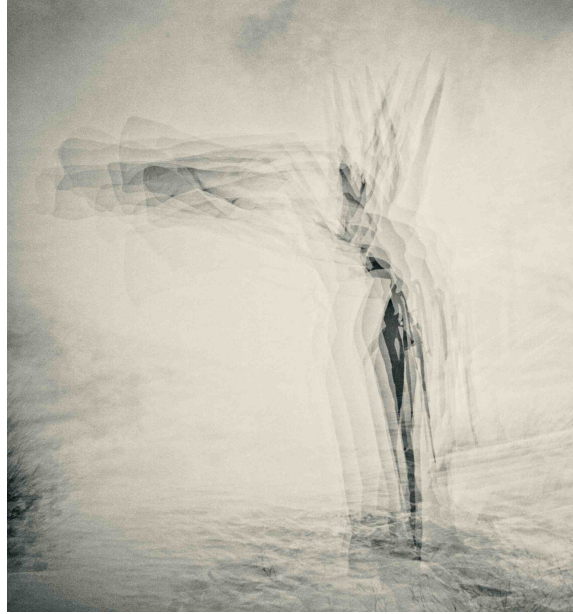
You were born into an UnSeelie Court; cruelty, pain, and scheming are second nature to you. Choose one of these and take +1 when your familiarity is useful.

Choose a monster or two that best represent your UnSeelie parentage; you gain two of their Moves and a concealable physical mark that betrays your heritage, like tentacles, scaly patches, or extra eyes in off-putting places.

When you **use one of your monstrous moves**, defy danger; the danger is that someone you didn't intend to will get hurt.

COURTED

You spent time in Faerie. Hours, years, centuries – time flows differently there. You're as familiar with Faerie as anyone who wasn't actually born there, but someone or something of Faerie wants you back. Take +1 when enduring injustice, feigning obedience, or escaping from anything.



SEEMING (WIS OR CHA)

You have a Seeming, a normalized facade, that hides your true nature, like *girl next door*, *friendly salesman*, or *helpful librarian*. When mortals (and supernaturals who aren't paying close attention) look at you, that's what they see, unless given serious cause to doubt.

When you **pass your Seeming off as truth against someone who might see through it**, roll+WIS or +CHA. On a 10+, they don't notice what you wish them not to or believe what you wish them to about you, your choice. On a 7-9, the GM will tell you what confirmation they require.

BROKEN SEEMING

You have faerie magic clinging to you, and you can't get out from under it. Choose a Seeming, like "old curmudgeon", "demure wallflower", or "adorable child"; this is who most mortals (and supernaturals who aren't paying close attention) will think you are.

Even if shown evidence to the contrary, they'll rationalize it away, though they won't forget things they already knew. You're stuck with it. If you're ever stripped of it in play permanently, replace this Move immediately with a new one.



When you are Fae and can choose a Move, you can choose from these.

FAERIE MAGIC (WIS)

Choose any two cantrips or rites; you may spend one elan to use either. When **faerie magic is used near you**, roll+WIS. On a 10+, you learn that faerie enchantment. On a 7-9, your understanding is flawed; you take -1 to weave that enchantment.

WEAVE ENCHANTMENT (CHA)

When you **weave a faerie enchantment you've learned**, spend 1 elan and roll+CHA. On a 10+, it works. On a 7-9, also choose one:

- you put yourself in a spot
- your Seeming falters or you attract unwanted notice
- you take -1 to weave enchantment until you regain elan

On a 12+, in addition to any other effects, you no longer have a flawed understanding of it.

PSYCHIC VAMPIRE

You feed on an emotion, like ecstasy, pain, or fear; name it. When you should mark off a ration, as long as you've fed on that emotion within the past 24 hours, you don't. Otherwise, tell the GM; they will offer you an opportunity to feed soon. If you take it, mark XP. If you don't, take a -1 ongoing until you do.

When you **feed psychically on someone who is cooperating or helpless to resist**, roll+CHA. On 10+, you only take what you need or you take everything they've got, your choice. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome.

MANIA

When you **turn your Seeming up to eleven to induce a specific emotion**, roll+CHA. On a 10+, anyone looking at you feels that emotion strongly; they will act as you would expect them to act, given who they are. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome. On a 12+, say how they are overwhelmed; if the GM disagrees, mark XP.

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

THROUGH THE HEDGE (WIS)

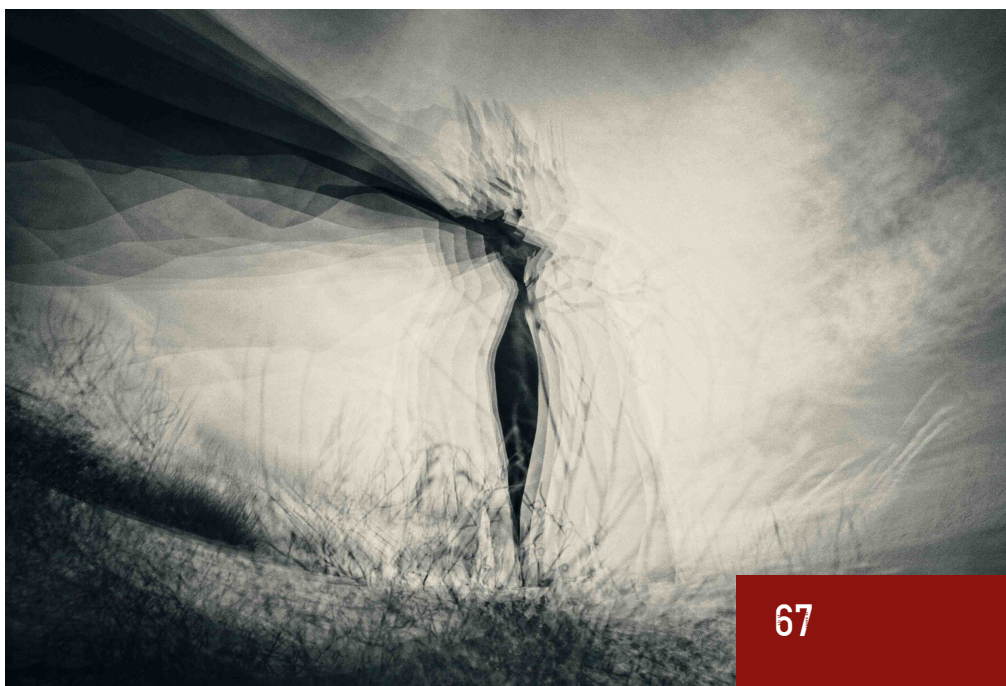
You may slip into the ancient hedge maze that separates Faerie from the Real through any opening that separates two distinct places. When you do, roll+WIS. On a 10+, you step back out where you wish to be, you are not in a bad spot or late, and nothing followed you. On a 7-9, choose two.

TRICKSTER

You are no longer limited to a normalized facade with your Seeming; from a burning coal to a ragged beggar, your Seeming is under your command and you may opt to change it when you wish with a moment's thought. However, it will be much less effective against anyone who sees you change, and you always retain a specific mark of your true self.

MONSTROUS CONTROL

Choose two more moves from your monster parentage. You may choose "the move will not work at all" as the danger when using Dark Court.



THE GALATEA

The Galatea, or Made, are fashioned from inanimate materials and given life through sorcery or sacrifice or accident. They hunger for mortality, and feed on its ephemera. In return, they are constantly reinventing themselves.

When you take *Made*, you get *Essence Siphon* for free.

MADE

You weren't born; you were built. You have two states; that of a soft, fleshy mortal and your true form, an animated human-shaped substance. You may switch between them at will.

Name the substance, like snow, corpses, clay, or stone, and describe it. Choose one of the following benefits for your mortal state and two for your true state.

- you have one spell of your level or lower you can cast by spending essence
- you take +1 when doing a specific activity, like fist-fighting, persuading, or spouting lore about a topic
- you have +1 Armor or take -1 damage; name something that bypasses this

And one drawback that applies in both states:

- you require a specific substance in addition to essence to heal damage
- people find you off-putting; take -1 when this matters
- you require a specific substance in addition to essence to switch from your true form to your mortal one

ESSENCE SIPHON (WIS)

As an animated construct, you don't age, change, or heal naturally; you simply are. You rely on essence, an ephemeral substance that can be gained from a specific strong emotion. Choose one, like love, hate, rage, sorrow, or fear.

When you **siphon essence from a source within reach**, roll+WIS. On a 10+, hold 3 essence. On a 7-9, hold 1. When you have no



essence left, you revert to your true state and may not return to your mortal one until you have at least one essence. You can hold essence equal to your level+WIS.

Choose a specific time of day; if that time occurs and you have no essence, you deanimate for good. When you switch states, you can spend one essence to return your HP to full, to repair an injury, or to remove a debility.

When you can choose a Move and are made, choose from these too:

BASIC SELF-IMPROVEMENT

Take another benefit or the same benefit but a different application from *Made*.

IMPROVED SELF-IMPROVEMENT

Take another benefit or the same benefit but a different application from *Made*.

SHARE ESSENCE

You can spend one essence to grant the benefit of your made abilities to someone else for one Move, to heal them as you would heal yourself, or to use any other ability you can spend essence on in a similar fashion. If the granted benefit requires you to have a specific substance on hand, you must.



THE GHOST

The Ghost is just that, a disembodied spirit, a very stubborn dead person, with nothing left but emotion—those they still possess and those of the people who care about them.

When you take *Ghost*, you get *Emotional Anchor* free. You have no gear except the spiritual versions of whatever you died with.

GHOST (CON)

You're a ghost, with all that entails. You're not corporeal, and can't be seen, heard, or touched except by sensitives. Choose a tic or invent one:

- each day, right when you died, you act out your death as if it were happening again
- you confuse people with those you knew when alive
- when materialized, sunlight reveals your true nature

When you **materialize physically**, roll+CON. On a 10+, pick up to three: you can be heard, seen, or interact with the world as if you were mortal. On a 7-9, pick up to two.

While you're materialized, you can be hurt or damaged just as a living person is. However, you never draw a last breath; instead, you reform where the GM says, when they say.

EMOTIONAL ANCHOR (CON)

When someone feels a strong emotion, like love, fear, or regret, involving you, you know and may name them an anchor until that emotion is resolved or changes. You know when an anchor is in trouble or in turmoil, and can materialize for one without a roll; if you do, only they can see, hear, and touch you.

When you **cross the distance between you and an anchor in an instant**, roll+CON. On a 10+, you're there; choose if you're fully or exclusively materialized, and how much. On a 7-9, the GM chooses if you're materialized, and how much, and for how long.

When you can choose a Move and are a ghost, choose from these too:

ALL MY FRIENDS ARE DEAD (CHA)

When you **go looking for a ghost who can help you**, tell the GM who it is and roll+CHA. On a 10+, you're there and they can help. On a 7-9, you're there, but either they've got other problems or they can't help as much as you'd like, GM's call.

POLTERGEIST (WIS)

You can move small objects, singly or in groups, with your mind. When you **take a moment to focus your mind on manipulating the physical world**, roll+WIS. On a 10+, hold 3. On a 7-9, just 1. Spend hold to:

- move a single object up to the size of a chair, slowly
- move a group of objects as if with your hands, slowly
- if you're moving an object or group of objects, do it fast enough to trigger volley

POSSESSION (CON)

When you **attempt to take over someone's physical body**, roll+CON. On a 10+, you do it; their body is yours, choose one. On a 7-9, choose two.

- they remember this as a dream or nightmare; otherwise it's blank
- take a 1d4 damage to act with coordination
- you control only the hands, legs, or mouth, your choice
- you have time for one Move before being forced out



THE HAUNTED

Haunted by spirits, not always able to tell reality from the afterlife, and always at risk of possession, the Haunted can learn to wield their talents like a scalpel against the dead.

When you take Medium, get Sea of Spirits or Open to Possession for free.

MEDIUM (WIS)

You can see and hear spirits as if they were living people, though not always reliably, and you always know when they're around, in general. When you **wake up after sleeping**, roll+WIS. On a 10+, hold 3 numen. On 7-9, hold 1. You may spend numen to:

- ask a spirit a question and get an honest answer
- summon a spirit by name or get one's attention
- demand a spirit do a minor favor for you

SEA OF SPIRITS

When you **confuse reality and the spirit world**, explain how; choose one.

- you learn something useful but unfortunate
- you sidestep a real danger accidentally
- it causes you a problem, embarrassment, or puts someone you'd rather not be in danger; mark XP

OPEN TO POSSESSION (WIS)

When you **take a spirit into your body**, gain Spirit hold equal to the better of your CON or WIS, plus 1. You learn what it wants and what it excelled at in life, if anything. Spend this hold to:

- succeed at a task the spirit excelled at in life
- ignore a compulsion or mind-affecting effect
- heal yourself or someone else by 2d6
- evict a spirit from your body

When you run out of hold, the spirit attempts to take over to pursue its own business or leaves, GM's choice.





When you can choose a Move and are haunted, choose from these too:

LAY TO REST

Spend numen to force a spirit you can see to materialize physically or to prevent them from dematerializing for a short while. You may also spend numen to ask the GM, “what must be done to lay this spirit to rest?” when you are in a spirit’s haunt. Take +1 ongoing while directly pursuing that goal, until you achieve it or ask about another spirit.

WITH THE DEAD

You gain *Poltergeist* and may use it as if you are a ghost. Choose one move from the Psychic path that blends with your medium abilities.

OUT OF BODY EXPERIENCE (WIS)

When you **leave your body while asleep or meditating**, you gain *Ghost* and *Emotional Anchor* and lose access to any abilities that require a mortal body. If you have *Open to Possession*, exchange it for *Possession*.

When you **attempt to re-enter your body**, roll+WIS. On a 10+, you succeed; swap your moves back. On a 7-9, you succeed, but choose one:

- something followed you back
- take -1 to use your body until you sleep again
- it was painful; take damage

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THE HUNTER

The Hunter is mortal, more or less, but usually so single-mindedly focused on hunting that they have long since lost all perspective, or worse. started to lose parts of the humanity they fight for.

When you choose *Hunter*, you get *Well-Prepared* for free.

HUNTER

You've been doing this for a while now, and you've got the trophies – and the scars – to show for it. When you **run into a supernatural creature and think you can identify its type**, choose one.

- you know a plausible weakness of that type of creature
- you know a way to find or lure out a creature of that type; say what it costs you
- you've never seen this before; mark XP if you confidently declare a weakness anyway or if you admit your ignorance and it costs you

WELL-PREPARED (WIS)

When you **need a specific item to use against a supernatural threat**, roll+WIS. On a 10+, you've got it in a place that's both close by and safe. On a 7-9, pick one of the two. On a 12+, you've got it with you now.

When you can choose a Move, you may choose from these even if you aren't a hunter:

FRIENDS IN LOW PLACES (CHA)

When you **need a friendly face in a tense situation**, roll+CHA. On a 10+, someone present is sympathetic to you, enough that they'll stick their neck out on your behalf. On a 7-9, the GM will offer you a hard bargain or a worse outcome.

EXPLOIT WEAKNESS

When you **exploit a creature's specific weakness**, say how you do it and roll as for Defy Danger. On a 10+, all three. On a 7-9, choose one:

- you deal your damage
- you drive them back or out of position
- they don't counterattack

On a 12+, they're especially vulnerable for a moment.

LOOK INTO THE ABYSS

Choose a supernatural Move; you can use it as if you were that sort of creature. Talk to your GM about how this works and why you can do it. If you draw your last breath, on any result you can choose to come back as that type of creature, in addition to any other consequences.

If you do, you lose this Move, replacing it with any Moves required by the new path.



THE LUCKY

Where other paths give you more choices, the Lucky is all about surviving by accident and causing a lot of mischief in the process.

When you take Lucky, you get *Thief of Fate* or *Trouble Magnet* for free.

LUCKY

When being lucky could help and you roll a miss, you can choose to mark a debility and treat the roll as a 7-9 instead. The GM may still choose to make a move as if you rolled a miss; if they do, mark XP.

THIEF OF FATE (WIS)

When you **touch someone, bare skin to bare skin, even if you don't intend harm**, roll+WIS. On a 10+, hold 1 Fate. On a 7-9, hold 1, and the GM will hold 1. You can have total Fate equal to your level+WIS. Spend it, when luck matters, to push a roll result up or down one step.

The person you stole the luck from? Sometime soon, they'll suffer some bad luck, and when they do, they'll think of you.

When you may choose a move and have Lucky, choose from these, too:

FATED

You're ridiculously lucky, often escaping harm when it seems impossible. Once per session, when you'd take damage or personal harm, choose either a piece of gear or an ally, then explain how something, like a lucky accident, clumsy maneuver, or improvised use, saved you. If you picked gear, it's lost or broken. If you picked an ally, they take the consequences instead.

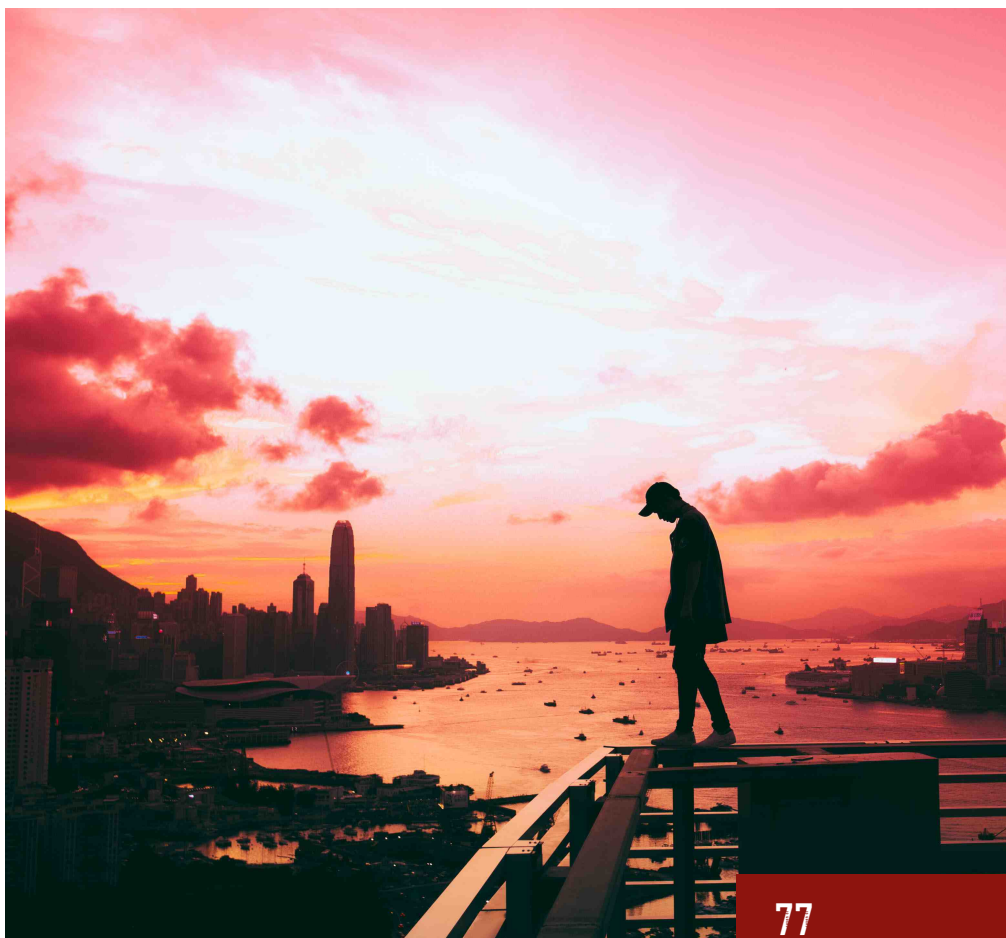
BURNING THE CANDLE

When luck can affect the outcome, you can add +1 to any roll for each d8 of HP damage you're willing to take in the process. This counts as taking damage for the purposes of *Fated*.

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SHARE THE LUCK

When one of your Lucky abilities triggers, you can opt to shift the effects to someone else nearby. If you do, they reap all the benefits, while you make all the choices and take any consequences, if any, that fall on the originator of the move.



THE MAGE

The Mage is all about manipulating the universe, and about discovering what they will pay to do it. They're also often caught between powerful forces.

When you can choose a Move, you can choose one of these or *Betwixt Heaven and Hell* (even if you aren't 6+).

RITUAL*

When you **draw on a place or item of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you at least one but possibly more of the following conditions:

- it's going to take days/weeks/months
- you must do something to prepare
- you'll need help from someone
- the best you can do is a lesser version
- you and your allies will risk danger from something
- you'll need a specific material, item, or event

SHAPE MAGIC (INT)

When you **attempt to achieve something with magic you could accomplish with mundane means**, ask the GM how long it will take and roll+INT. On a 10+, you do it; choose a cost. On a 7-9, the GM will tell you how it costs more than expected, either in degree or type, or in collateral damage. You can abort a spell in progress by defying danger.

- a trifling memory or a mild emotion towards someone
- pain; take 1d4 damage or mark a debility
- vitality; you're a minute older than you should be

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When you can choose a Move and are a mage, choose from these too:

SOURCED MAGIC (INT)

You can draw power from a source like intense experiences, lava, or sacrifices; choose one now. When you **draw on a power source to recharge your magical batteries**, ask the GM how much and how quickly, then roll+INT. On a 10+, hold that much Mana if you take the time. On a 7-9, also choose one from manifest. You can spend this hold to:

- reduce the severity of the cost of *Shaping Magic*
- count yourself as an item of power for a ritual
- take +1 forward to defy danger or manifest power if you can explain how the power helps

MAGICAL FOCUS

You have a magical focus like a wand, staff, or piece of jewelry. When you have it, it grants you benefits. Pick two:

- you take +1 to shaping magic
- it counts as an item of power for rituals
- it can negate spell effects (but not spells cast directly)

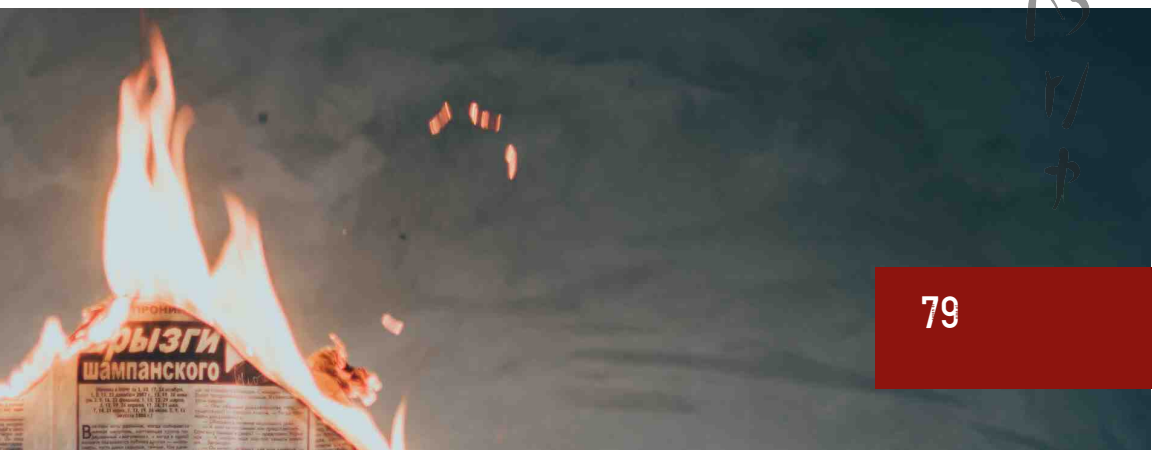
When you reach level 6, add the last option. If you lose your focus, you take a -1 to shape magic until you replace it.

COUNTERSPELL (INT)

When you **counter an enemy's spell aimed at you or someone near you**, roll+INT. On a 10+, the caster suffers the effects instead. On a 7-9, the caster suffers the effects; choose one.

- you (or the original target) suffer the effect too
- you suffer a d4 of magical backlash
- the spell fizzles harmlessly; nobody suffers the effects

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THE ORACLE

The Oracle knows things, but fate is always pulling their chain. Their moves are all about knowing things, surprise appearances, and unexpected connections.

When you take *Prophecy*, you get *Uncontrollable Visions*, *Thief of Fate*, or *Trouble Magnet* for free.

PROPHECY (WIS)

You get visions, of the past and of the near future. This grants +1 Armor that is not ignorable.

When you **focus your extra sense upon a person or situation**, roll+WIS. On a 10+, ask one from this list or from discern realities; the GM will give you an insightful answer, cryptically, with no more than seven words. On a 7-9, the GM will pick one to answer, and also introduce a complication as from *Uncontrollable Visions*.

- how and when will this person die?
- what will prevent this endeavor from succeeding?
- what action can I take to get what I want here?

UNCONTROLLABLE VISIONS (WIS)

You suffer from strange, unpredictable visions, often at the worst possible moment. Describe how this usually looks from the outside. When you **feel an uncontrolled vision coming on**, roll+WIS. On a 10+, choose if you avoid it for now or if you experience it as usual. On a 7-9, you experience it as if you were there; choose two.

- you narrate it or act it out as if it were happening to you
- you're overwhelmed; the GM chooses if you fight, flee, or freeze
- mark a debility; it will fade over time
- you attract unwanted notice

TROUBLE MAGNET

At the **start of a session and when you first wake up in the morning**, lose all hold from this move and roll+nothing. On a 10+, hold 1 Trouble. On a 7-9, hold 1 and the GM also holds 1. On a 6-, hold 1 and the GM holds 3. Either of you can spend Trouble to have a minor accident, coincidence, or unexpected meeting occur; if you spend it, it's good for you, if the GM does, it's probably not.

When you gain a level from 6-10 and are an oracle, choose from these too:

DOOMSAYER

When you **utter a prophecy while in combat with someone you feel strongly towards**, you may answer one of your own questions as if you were the GM, and the GM will abide by it, sooner or later.

WHERE I'M NEEDED (WIS)

When you **declare you foresaw where you needed to be and went there**, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, just the GM holds 1. Spend hold:

- to be somewhere else you could be when you could be
- to have exactly the right tool in hand when you do
- to not be in trouble or a bad spot when you do





THE PSYCHIC

The psychic is more a useful collection of powers than a themed path, with a whole slew of different abilities ranging from empathy to telepathy to object reading.

When you start as a psychic or first become one, choose two of the following (also include *Poltergeist*) for the price of one.

SECOND SIGHT

You possess the Second Sight. Choose how this manifests, like you can see auras, hear voices, or simply feel things. When there's something supernatural to be sensed present, you'll usually sense it.

Also choose a specialty like recognizing creatures with more than one shape, piercing seemings, or knowing when someone is alive or dead. You can just do this.

PUSH (CHA)

When you **tell someone who can hear and understand your words to do something**, roll+CHA. On a hit, they do it; choose one. On a 7-9, choose two:

- mark a debility; it will fade over time
- you take -1 to use this move until you've slept
- you attract unwanted notice

TELEPATHY (WIS OR INT)

You can read surface thoughts of those who are near you and often catch glimpses of other people's thoughts without even trying. You may discern realities with the stat you've chosen for this Move by focusing your sixth sense on someone; the GM will answer questions in context of what you read from their current thoughts.

When you **send thoughts to others as if you were talking**, if they're naturally telepathic and receptive to the contact, you just do, just as if you were using your voice to communicate with them. Otherwise, roll+chosen stat. On a 10+, you convey your message unambiguously, with no extraneous information. On a 7-9, pick one from manifest.

OBJECT READING (WIS)

When you touch objects or people with your bare skin, you pick up impressions from the past. Any strong feeling, pain, or suffering might trigger one of your visions or overwhelm you.

When you **trigger a vision by touching an object or person with your bare skin**, roll+WIS. On a 10+, choose if you ignore the vision or get a useful impression. On a 7-9, you experience the impression as if it happened to you; choose one from *Uncontrollable Visions*.

IDENTIFY

When you **take a moment to survey an area, person, or object for supernatural influences**, roll+manifest stat. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you continue to explore to ask these questions:

- if there is a supernatural effect here, what activates it?
- what does a supernatural effect do when activated?
- what else supernatural is hidden here?

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THE SCARRED

The Scarred is mortal, but has an edge; the injuries they take give them supernatural powers.

When you can choose a Move, you can choose one of these.

SCAR COLLECTOR

There's something wrong with you; some warp or curse that mars your flesh but grants you arcane benefits. A scar grants you +1 to defy danger against a creature similar to the one that caused it. You start with one minor scar, and one major scar, usable once per day, that grants you a move from a supernatural path or grants you a suitable spell from the Wizard or Cleric spell lists.

Tell the GM how you acquired these scars (if it was not in play) and who you cared about that died in the process or as a result. If any of your scars are from a creature with a supernatural path and you roll a partial or miss on last breath, you can choose to come back as that type of creature. If you do, discuss with the GM which Moves you keep and which you replace.

When you **take an injury from a creature that might leave a notable scar**, roll+CON. On a 10+, you have a new minor scar. On a 7-9, also mark a debility.

When you can choose a Move and are scarred, you can choose from these:

MAJOR SCARRING (CON)

You can use your major scars once more each day. When you **take a life-threatening, forceful, or messy injury from a creature that might leave a notable scar**, roll+CON. On a 10+, you have a new major scar. On a 7-9, also mark a debility.

MAP OF PAIN

You can use your major scars one more time each day. Add "this reminds me of how I got that scar" to the trigger for your Signature Move.

OFF-SCREEN SCARRING

Choose a creature, a new major scar, and a new minor scar. Tell the GM what or who you care about was lost in the process of gaining it and how it happened. They may make a counter-offer; if you accept, you gain the benefits of this move, otherwise, choose a different move.

When you gain a level from 6-10 and are scarred, you can choose this too:

WHAT DOESN'T KILL ME

You can use your major scars one more time each day. Also gain the benefits of *Off-Screen Scarring* (for a second time if you already have it) without needing to specify a loss.



THE SHAPESHIFTER

The Shapeshifter is two related paths. The lycanthrope is your classic werewolf, with regeneration, allergies, and a tendency to lose control and eat their friends, while the protean is the trickster shapeshifter, hard to catch and harder to pin down, but regeneration doesn't come as easily.

When you take *Shapeshift*, choose between *In the Blood* or *Blocked*, and between *Protean* or *Minor Regeneration*.

SHAPESHIFT (WIS OR CON)

Choose an animal form that is unique and specific (the one you would have if you had been born that creature), roughly your size or smaller, and that shares a distinguishing feature (like eye or hair color or a scar or tattoo) with your default form. You can shift into this form at will.

While in another form, you have the abilities, moves, and instincts of that creature. You retain your human mind and use your own stats. Your natural weapons have the tag *hand*; choose one of *precise*, *messy*, *forceful*, *reach*.

Choose your shifting stat when you take this move. When you **shift back into human form**, roll+SHIFT. On a 10+, you accomplish it, no problem. On a 7-9, also choose one.

- you can't change form again right now
- you retain a mark like oddly colored eyes, pointed ears, or sharp claws
- you forget a nuance of civilization, like forks or personal space, or retain the creature's instinct

Any artifacts of a change last until you next take a long rest.

IN THE BLOOD (SHIFT)

You have heightened senses, but you also have a wild side, barely kept leashed. You have a bane, like silver, fire, or obsidian, and a trigger, like the full moon rising, the touch of moonlight, a dunk in salt water, or extreme fear. Exposure to your trigger causes an involuntary transformation into another form.

When **the condition for involuntary transformation is true**, roll+SHIFT. On a 10+, you transform but retain control, though you can't shift back as long as the condition persists. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome. On a 6-, you lose control; the GM will tell when you regain it.

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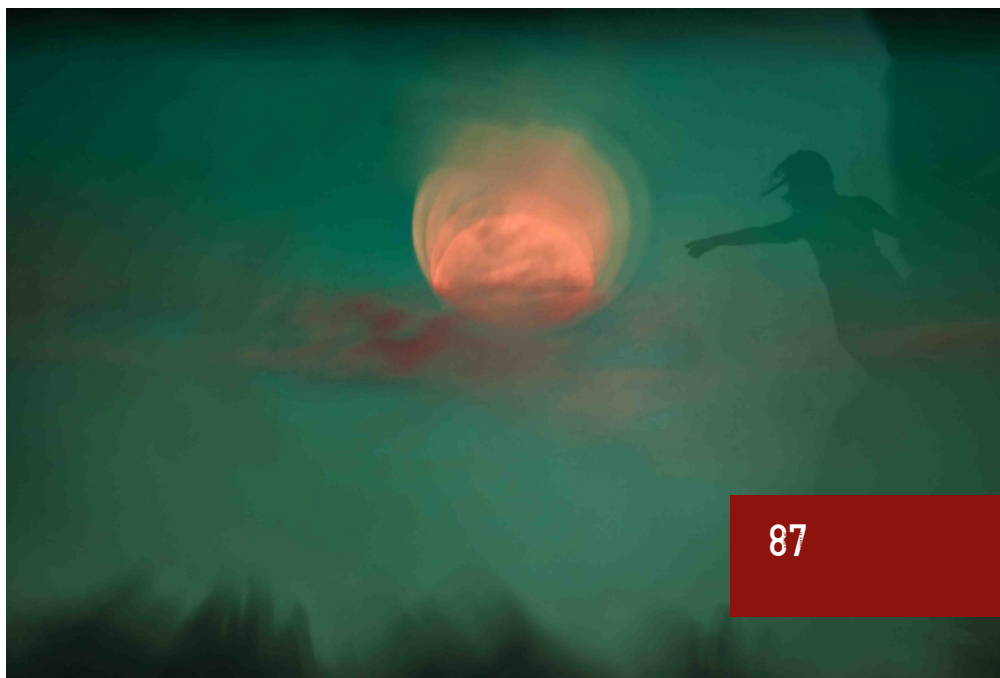
Choose two banes or triggers from *In the Blood*; when you're exposed to either, you cannot shapeshift and you remain in whatever form you were in when the condition became true. Mark a debility that lasts as long as the condition persists.

PROTEAN

For each level you possess or gain after taking this move, choose a new alternate form. This form works exactly as the one granted by *Shapeshift*; choose a suitable weapon tag for the form when you first use it.

Your flesh is highly malleable, but also resists permanent change. When you are targeted by effects that change you physically, treat the result of any roll to avert or subvert the physical change as if it were one step worse.

If you become trapped in any shape, including your default, except by a bane, the GM will offer you an opportunity to escape soon.



When you are a Shapeshifter and can choose a Move, you can choose from these:

HEALING SHIFT (SHIFT)

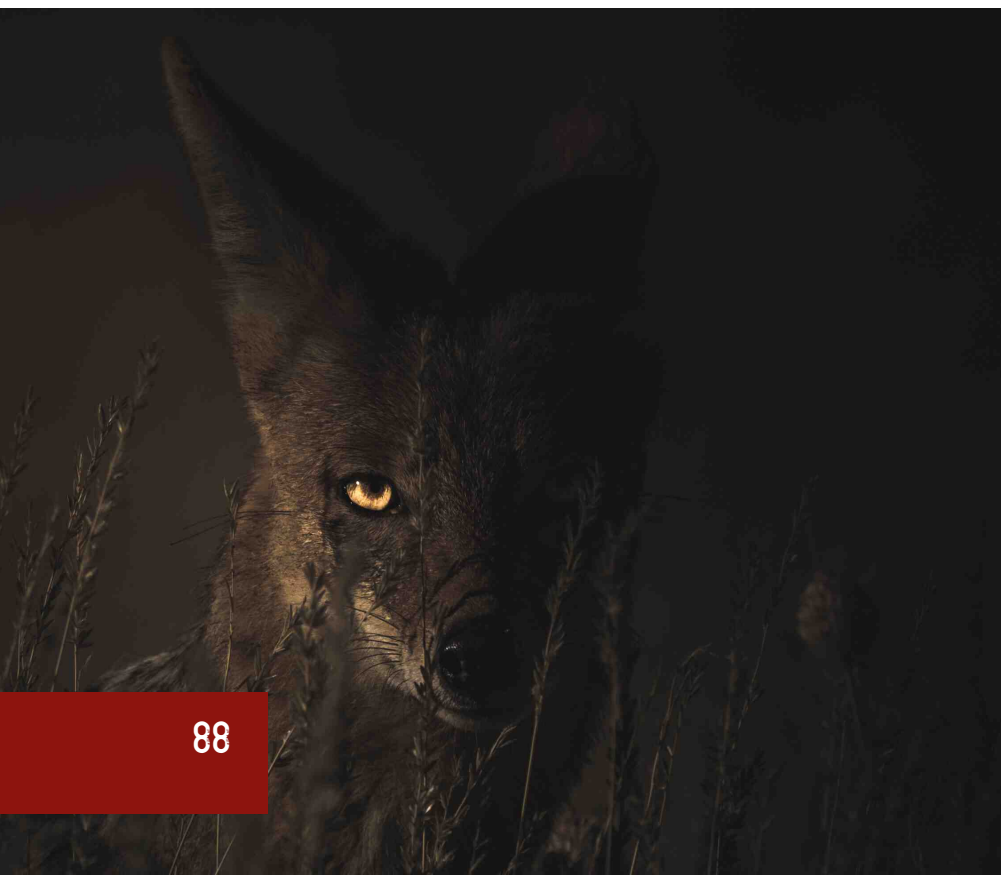
When **you shift into an alternate form and are injured**, roll+SHIFT. On a hit, heal all injuries and regain all HP; take a cumulative -1 to all Shapeshifter Moves. On a 10+, the penalty is just to this Move. Clear any penalties after a long rest.

PACKMATE

You may designate up to four people as your packmates; as long as you treat them as such, the designation remains. All of you gain *Telepathy*, limited to each other but at any range (not just voice) you can detect each other, and may use *Exploit Weakness* when acting in concert.

SPONTANEOUS FORM

You may swap any alternate form you've used only a handful of times out for a new one with a few moments of concentration.



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

REGENERATE

You have regeneration points equal to half your max HP. When you take damage, subtract half from the regeneration pool and half from HP; damage caused by a bane goes entirely to HP.

When you **take a moment to regroup while injured**, you may move points to your HP from your regeneration pool. Regeneration points refill after you take a few minutes to rest.

If you already have *Minor Regeneration*, you may opt to replace it with *Regenerate* now. If so, choose another Move.

HYBRID FORM

You can shift into a hybrid form, with the benefits of one of your animal forms and the advantages of opposable thumbs. Choose two:

- it's terrifying; take +1 when this matters
- it's well-suited to combat; add a new weapon tag
- it's obscenely strong; add +1 when strength matters

SCENT OF FEAR

When you hack and slash an enemy, your next attack against that foe deals +2d4 damage. Add a third option (or new tag) to your Hybrid Form.

BIGGER AND WEIRDER

You may choose monster or inhuman forms as one of your alternate forms, as long as they are a living creature and you've seen one, and you can now shift into forms as large as a dragon. When you choose a monstrous form, instead of choosing weapon tags, choose two of the monster's tags.

FULL PROTEAN

You may select a human form as an alternate form. When you roll to shapeshift, choose one fewer consequence on a partial. You may also change the specific details of one of your forms on the fly (though a distinguishing mark remains) by choosing a consequence from Manifest.



META

If you're a supernatural, you may take any of these if you can explain how they work with your powers to your GM. When a move refers to *supernatural* hold, you may replace "supernatural" with a type of hold one of your moves grants you or requires.

FUEL (STAT)

Choose a stat and an action, like *sleeping for eight hours*, *meditating through physical action*, or *opening your mind to the collective unconscious*, when you take this Move. When you do this action, roll+stat. On a 10+, if you have no *supernatural* hold, hold 3; otherwise, add 2 hold. On a 7-9, if you have no *supernatural* hold, hold 1, otherwise, add 1 hold.

ABSORPTION (WIS)

When you're **hit with a magical spell or effect**, roll+WIS. On a 10+, gain 1 *supernatural* hold and take half damage or effect. On a 7-9, choose just one.

HUMAN LIKE YOU

You have a form that's more or less human. You can switch into it when you wish; nobody who matters will be fooled for long, but mortals can't tell the difference. You use your own stats and have all your own abilities except for those that require your natural form (GM's call). Your human form is unique to you, as if you'd been born human.

Choose two triggers, like the touch of cold iron or a strongly presented crucifix or being touched by sunlight; when this occurs, you revert to your natural form until it's no longer true.

BESEECH (CHA)

When you **beseech a powerful supernatural entity for assistance with a task**, roll+CHA. On a 10+, the GM will tell you a cost, due later; if you accept, the aid is granted. On a 7-9, also choose one:

- the payment is due as soon as aid is rendered
- they can provide almost but not quite what you ask
- the entity is offended or annoyed, and won't assist you again until appeased

MINOR REGENERATION

You're tougher than a normal human and your wounds close up faster. When you drop below 3 HP and the damage was not caused by a bane, roll+CON. On a 10+, roll your base hp die plus CON and regain this in HP. On a 7-9, also choose if you mark a debility or lose this move until you've had time to heal naturally.

TELEPORT

Choose a spot within close range and spend *supernatural* hold to be there. If you **teleport to a spot farther than that**, spend one *supernatural* hold and roll+WIS. On a 10+, you are where you intended to be, you are not at a disadvantage or in a bad spot, and you're not suffering a debility. On a 7-9, choose two.

PORTABLE CHARM

You may charge a token by wearing it next to your skin for a few hours. The first time someone else touches it with their bare skin, it's as if they've touched you or you've touched them.

When you gain a level from 6-10 and qualify for meta moves, choose from these too.

SHAKE IT OFF (STAT)

When you **shake off the side effects of one of your own supernatural abilities**, roll+stat. If you do it...

- ...by being tough, +CON.
- ...by being emotionally strong or exerting willpower, +WIS.
- ...by being mentally tough or logical, +INT.

On a hit, you don't suffer the consequences right now; the GM will tell you when you'll feel it again. On a 7-9, when they do, it will be worse than if you'd just let it run its course.



SUPPRESS

By spending at least one *supernatural* hold, you can temporarily suppress one of your abilities – for up to an hour or so – or prevent someone from physically touching you skin to skin. You can also spend all your *supernatural* hold to suppress someone else's abilities while you are touching them.

AMPLIFY

When you **take a few moments to focus your supernatural power with intense concentration**, you can achieve a level of power you might not otherwise be able to. Take +1 forward to using that supernatural power.

NEW SHAPE

If you have an alternate physical form, you may add a new one under the same conditions as the first.

BETWIXT HEAVEN AND HELL

You have so many conflicting strings binding you that it's hard for anyone to do you permanent harm. When you take this move, create with the GM two conflicting strings, like the love or hatred of powerful entities, magical effects or curses, or similar, that serve you as Entanglements.

When you **suffer lasting grievous harm, including drawing your last breath**, tell the GM you're invoking one of your strings. The GM will tell you how things turn out as best as you could expect, what injuries you suffer, and what it will cost you, now and later.

TRIGGER

When you **touch someone and trigger a Move or ability that you or they possess**, choose which of you is affected and any options, as if the target is taking it for the first time if necessary, then roll+WIS. On a 10+, you choose who pays any costs and who takes any consequences. On a 7-9, pick one. The GM will pick the other and also pick one from Manifest.

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THE VAMPIRE

The vampire is the aging apex predator of the mortal world: strong, fast, and deadly, but with harsh weaknesses that look worse and worse as modern technology makes their advantages less useful and their peculiarities harder to hide.

When you play a vampire, the GM will use your weaknesses and your hunger against you whenever possible. They'll scale up challenges, focusing on the things that can hurt you, not the ones you can shrug off.

And, as always, they'll ask, "what does this cost you?"

STARTING MOVES

When you become a vampire, you gain these Moves. When you next take a Move, it must be your Bloodline Move.

VAMPIRIC ADVANTAGES

You're a vampire, with all that entails. You don't age; you might be returned to your prime or fixed at the moment of your death. You have a supernatural sense of hearing and smell, especially when it comes to blood and heartbeats. You don't breathe unless you want to. You regenerate, as long as your heart and spine are intact and you have a source of blood.

Your bloodline is determined by that of the vampire who turned you into one (ask the GM if you're not sure which it is). Gain the Signature Move of that archetype; if you already had it, roll two signature dice instead of one.

When you **are dying, with your heart and spine intact**, roll+Blood held. On a 10+, you wake up at the next sunset with 1 Blood unless you're left out in the sun or something equally unfortunate happens. On a 7-9, the GM will offer you a hard bargain, worse outcome, or ugly choice.



VAMPIRIC WEAKNESSES (CON)

You don't show up in mirrors. Running water makes you sluggish and cold and will kill you if you spend too much time in it. Wood weapons and fire hurt you as much as they hurt any mortal. And you're allergic to sunlight and comatose (or nearly so) during the day.

When you are **exposed to direct sunlight or fire**, roll+CON. On a 10+, you're burned for 1d6 damage. On a 7-9, twice that. Track this damage separately; damage from the sun only heals when you spend Blood.

VAMPIRIC THIRST (BLOOD)

When you **drink the blood of someone who is willing, or helpless to prevent it**, roll+Blood held (max +3). On a 10+, hold 5 Blood and say if they live or die. On a 7-9, hold 3 Blood, and the GM will choose a complication from manifest. You can spend 1 Blood to:

- say if they live or die from the feeding, right now
- heal up any damage, other than sunlight or fire
- heal up any damage from sunlight or fire
- remove a debility
- add 1 to a Manifest roll

You can hold 5 Blood safely. You lose one Blood every sunset. When you run high or low on Blood, tell the GM; waking up hungry makes you dangerous.



FLEDGLING MOVES

When you can choose a Move and are a vampire, you can choose one of these.

VAMP OUT (CON)

When you **let your inner monster out physically**, roll+CON. On a 10+, you remain in control even as your face warps inhumanly and your hands grow sharp claws (*hand, messy*). On a 7-9, the GM will complicate things.

BLOODBOND (WIS)

When **someone whose blood you have tasted recently drinks your blood**, roll+WIS. On a 10+, you're linked together in a two-way empathic bloodbond that will last a day or so. On a 7-9, you're intoxicated for a few hours. Spend Blood, no matter how far apart you are, to:

- communicate telepathically with them for a short time
- prevent your own strong emotion from being shared or to ignore theirs
- grant them one use of your Bloodline Move
- heal them for 2d6 damage or one debility
- overcome a loss of control or similar weakness
- extend the duration of the bond for another day



TURN MORTAL (WIS)

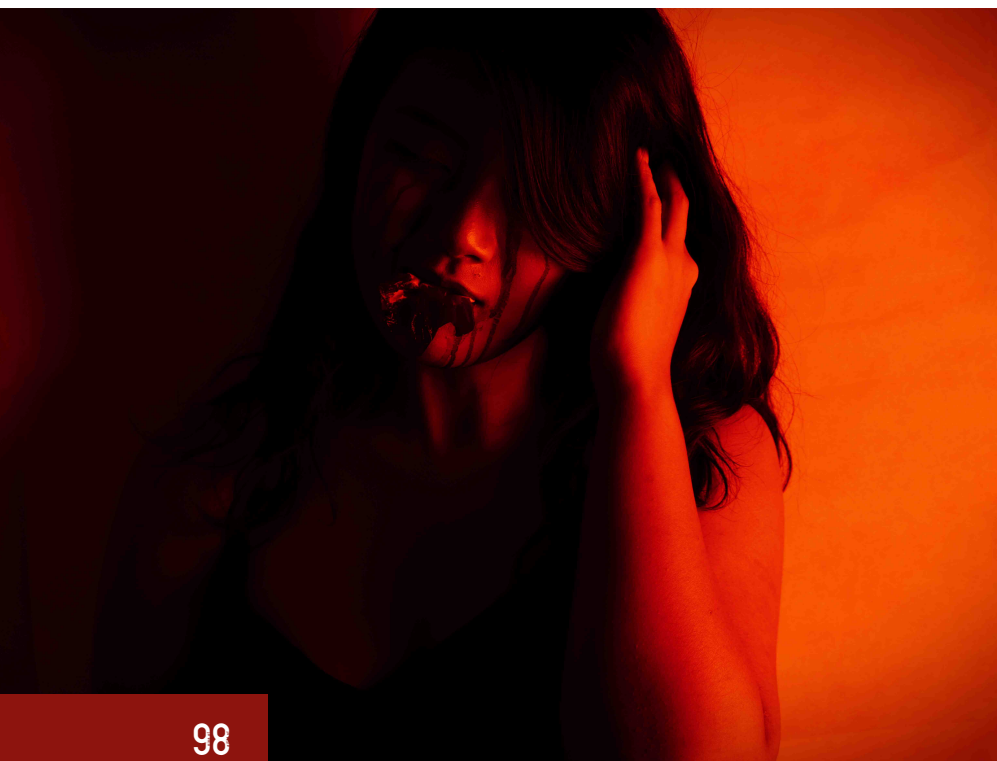
When **someone whose blood you've tasted and who has tasted your blood dies**, if you're present, you may choose to roll+WIS. On a 10+, you guide or drag them to unlife, and have a bloodbond with them that lasts until one of you dies or breaks it. On a 7-9, the bloodbond is a normal one and will fade away unless maintained.

FOG THE MIND

When you feed on someone, you decide how much of the experience they remember, and the specifics of it within the context of a shared intimacy. You can manipulate a mortal bondmate in the same way about any experience you've shared recently (not just feeding) by spending 1 Blood.

TWO BLOODLINES

Choose a second Bloodline Move; you qualify for it even without the appropriate bloodline.



MASTER MOVES

When you can choose a Move from levels 6-10, you can choose from these if you are a vampire.

GRACE

When you roll 12+, you do the thing so well even other supernaturals take note; the GM will give you a strong advantage in the fiction because of it.

BLOOD FUEL

Add “give yourself or a bondmate a Strong, Fast, Tough, or Hot die for one roll” to the list of things you can purchase with Blood. No one can use more than two Signature dice on any given roll, from any source.

COTERIE

When you have a coterie of vampires – three or more vampires turned by you or by a vampire you turned – living in one place with you, you no longer need to spend Blood to maintain any blood-bonds with them as long as they live with you.

When you **order a member of your coterie to do something distasteful, dangerous, or against their wishes**, roll+Blood held. On a 10+, they do it, although they may hold a grudge. On a 7-9, the GM will tell you one or more of the following: they argue or stall, subvert your intent, or demand a favor or special reward. You can spend one Blood per complication to negate it.

CALCULATING

When you hack and slash and could deal damage, you may opt to spend 1 Blood and take something (limb, position, held item, etc) from your foe instead.

PLAYTHING

When you use a mind-affecting ability, you can spend 1 Blood to convert a miss to a partial. You may also spend 1 Blood to use a power that only affects mortals on a fellow vampire.

TERRIFYING

If you are holding 5 or more Blood, you can use your bloodline Move without spending any Blood.



BLOODLINE MOVES

When you become a vampire, your next Move must be one of these.

CELERITY

If you're of the Fast Bloodline, add "be somewhere, within *near* range that you can reach, right now" to the list of things you can spend Blood on.

SPIDER CLIMB

If you're of the Genius Bloodline, add "climb a vertical surface like a spider" to the list of things you can spend Blood on.

BEND BARS

If you're of the Strong Bloodline, add "bend something as hard and thick as rebar with your bare hands" to the list of things you can spend Blood on.

READ MIND

If you're of the Wise Bloodline, add "read a nearby mortal's thoughts" to the list of things you can spend Blood on.

DOMINATE

If you're of the Charismatic Bloodline, add "force a mortal in your presence to carry out one simple command" to the list of things you can spend Blood on.

ALREADY DEAD

If you're of the Tough Bloodline, add "shrug off the damage from a single hit" to the list of things you can spend Blood on.



MISCELLANEOUS & ADJACENT MOVES

These Moves are usually granted and lost by circumstance and by fiction, and are not entirely positive; you should not normally spend a move choice on them.

HUMAN SERVANT

When you **fully accept a bloodbond as a mortal**, you may spend 2HP to choose options from *Bloodbond*, except ones that extend the duration of the bond, with yourself or the vampire as the target.

You also age much more slowly than a full mortal, are tougher and more resilient, and heal faster, even from grievous wounds.

INHUMAN SERVANT

When you **fully accept a bloodbond as a supernatural creature**, you may spend *supernatural* hold as if it were Blood to choose options from *Bloodbond*, with yourself or the vampire as the target.

The vampire adds “trigger any Move you possess” to the options for *Bloodbond*; if they do, you make any rolls, but they make all the choices.

VAMPIRE SURVIVOR

You once belonged to a vampire. Name what you did for them; you take +1 ongoing when performing this service, or when knowing how vampires operate is an advantage (+2 against your former master). Choose if you are Primed or a Relic.

Name one vampiric ability that doesn't work on you, for each you choose: your patron wants you back; you took something with you when you left; you know something about them that would destroy them.

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FAILED TURN

The Turning was twisted and incomplete, or maybe you're still in the process of it. You gain *Minor Regeneration* (but it isn't pretty), *Vampiric Weaknesses*, *Vampiric Thirst*, and your progenitor's Bloodline Move.

You may opt to choose Vampire Moves as if you were one, but you aren't.

RELIC

You've been around a while. Tell the GM a modern thing you just can't wrap your head around, and how you compensate for it.

When you **meet someone you used to know**, roll+nothing. On a 10+, you remember something useful about them and they either don't remember you or remember you fondly. On a 7-9, it's just something useful.

PRIMED

When you **draw your last breath after tasting the blood of a vampire who has tasted your blood first**, you may come back as a vampire on any result.

WEIRD BLOOD

A quirk of ancestry or fate gives your blood odd properties. Choose one:

- you have enough fae blood to intoxicate a vampire, possibly even incapacitate or kill one, if they consume enough of it
- any vampire that can smell your extra delicious blood will prioritize drinking it, and, if possible, keeping you as a pet
- your blood registers as nothing to a vampire and provides no Blood



Playing the Game





THE IMPLIED SETTING

UMF assumes a modern setting, just like the one outside your window. Well, maybe if you lived in an action movie!

This is a world of high-tech heists, car chases, and hard deals on the street, of fast living and dangerous bargains.

It's also a world where, if you want to see it, the supernatural seethes, just under the surface, waiting for a few good heroes to come along and try to kick it in the teeth.

Check out *Setting and Campaigns* for campaign frameworks and modern adventure starters.

BASIC MOVES

You will recognize some of these from *Dungeon World*, but be sure to read them carefully as the DW moves have been tweaked, either in wording or in definition.

The Basic Moves are Defy Danger, Defend, Discern Realities, Find Someone, Gain a Talent, Hack and Slash, Manifest Power, Spout Lore, and Volley.

Lean hard on Defy Danger; this is the core Move of this game, right next to Manifest Power.

DEFY DANGER (VARIES)

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, 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.

If there's danger inherent in what you narrate your character doing, that triggers Defy Danger, if no more specific Move triggers. The GM should try to make sure you're both on the same page about what's at stake and what's achievable before you roll.

Parley is out; Defy Danger is now the go-to Move for social situations with an element of risk as well as for physical dangers. If a move grants leverage for Parley, instead take +1 on the Defy.

If you miss, the danger comes to bear, and now you'll either need to escalate to get what you want (draw a gun, threaten a punch or throw one, start making a scene) or try a new approach.

Note that just like you can't hack and slash a dragon with a toothpick, you can't just ask the vampire king for his diary and expect to get it. It's all in the stakes– the danger of such a request isn't "he won't hand his diary over", it's "he'll be unamused and make an example out of me".

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DEFEND (CON)

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 attacked 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 the attacker
- deal damage to the attacker equal to your level
- make an opening for someone to escape an imminent threat

See the section on Cover for more about using Defend in modern situations.

FIND SOMEONE (CHA)

When you **go looking for someone who can help you**, roll+CHA. On a 10+, you find them and they're open to negotiation. On a 7–9, they're in trouble or dealing with a problem when you get there, or you have to settle for a lesser version like an assistant or protege.

Use this move when you need information, help, gear, or similar, either to find someone you already know (whether or not they've made an appearance in the fiction), or someone new.

FOR THE GM: Remember to ask questions and use the answers. If the Field Scientist asks you, “do I know anyone from my college who is an expert in Egyptology?” feel free to ask them in return, “do you? Are you rivals for the same tenure?”



GAIN A TALENT

When you roll 12+ while Defying Danger, you may add a talent to your sheet that reflects the action you succeeded on. Ask the GM what that talent is.

When you trigger a roll and a talent applies and would help, take +1 to the roll. You can only use one talent's bonus on any given roll.

A talent doesn't change if a Move triggers; just because you have Talent [Lie Blatantly About Time] doesn't mean you can convince someone who can see the sun that it's midnight– it just means that if you've triggered a roll, like defy danger, and it happens to involve a bald-faced lie about time, you get a +1 to the roll.

FOR THE GM: Talents allow you to codify narrow, specific things the character is good at for later reference, to reinforce the fiction, and they're both prescriptive and descriptive. Talents should be interpreted in context of the fiction, and carefully. For example...

...Talent [Exceptionally Risky Parkour] applies during a climb up crates and a leap for a fire escape while being chased

...Talent [Dodge the Bigger Guy] counts when sliding under the ogre's swing (but not for hacking and slashing him)

...Talent [Drive Too Fast] will help with making a hard left while going 80mph in the rain

(MORE) STARTING TALENTS

Blatant Lie, Bodies Don't Faze Me, Charge Into Horrible Danger, Creative Writing, I Know You're Not Human, Don't Faint, Eat Junk, Extremely Risky Parkour, Make a Hasty but Graceful Exit, Saw <Monster> Handiwork Before, Spot a Fake, Spot Trouble Brewing, Take a Punch, Tie Strong Knots

HACK AND SLASH (STR)

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.

Note that “makes an attack” means not just a literal attack, but any move the enemy can use in the context of the fiction.

Also note that enemies do not stand still waiting to be hit in UMF any more than they do in DW– if you fail to deal with goblins two through five while stabbing goblin one, you're going to get swarmed, bitten, and clawed, no matter what you roll on your hack and slash.



MANIFEST POWER (VARIES)

When you use this Move for the first time, choose a modifier. You use this stat to manifest unless the GM tells you to use a different one for a specific roll.

When you **use extraordinary powers to do something consistent with your premise or established abilities**, roll+STAT. On a 10+, you do it; choose one. On a 7-9, the GM will choose one as well.

- you attract unwanted notice
- you cause collateral damage or an unintended injury
- you get hurt
- you lose a resource
- you owe someone a debt
- the outcome is worse than you hoped

On a 12+, as 10+, and the power is part of your repertoire now; the GM will create a niche move to reflect it.

This is the Move that triggers when you have supernatural abilities and you're trying to do something you should be able to do, given what you are, but that isn't explicitly spelled out in the rules. It allows you to represent your premise, even if you don't yet have advanced moves from your paths.

"Bad news, those two werewolves have followed you out to the parking lot, and they're joking about staking you out for the sun," the GM says.

"I've been a vampire for like two nights," Charlie complains. "I'm going to go crazy on them, just vamp out."

"You don't have that move yet, but that's how you described Elliot when he lost control feeding earlier, right? So that's part of your premise," the GM says. "Sounds like Manifest Power."

A 10, and Charlie picks "lose a resource". The GM nods. "As you teeter on the edge of control, you can feel you're running through Blood way faster than you should be. What do you do?"

Remember to always use the most specific Move you've got!

FOR THE GM: When you create a niche Move on a 12+, keep the fiction— what happened— and the intent— what the character wanted out of the situation— in mind.

Niche Moves should be a better deal than just rolling manifest in some way, either because they're slightly easier, have a better success condition, or grant explicit narrative control to the player.

Use the advice in the *Dungeon World Core* book about making new Moves, and look at the Meta path in the *Supernaturals* playbook for power templates. Consider passives, or adding to one of the PC's existing Moves. As a rule of thumb, choose a stat, then use one of these two patterns:

PATTERN A

On a 10+, the ability works as it did the first time, fictionally, with the same costs. On a 7-9, there will be a drawback like:

- it's weaker than expected, or of shorter duration
- there's a cost, or a higher cost than expected
- there'll be an unexpected side effect or ramification
- you'll have to choose one from Manifest

PATTERN B

On a 7-9, the ability works as it did the first time, fictionally, with the same costs. On a 10+, there will be an advantage, like:

- the costs are lessened or waived
- it will last longer than expected or
- some drawback to it is reduced or negated

Before you begin play, be sure to discuss with your table who will pick the consequences on a Manifest Power; it's okay for a table to defer those choices in part or in whole to the GM if all players prefer.



SPOUT LORE (INT)

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 ask you how you know this.

DISCERN REALITIES (WIS)

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 here is useful or valuable to me?
- what here is not as it appears to be?

VOLLEY (DEX)

When you **take aim and shoot at an enemy at range**, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal 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.

MINOR MOVES

Minor moves don't come up as often as Basic Moves, but cover specific, fairly common situations in the fiction.

ASSIST

When you **help someone else out when your signature die would apply**, you can give them your signature die for that roll, in addition to any other dice they roll. If they end up keeping it, they decide which of you takes the fallout.

CELEBRATE

When you **return triumphant, survive an ordeal, or experience a milestone where society expects a party, and throw a party**, roll+nothing. On a 10+, choose 3 (you can choose an option more than once). On a 7-9, choose 1. On a miss, still choose one, but things got really out of hand.

- you befriend a useful NPC or become closer with someone
- you hear rumors of an opportunity or gain useful information
- you are not entangled or put into a compromising or dangerous position

END OF SESSION

At the end of a session, ask yourself if you resolved one or more Desires in your favor or significantly explored any of your Entanglements. If the answer's yes to either of these, mark one XP. You can change them now, regardless, if the fiction supports it. Then answer, as a group, these questions; for each "yes" everyone marks XP.

- did we discover something new and important about the world?
- did we overcome a notable challenge or long-term goal?
- did we change an aspect of the city in a lasting way?



FIRE POINT-BLANK (DEX)

When you **fire a suitable weapon against someone in your face who has the will and means to hurt you**, roll+DEX. On a 10+, you deal your damage. You may opt to do an additional 1d6 damage if you tell the GM to choose one. On a 7-9, deal your damage and the GM will choose one:

- you empty your clip or the weapon jams
- they counterattack or deal damage
- they take something away from you

This is the move for when Volley's not personal enough, for when the enemy is right up in your face, claws swiping, and you manage to squeeze off a few desperate shots.

SHOP (CHA)

When you **go to buy something with money in hand**, if it's something readily available here, you can buy it at the price you'd expect. If it's something special, black market, or illegal, roll+CHA. On a 10+ you find it at a fair price. On a 7-9, the GM will tell you if it'll cost more than your current wealth can absorb, not quite right, or comes with complications (like being stolen or tracked).

If you want magic or supernatural items, you'll have to go find them, and then convince their owners to part with them.

USE TECHNOLOGY (INT)

When you **use an unfamiliar or protected technology**, roll+INT. On a 10+, you use it as you intended. On a 7-9, it works, but there's an unexpected side effect. Usually, if you spend a few hours getting comfortable with technology or roll 12+, it's familiar to you.

START OF SESSION

When you **start a new session after your character has significant downtime**, say if you primarily focused on your mortal life and obligations or if you furthered your supernatural interests.

If you chose mortal, the GM will tell you how one of your Entanglements, Desires, or Dread became a problem. Choose one:

- you handled it fine, more or less; it won't be an issue for now
- it all went wrong and you'll have to deal with the fallout; mark XP

If you chose the supernatural, the GM will tell you how a supernatural contact or Entanglement ran into problems. Choose one:

- you helped them out; they owe you one
- you ignored it or it was a trap, your choice; mark XP

If you mark XP, the GM chooses if the game starts in the middle of the event or if it happened off-screen. If the latter, they will offer you the choice between two things you might have lost; pick one.

When you make this choice, be sure to give the GM as much context as you can.

FOR THE GM: If a player's choices seem interesting enough to spark a session, go for it! If more than one do, interweave them.

If a player marks XP, be sure to inflict the costs, one way or another. And don't forget to weave in the fallout, if there is any.

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RECUPERATION MOVES

MAKE CAMP

When you **settle in for a well-deserved rest**, answer the GM's questions about your location. Then each player (including the GM) may ask one of the following questions of another character in camp; that character's player should answer honestly.

- what does someone in camp do that is annoying or endearing?
- who or what seems to be on your mind? How do you show it?
- what do you reveal about yourself that I/we hadn't realized before?

The GM will decide what, if anything, happens in the next few hours, until you're ready to move again.

GET SOME REST

When you've **had an adequate meal and gotten at least a few hours of sleep**, pick 1. If your rest was particularly comfortable, peaceful, or enjoyable, pick 1 more.

- heal damage equal to half your maximum HP (rounded up)
- expend 1 use of a resource to clear a debility, if it makes sense
- take +1 forward

RECOVER

When you **spend a few days resting in safety and comfort**, restore your HP to maximum and clear all your debilities. If you have suffered some serious injury, ask the GM how long it'll take you to recover. If you've suffered a permanent disability, get with the GM and make a plan to deal with it.

Make Camp, Get Some Rest, and Recover adapted from Revised Debilities.

GEAR

Gear in UMF is more or less as it is in DW, with a few exceptions. UMF uses an abstracted wealth system based on common sense, or, failing that, a quick google of the cost of something in the modern day.

The existing Dungeon World wealth system can be dropped in, as long as you're willing to google prices and convert.

NEW WEAPON TAGS

Point-blank: This item can be used to fire point-blank without penalties. When you do, add the tag *messy*.

Scatter-shot: When used at close range, add the tag *messy*.

+Modifier The item has an inherent modifier between -1 and +3. When you use this item use its modifier instead of your own.

FIREARMS

Firearms are common, but they tend to attract attention, even in the hands of those who have the authority to wield them.

Pistol *near, point-blank, ammo 3, 1 piercing, 1 weight*

Rifle *far, ammo 3, 2 piercing, 2 weight*

Shotgun *near, scatter-shot, point-blank, ammo 2, 2 weight*

The ammo listed is for enough ammo to load the weapon fully a couple of times, and not to be obviously packing or jingle when you walk.

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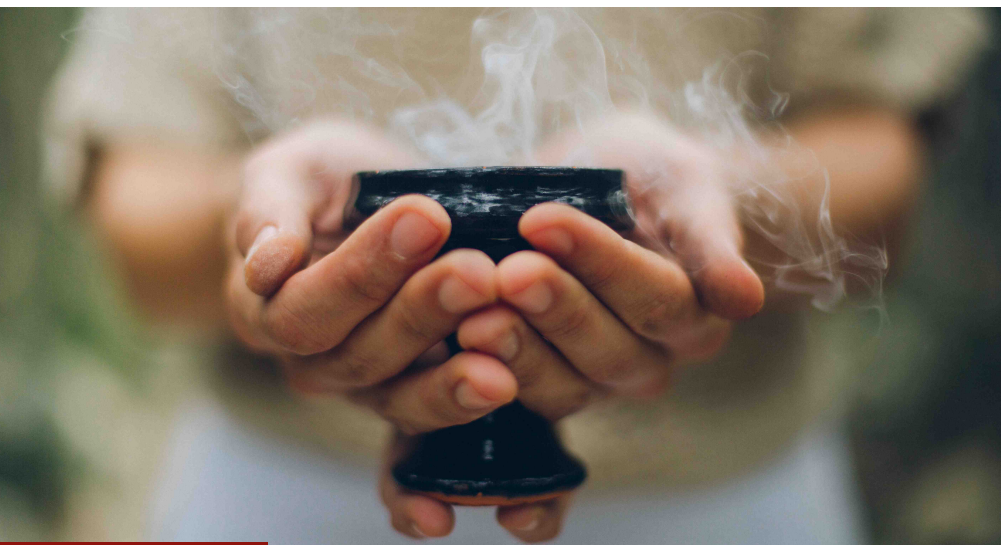
SIMPLE MAGIC ITEMS

These are the kinds of things a skilled practitioner can create for you, with the right ingredients, suitable payment, and enough time and incentive. There's no mass production of magic here – every magic item bears the stamp of its creator and the methods used to create it.

Magic Wand (+modifier) The wand is imbued with a single spell of 3rd level or lower. The person holding it can cast this spell as if they are a 3rd level wizard or cleric. When they do, they mark a debility and roll the appropriate spell-casting move, using the wand's modifier instead of their own. If they mark all three debilities at the same time, the wand is completely discharged, for good.

Healing Shot When you take a moment to pull out the stopper and chug the contents, this tiny flask operates as a *cure light wounds* spell cast by a 1st level cleric. Such potions are always built on a shot of hard spirits.

Contingency Ring Each ring has a trigger, like “if I fall more than ten feet” or “if I’m knocked out” and a spell that will be cast instantly in response to that trigger. Such rings are usually created with one charge, but two or three are not unheard of. Once used up, the ring is no longer magical.



UNIQUE MAGIC ITEMS

Unique magic items are rare, named, and special; the possessor of one is usually a high profile target for those who crave power. They are often legacy items or storied artifacts, or a divine gift tied to a physical form.

In general, a unique magic item will grant a Move, under specific conditions, with specific drawbacks.

Tyrfing (*close, 2 weight, 3 piercing*) The wielder of Tyrfing will find it sharp and tough, and adds +2 to damage while wielding it. It is cursed to cause three great evils each time it finds a new wielder; when someone draws it for the first time, the GM holds 3 against them. This hold may be spent any time Tyrfing is unsheathed in their hand to have it cause a great evil or sorrow.

Aegis (*0 weight, +1 armor*) The Aegis is an embodiment of an ideal attached to a suitable symbol, like a badge representing justice, a gift from a slain friend representing retribution, or a weapon representing wrath. When worn or displayed prominently, the Aegis grants +1 armor. When held in one hand and presented as a shield, it expands into a distinctive shield that grants +2 armor. It cannot be disarmed or destroyed, only suppressed, as long as the bearer believes in the ideal.

Caliburn's Scabbard (*1 weight*) A fine but well-used scabbard suitable for a longsword. The one bearing it cannot die of blood loss. Any blade kept in it regularly gains +1 piercing for as long as it is paired with the scabbard.

The Book of Night Without Moon (*0 weight*) The Book grants a +1 ongoing against demons, and to perform rituals involving demons. Possessing it counts as a place of power for the purposes of *Ritual*. If you hit a demon with it, sum the dice instead of keeping the lowest, and if the dice match, double it.

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Running the Game



The first thing you'll want to do is read (or re-read) chapter 13 of the Dungeon World core book. The important stuff is recapped here, but you'll find a lot more examples and advice there, especially if this is your first powered by the apocalypse game.

Running a modern game with Dungeon World isn't that different from running the fantasy version. It just requires a bit of adjustment, of looking past the specific words to the intent, and a willingness to improvise— but you're into Dungeon World, you've got that already!

Describe the situation around the players at all times, honestly. This is your primary job, as the GM. Describe what the characters see, what their senses pick up, as concretely as you can, preferably from their perspectives.

Exploit your prep. This doesn't mean writing up thousands of pages of notes; it means knowing that vampires, and one very angry serpent demon, lair in the old sewers under the college. It means when the players explore those sewers, you keep that prep in mind, and when they roll a miss, you know why there's an ominous hiss from the shadows, even if they don't yet.

Follow your rules, and act when Moves trigger. When the players look to you to see what happens next (it's your turn in the conversation), they hand you a golden opportunity (they narrate doing something your prep says is exceptionally dangerous, or they ignore a threat), or they roll a 6-, consult your list of Moves and choose one that fits the fiction as established.

Make characters together. Be clear which supernatural paths are open to players, and which are off the table. As the players make their characters, consider what jumps out at you about the paths, themes, and other aspects of the character, and how you'll complicate their premise in play. Ask lots of questions.

AGENDA

Add **intertwine the mundane and the fantastic** to your agenda.

Contrast the mundane world of taxes and traffic and standing in line at the DMV with the fantastic one that lies beneath— whether that’s a world filled with diamond heists and double-crosses or one filled with vampires and werewolves, or both.

PRINCIPLES

Add **everyone has an agenda; everyone wants something** to your principles.

This is part of “give every monster life” and “name every person”, but bigger, more complicated, and more human (even if the person in question is a monster). Give every NPC, monster or human, something they want that they haven’t already seized because for some reason they can’t.

Use that to create situations where most people, even the undead or hungry ones, are willing to negotiate to get what they want. It’s what gives your fragile mortal heroes a fighting chance.

Add **frame it like a movie or novel; skip the boring bits** to your principles.

If you frame a scene, something interesting should happen, some character development should occur, some fiendish plot should be revealed. If not, sum it up in a few words if necessary and skip to the next thing.

But be sure to respect and listen to your players’ wishes if they’re not ready to move on to that next thing, within reason.



GM MOVES

Add **introduce, entangle, endanger, or harm an NPC** to your moves.

Don't be afraid to introduce new or existing NPCs when they're needed, to entangle them with the heroes, to put them in harm's way, or to break them just to show the PCs how dangerous a threat is, to "think dangerous". Use this to remind yourself that NPCs are tools for you to use with any of your other Moves.

Add **cut to a new scene** to your moves.

Use this to end a scene and pick up the next morning, say, or to condense a long talk into a few words and pick up immediately after. Don't abuse this move; always "be a fan" of the characters.

Add **use or use up a thread, dread, desire, or entanglement** to your moves.

All four of these are resources, things you can do to challenge the character in question and to encourage a dramatic arc for them.

Threads are motifs and hooks you've built together, all of you, at the table in play (as described further later in this chapter). Use them lavishly, to call back to earlier events, to recall themes to mind, to really drive a character's changes and growth home.

Don't hesitate to use the information the player has handed you about their character; that they are **afraid** of something (their Dread), that they **want** something (their Desires), and that they **relate** to the people around them in a specific way (their Entanglements).

Remember to "ask questions and use the answers". Ask the player what it looks like when they transform. Ask the demon what they do to appease that greater demon who they owe a debt to. Ask the hunter how they got that scar, and who died when they did.

Try to avoid asking questions that require a player to answer something that a player's character wouldn't know or that require the players to challenge their own characters.

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COMMON SITUATIONS

Here's how to handle some common situations more or less specific to a modern setting, using the Basic and Minor Moves and some common sense.

CAR CHASES

Handle chases with Defy Danger; when your characters are being chased, the danger's being caught, and when they're chasing someone else, it's that their quarry will escape.

Possible complications: fruit cart or taco truck crossing the road; an expensive car, double-parked; a fire hydrant shooting water across the windshield; a tunnel filled with crawling commuters; a big pile of dirt from construction; a shopping cart, out of control.

COVER

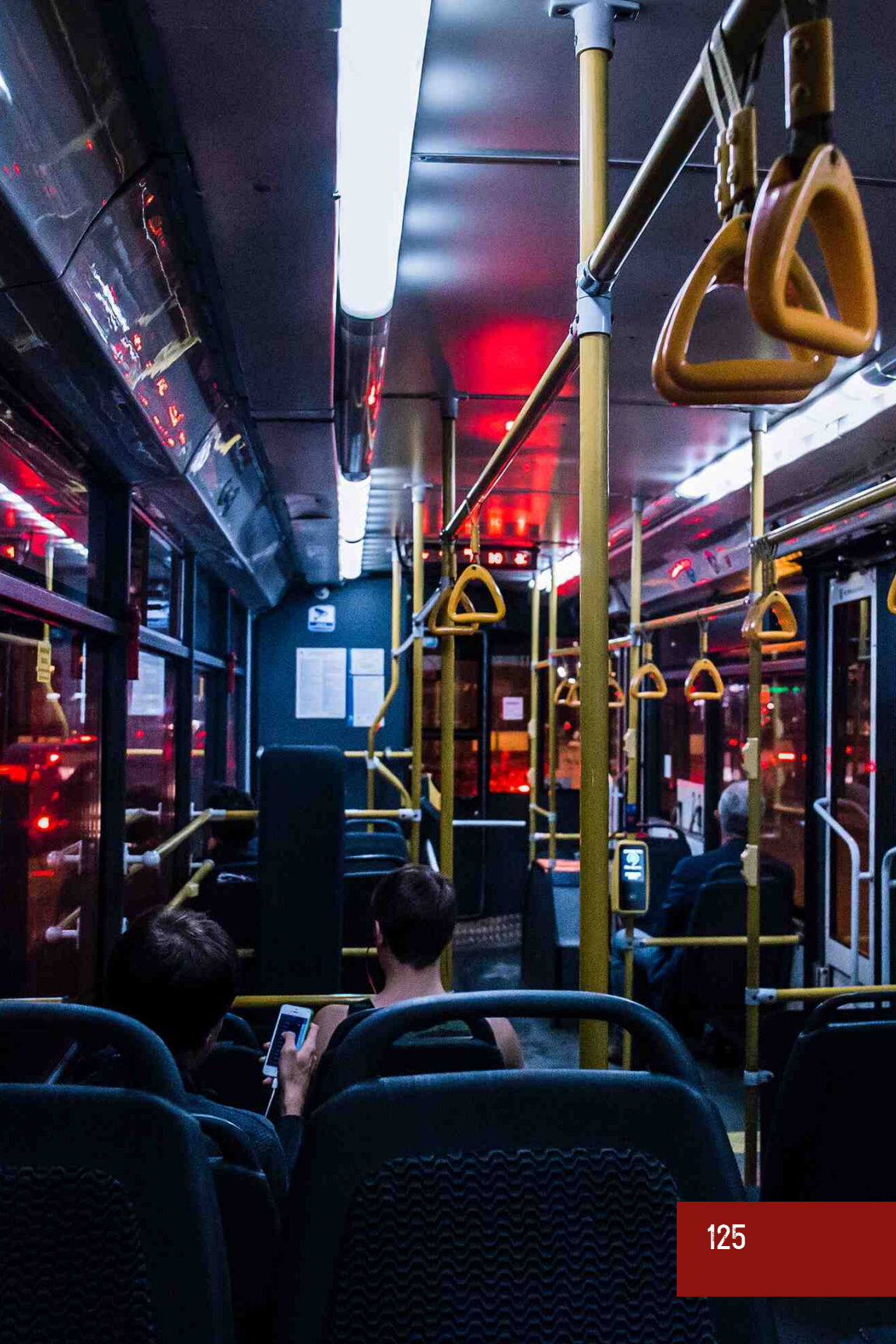
When someone wants to take cover during a firefight, that's probably Defy Danger to get there. If they make it to good cover, the enemy can't hit them immediately, but they can't move or return fire without exposing themselves to the risk inherent in Volley, Defend, or Defy.

Interpret "stand in defense" for Defend generously; use it if they're trying to stay covered during that hail of bullets, or laying down cover fire so someone can make a run for it.

If the cover is flawed, exploit that on complications and on misses. A rule of thumb is to treat partial cover as 1 Armor, major cover as 2 Armor, but try to focus on exploiting, changing – or even having the other side negotiate – over whittling down HP.

Possible complications: your cover's being chewed up; your cover fails or is destroyed; you don't quite make it unscathed; there's not enough room for both of you; the enemy moves to get a clear shot; you drop something.





DAMAGE

UMF handles damage dealt by players a bit differently than standard Dungeon World does. A player no longer rolls damage on a successful attack, though monsters still do.

After determining if an attack is a hit, the damage dealt is the lower of the two kept dice plus the appropriate stat modifier.

CONVERSION

1d4	+2
1d6	+3
1d8	+4
1d10	+5
1d12	+6

If a Move or item grants bonus damage and you want to convert it to this system or to convert UMF Moves back to standard DW style, use this chart.

DEBILITIES

UMF assumes you're using Revised Debilities by Jeremy Strandberg (included in part, edited more than a little, here and under Recuperation Moves under CC-BY). Essentially, replace Dungeon World's six debilities with three:

- Weakened: fatigued, tired, sluggish, shaky, shocked. -1 ongoing to STR and DEX.
- Dazed: out of it; not thinking quickly or clearly; befuddled, shaken. -1 ongoing to INT and WIS.
- Miserable: distressed, unwell, grumpy, weary, uncomfortable, in pain. -1 ongoing to CON and CHA.

Debilities last until they no longer make sense in the fiction or until a move (like *Make Camp* or *Recover*) says to clear them. Remember to use debilities fictionally; the debilitated character might need to defy danger to accomplish some tasks, or might be prevented from doing them entirely.

If you're using standard debilities, be sure to mark two when a UMF Move says to mark one.

For a much better explanation and design notes, go to the original source. Full url in Acknowledgements.

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DYING

Make that last breath personal. A dead relative offering a choice between peace or duty. A heavenly vision tainted by a sense something's unfinished. Death herself opening welcoming arms, with a skull's grin.

Offer mortal bargains for partials, like a psychological quirk, a lingering physical injury, or a debt. Look to the fiction when crafting supernatural bargains.

On a miss, the rules say the PC has to die, but in UMF death—at least the first time—is often just the beginning. When a PC dies as a result of drawing their last breath, consider that Move complete, even if they come back. And make it hard—the new vampire's in thrall to a master, say, or the ghost is bound to someone they hate.

Possible mundane bargains: they have a death wish; survivor's guilt; they feel invincible; they're anxious or paranoid; a scar; a chronic injury like a limp or double vision or memory loss.

Possible supernatural bargains: lycanthropic infection; new oracular powers; a bargain with a demon; primed for vampirism; existing power amplified to unbearable levels; existing power or method of revival leaves a visible mark.

GUNPLAY

Volley will come up frequently; be prepared with suitable complications, impending dangers, and disasters. If a character shoots in melee, they're almost certainly opening themselves up to an attack, requiring a Defy Danger, or they might just get smacked down.

Possible complications: the gun misfires, jams, or overheats; something's damaged and the environment changes for the worse; someone's hit or bleeding out; a foe reveals better armor, weaponry, or position; a foe takes it to melee; you're outflanked by a new foe.



OUTSTANDING WARRANTS

Consider “a civilized place” to refer to a specific law enforcement jurisdiction. Who knows, on a miss during a gunfight you might just discover that one jurisdiction has reciprocity with another...

PEOPLE

Don’t get too attached to your NPCs. They’re not the protagonists of this story; at best, they’re extras, love interests, and sidekicks. But do make them real. Provide just a couple of simple but vivid details—spidery fingers clutching an eagle-headed cane or a patron’s insistence on a meal with every meeting—and your players will tell you who interests them, who you should focus on, by how they play.

Consider including the NPCs in “be a fan of the characters” too. Sure, you’ll be harder on them than you’d ever be on a PC, downright unfair as needed, but that’s what makes the audience sympathize with them—and gives the PCs a reason to hunt down those who wrong them.

NPCs and Entanglements provide context. There’s no faster way to make it feel real than to set up situations where everyone wants something from someone else that they can’t have right now.



PLAYER VS. PLAYER

UMF assumes the player characters are generally on the same team. If a PC decides to act against another, the one who declares action goes first unless the fiction says otherwise. If a Move triggers, roll as usual, otherwise, treat the declared action as an open-ended GM Move and ask the other player, “what do you do?”.

You can always talk to the players involved about how it should resolve instead, or just treat it as a “golden opportunity” to make a GM Move, and resolve it logically.

SIGNATURE DICE

Signature Moves have a trigger, just like any other move. Try to set the tone quickly for how generously you will interpret those triggers. Don’t be afraid to ask the player, “how are you doing that?” and “what does that look like?” or to say “no” if it’s a stretch.

And don’t forget that you get to deliver an additional complication on a partial, if they keep their Signature die.

THREADS

Threads (motifs, callbacks, or hooks) are narrative currents running through the story that will be interesting to be weave in again later. Anything that comes up in play can be a thread, as long as someone finds it intriguing enough to declare that it is.

“Respect must be earned” is a thread. So is “stained glass fragments lying in snow”, and so is “who was that masked man?”. Dreads, Desires, and Entanglements are all threads.

Whenever something strikes you as a valuable thread, write it down. Bring it back in later, when you see an appropriate moment to do so. The more threads you can weave in, the stronger your narrative will be, and the more satisfying the game.



WEALTH

Wealth is an abstract measure of how much a character can afford to spend on something, right now (in credit, debit, or cash) and how easily they can get that cash in hand to spend.

Starting characters are assumed to have enough wealth to buy a meal, keep their car in gas, throw a cheap party if needed, and satisfy their existing interest payments.

They also have a source of income that more or less covers the above. Usually this is a steady job, but a pension or trust fund works too. Wealth, and sources of it, are resources, ones you can take away, threaten, or offer chances to improve or replace with supernatural ones that are far more lucrative– and messy.

As long as a character has a source of income that covers their living expenses, they're fine, though you can and should use the implied fiction of *being late for work* or *a partner who wonders what they really are*.

If they don't have an income, bring pressure to bear when you have an opportunity to make a suitable move.

LOOT

Handle loot (finite treasure and small windfalls won on adventures) on a case-by-case basis. Generally, loot opens doors or allows the character to buy something they otherwise couldn't, or gives a bonus to Moves where flashing around cash (or that kind of loot, in the case of art or jewelry or security chips) matters.

Bonuses from loot can be ongoing or forward, depending on the situation. When a player opts to use a loot bonus, ask them the source and tell them how much it's worth and if it'll likely be used up, before they commit to using it.

Remember that loot is a resource and subject to GM Moves. Modern day loot, the kind you take off a guy you just killed who you know was a vampire but maybe doesn't look so much like one now, isn't easily transferrable, or it has serious strings attached, often of the legal variety.

Don't be afraid to ask your players, "hey, you killed him before you got his atm password, how are you going to get into his bank account now?". And if they do make a big score, ask them how they're hiding it or laundering it.

Otherwise, use common sense – if a character steals a million dollars, buying everyone lunch isn't an issue in the fiction. The mobster who is owed that cash? That's the issue that's going to make for a good story.



CHALLENGING MORTALS

You do this in the normal way; throw threats against them or their favorite people, whether that's punks in a bar with pool cues or men in black with machine guns and amnesia wands or a vampire who wants a favor or a meal.

So what's a normal human going to do against a raging werewolf? Die, likely. Your players will have to be smart if they don't want to end up dead or worse.

They'll have to do their research, prepare carefully, execute perfectly. There are worse things than losing, and worse ways to end up than dead.

And their Signature Move die? That's a resource, one that you can take away. Always be watching for hard bargains that play to their archetypes and paths, to their character premise, and to the resources they've collected fictionally as well as mechanically.



CHALLENGING THE SUPERNATURAL

When they act, ask questions that explore the premise inherent in each path. Ask: *What does that look like? How do you do that? What's it cost you?* Then use the answers.

Let the player do the heavy lifting on how their supernatural nature impacts the world, and don't feel like you need to make all dragons in the campaign green just because The Dragon is.

THE ANGELIC

The Angel is a powerful divine force trapped in a mortal body—they can do terrible, wondrous things, as long as they're willing to suffer for it. When the Angel uses a spell, ask them how it impacts their mortal shell. Remind them they might die, or be exposed for what they are.

Powerful forces earn powerful enemies.

Nomen might seem hard to handle, but really, it's as much a tool for you as it is for them.

Where and *how far* doesn't tell you *safest* or *easiest*, not unless you generously narrate it like that, of course. Ask them to word their request to their sixth sense and then stick to it.

Speaking someone's language is a powerful tool; you can speak the language of violence to thugs, the language of chivalry to knights, the language of love to lovers, the language of statistics to accountants. Watch for bystanders to assume things about the PC that might not be true. Use an unexpected new Entanglement when someone they've spoken to takes things too far. Make a target demand they walk the walk since they can talk the talk.

If the Angel is *lucky*, give them opportunities to use their nomen when luck might help them ameliorate or escape a miss or a partial. Make the misses where they might've used luck but passed on it worse, just by sheer coincidence. Show someone they know suffering a run of bad luck, but don't tell them why.



On a miss or a partial, describe how they lose control of their divine power and get more than they asked for, or make a divine request of them, or offer them a choice between burning their mortal shell and accomplishing their goal.

THE DEMONIC

The Demon can change reality. Admittedly, it's only in small, temporary, subtle ways, but still— they can change reality.

So what's the downside? They can only do it if they have a bargain, a deal with someone to do something, and in pursuit of that goal. And when that bargain is met, they're less powerful until they strike another bargain.

On a miss, describe the taint of evil, the feel of brimstone and fire. Have the powerful supernatural creature they owe a debt to call that marker in. Take notes on the people they screw over and let live or who might be let out of hell just to hunt them down.

THE DRAGON

The Dragon's biggest problem is that they're a giant fire-breathing lizard. If they don't keep this fact quiet, plaster their reptilian mugs across the tabloids. Send government agents on routine investigations of strange sightings. Send a vengeful hunter willing to do anything to take them down.

Remember that they're large, and probably have relatives who want things, and what happened to their hoard, anyway?

When a Dragon uses dragon magic, there's always a price, an ephemeral cost. Be poetic with it, but be careful not to make the cost Pyrrhic unless the player is trying to solve all of their problems with magic.

When a dragon misses, the world burns.

THE ELEMENTAL

The Elemental is defined by their element, one with it, and marked by it. Those who recognize the mark will seek out the Elemental's power, and every Elemental has a weakness to another element.

Note that even if they cannot be killed by their element, they can still be killed by the consequences. A storm elemental will not die from lightning, but they have no immunity to being crushed by a tree that falls because of a lightning strike.

Watch for the Elemental to run low on their element, and offer tempting bargains to encourage them to skim closer to empty.

THE EMPATH

The Empath feels everything around them deeply; on partials and misses, mark miserable from sensory overload, or reveal an unwelcome truth, especially if it's about someone they care about's emotional or physical well-being.

Note that the Empath doesn't heal hit point damage without Manifesting the ability to do so.

THE FAE

The Seelie, UnSeelie, and Changelings each have their own problems, mostly related to being aliens in the modern world.

The Seelie are cruel and manipulative; never miss a chance to play up this reputation. Their magic is limited entirely by the enchantments they encounter; when you introduce a frog prince or a magical rose or a dire sleeping curse, expect the Seelie to want to replicate it.

The UnSeelie, on the other hand, are all about doing one or two things well, usually horrific monster things. Hash out with the player in advance what their monster moves do and how it looks when they do it. Don't be afraid to limit the scope of their monster moves; they can always manifest power to broaden them.



The Changeling is not as powerful as a true fae, but has access to all the same Moves. If they want to use Faerie magic, they'll need a source of elan; taking Fuel or Absorption will cover it. Mostly, though, their drama is in being mortal but suddenly alien, in what they've lost in the meantime– and in what still wants them back.

When a Fae misses, complicate their life with the difficulties of technology, old courtly reflexes, or the sickness of unexpected iron.

THE GALATEA

The Galatea is a construct; a chance to play with the meaning of “soul” and “human”.

They rely directly on provoking emotions; without a steady source of their chosen emotion, the Galatea will quickly find themselves balancing their need to spend essence to heal and remove debilities with their need not to die.

Be generous with the essence, but remember the source has to be within reach.

When the Galatea misses, remind them they're not human. Shove their inanimate nature in their faces. Break something on their hard skin, or melt away part of their flesh. Give a valued companion a glimpse of their true substance, or reveal a faux pas that everyone noticed.

THE GHOST

The Ghost is dead. That's their biggest problem, even if they're effectively immortal, they're static. Unchanging. Never miss an opportunity to remind them that they've got no future, that they're just an echo of what once was.

On a partial, reveal unwelcome truths. Tell them one of their anchors is desperately in love with them, even though, or maybe because, they've got no future. Have other ghosts who can't manifest beg them for help.

On a Manifest or Materialize miss, tell them they're confused about what year it is, or that they're flickering like crazy, or that they think they're still alive. Ask them what they still love and then put it in danger.

When they "die" again, you choose when they reform and where; use this to drive the message home— *your fate is already written*.

THE HAUNTED

The Haunted sees dead people. They're hardly ever truly alone and privacy is a luxury they are rarely afforded.

Throw plenty of opportunities to confuse the living and the dead and be prepared with the complications that arise. How do they drive, when a ghost might walk across the road at any moment? How do they yell at that ghost that won't leave them alone, when nobody else can see who they're arguing with? How do they sleep, when their body might get up and walk around under another spirit's control?

On a miss, someone they care about thinks they're asking for help or talking to them. A ghost steals their body and takes it for a joyride. They discover someone they'd rather not be dead is, and has been for a while.



THE HUNTER

The Hunter is a mortal, but they've got their own demons. Put them up against creatures they can fight physically sometimes, and up against ones they have to be clever against as often as you can.

When you want to challenge the Hunter, put innocents in danger and ask them what they'll do to protect those innocents, or what they'll sacrifice to stop that danger.

On misses or partials, offer them more supernatural gifts that will give them the power to succeed, right now. See how long it takes them to realize they've become what they once hunted...

THE LUCKY

The Lucky is just that, ridiculously lucky– and sometimes, ridiculously unlucky. Play up coincidences, and throw them into danger so wild it's almost implausible. Reveal unwelcome truths and unveil surprising coincidences as often as you can.

Be sure to let your table know in advance that the Lucky can put them in harm's way, and be generous with offering Defy Danger for a sacrificed ally. Sacrificed resources? Be mean with those.



THE MAGE

The Mage is all about power. If they're willing to sacrifice little bits of themselves to do it, they can accomplish anything that can be accomplished through mundane means (with enough time and effort), easily and in a matter of moments.

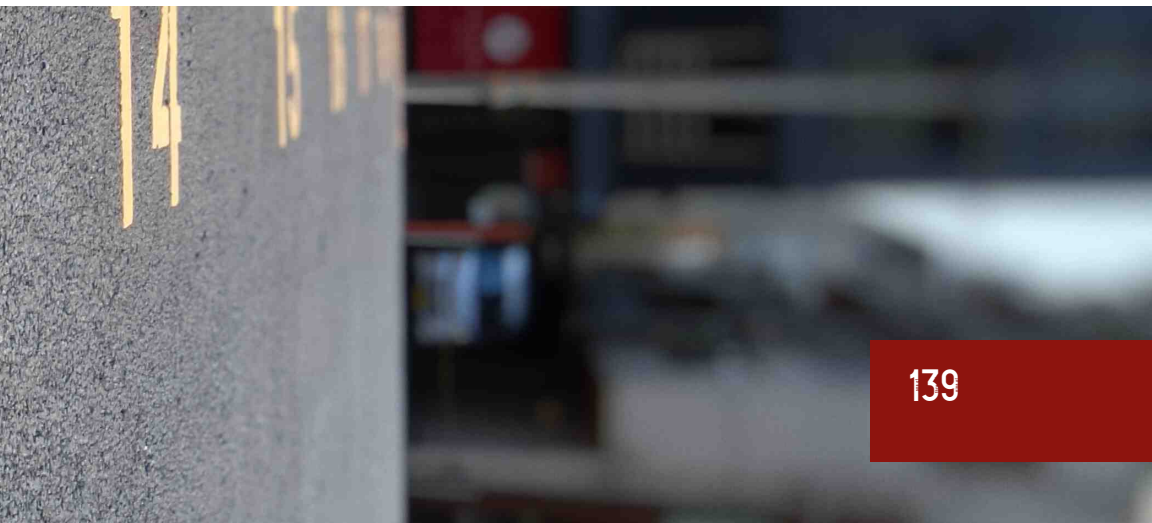
When they take a new Move, talk to them about what that Move looks like in the fiction. Ask what paraphernalia they need, and what preparations they need to make, and always look for what it'll cost them.

THE ORACLE

The Oracle is one of your best tools for getting information into the game. Throw unexpected visions at them whenever you feel like it, and especially when it's inconvenient or they're with someone they'd rather not reveal their talents to.

Be cryptic with the visions. Let your players point out that a vision has come to pass or been averted by asking them questions and turning the answers back on them. And note that it does not ask, "what's the best action I can take to get what I want here?" only "what action".

On a miss, when they open their eyes, they're in a dangerous spot. The headache's crippling. The vision of the end of the world had them screaming details. They looked into a companion's eyes and told them a terrible, terrible secret about themselves and those words can never be unsaid.



THE PSYCHIC

The Psychic is all about knowing extra things on the spot. Unlike the Oracle, who has specific visions, the Psychic is constantly bombarded with extra sensations, stabs of other people's memories, and inexplicable facts.

Torment them with unwelcome truths. Tell the object reader how that perfectly rare steak died. Tell the pusher how happy their victim is to help out. Tell the telepath when they overhear something they'd rather not.

THE SCARRED

The Scarred is a utility class, intended for those who prefer to remain mortal but want a bit of an edge. The Scarred's weakness is that they can only use their scars a certain number of times per day, and once they're out of uses, they're just a mortal.

Play up how their flesh takes scars, how alien the scars are, and how using them hurts.

THE SHAPESHIFTER

The Shapeshifter is two intertwined paths, the animalistic Lycanthrope and the fluid Protean.

Even in human form, the Lycanthrope has improved senses. Tell them things humans wouldn't notice, like someone's heart racing or the sudden stink of sweat when the bouncer's afraid of them. Offer them incentives to transform whenever you can.

Complicate their lives with the offer of success for a few moments of no self-control, of glorious destruction and unbridled savagery. Then when the dust has settled, show them the pain they've caused.

The Protean has a wider range, but pays more for Regeneration if they want it. Their premise is all about retaining (or discovering) a sense of self, of choosing to face the music for your deeds when you can easily shift the blame to a different face.



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THE VAMPIRE

Before allowing a player to play the Vampire, consider that it is a very limited playbook during the day. You may want to offer the player a second character to run during the day, or shift the campaign focus conveniently towards nighttime doings.

Also consider that fictionally, vampires have a thirst for blood that's often used as a thinly veiled metaphor for sex with a heaping helping of violence. It's a built-in prod towards messy dramatic situations, but it can also lead to awkwardness and hurt feelings if everyone at the table is not all on the same page.

This is a good time for a frank table talk about expectations, about retconning as necessary, and about open communication. If you're not familiar with them, look up Lines and Veils and the X-Card. Above all, listen to your players, shaping your vision of the Vampire to match theirs.

If that vision is the default UMF vampire:

Make the Vampire defy danger to act during the day, when unnatural sleep is tugging at their limbs and making it hard to think or move. Remind them that running water is as lethal to them as a dip in a frozen pond is to a mortal; they'll have to defy danger while immersed in it to act. Use a lucky blow from a wooden pool cue wielding punk to stagger them, or send a hunter who knows some of their weaknesses against them.

And use their Hunger to push them, constantly; when they take damage, on a partial or a miss, describe how their body knits itself back together and they feel the stab of gnawing hunger. Describe how the smell of blood tempts them forward despite danger to self, to allies, or to goals. Describe how a friend's wounds tempt savagery, and offer XP for a moment of weakness.

Never miss an opportunity to remind them how thin the veneer of control is over the parasite within.



WE'RE ALL MONSTERS HERE

So you want to run an all supernaturals campaign? Go for it! Just remember to take time for each player to discuss and elaborate their premise, to talk about and play up the premise of their character's supernatural side.

Be cautious allowing The Vampire in unless everyone's a vampire. The vampire is balanced against huge drawbacks, and if it's always night time you might find yourself with spotlight issues.


Communication is your friend here; be upfront with your players and keep those lines open.



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Setting & Campaigns





UMF assumes you're going for an action-heavy feel with a medium emphasis on drama and tv-style investigation, within a frame where the PCs are actively trying to make the world, if not better, at least a little safer.

Consider what keeps the PCs together; are they monster hunters, unsanctioned but ignored as long as they don't make too much trouble for the wrong people? Or do they work for a shadowy agency with an on-call clean-up crew? Build characters together.

Modern games shine when you have a strong sense of place, of the real world ties that bind all of us to our favorite locations.

Use what you know, but don't feel you have to be limited by it. If you can, use a real world city, town, national park, or similar location that you're familiar with, or one you can convincingly assemble from the pieces of your own experiences.

Use specifics, and look for opportunities to tie the characters in. They don't go to a diner, they go to Mel's, where the service stinks but the fries are to die for. They don't drive to a church, they drive to the old church their grandma used to attend every Sunday. The call they get is from their sister's ex, and he needs a favor or some very unhappy werewolves are going to break his kneecaps.

Be flexible with NPCs. Several of the playbooks have Moves that call in NPCs. When a player uses one, ask "how did you meet?" and "do you owe them or do they owe you?" and "are you entangled with them?". If the PC wants to define them, encourage them to!

Don't be afraid to make up new Entanglements on the spot. And jot down motifs, threads, and hooks whenever they appear.

THOSE WHO HUNT MONSTERS

"We aren't official. We don't have badges, or an HQ, or, hell, much of a clue. What we do have is the chance to fight back, to make the world safer. And maybe to make a little money. Ammo ain't cheap."

Ask each of your players one or more of the following.

"Who did you lose when you entered this life? Why do you keep fighting anyway?"

"You fought something that almost beat you, once, and it's still out there. What was it? Who died so you could live?"

"What's the scariest thing you've defeated? How sure are you it's dead? Who did it take with it?"

"What keeps you from going home? Who probably won't be there if you do?"

Choose one to start the campaign.

It's 3 am, cold and dark gray outside as sleet threatens, washed out and uneasy under the fluorescent lights of the Smile-o-Mart. You're contemplating the endless row of slushie machines when you hear someone from the registers bark out, "And the cash, man, now!"

Rusty rails run down the middle of this old brick railway tunnel, full of a dry, musky scent that kicks your flight or fight instincts into overdrive. The darkness writhes as black scales gleam under the flashlight, pouring endlessly out of the tunnel ahead, the serpent's maw opening to reveal fangs as long as your forearm as it lunges.



You stand on the end of a pier under a moonless sky. A city looms, dark and empty. Where are you? Why are you here? Why are the shadows crawling towards you, gleaming with sharp edges and too many eyes?

The swamp burps again, the stench of decaying plant matter making you briefly dizzy. The glassy surface ripples outward from a point a few feet out, and then shatters upwards into the sky, sending a shower of filthy pungent water flying everywhere. The creature hauling itself out is huge, the size of an elephant, and it crawls with dead things.

Graffiti covers the cistern walls, and there's dark water pooled at the bottom, but the dozen or so filthy sleeping bags on the high sides and the rotting trash tells you it doesn't ever flood high. There's half a dozen vampires here, all hungry and strung out. "What the hell do you want?" one snarls at you, crouching.

The smell of mildew, cheap detergent, and sun-cracked plastic greets you as you push open the door to the laundromat, the inside just as hot as the oppressive summer outside. The bell over the door tinkles loud enough to draw the attention of the blonde girl you don't know arguing with Mateo at the counter. "Oh, you're here," she says, looking at you with relief and trepidation. "We should go now."

The kitchen is quiet and dark, the light from your flashlight picking up the dust motes that swirl in the draft from the now open door. There's a flicker of shadow where it shouldn't be, over by the door to the cellar, like it wants you to come look.



The first thing that hits you is the smell. Blood. Viscera. An odd reek that's half-familiar, half-alien. The creature with its snout buried in the corpse's abdomen is a hairless rat, human-sized, bipedal, with long, spindly limbs that end in sickle-like claws. Two more are tearing another corpse in half like a wishbone. The nearest one rocks back on its haunches, bloody snout sniffing the air.

Dark things skitter into the shadows as the light pours out, illuminating the old rail tunnel. There's a sign in a 40's block print that declares "BETTER BE CAREFUL THAN SORRY" from across the tunnel. You hear a voice, high and gentle, singing a sad song of abandonment and loss, from somewhere up ahead, and then dark shapes erupt from the floor of the tunnel, shambling husks of the long-dead clawing their way out of the earth.

The subterranean parking garage is thronging with fae. An ogre grunts at you from next to a dingy tent, as a pack of hobgoblins trots past, carrying something squirming in a sack. The center of the market is cordoned off, with what looks like a temporary live-stock auction. Most of the stock's weird, or dangerous, but one cage catches your eye, a shivering lemur with desperate, all too human eyes. "\$20? do I hear \$20?"

The smell of the lake cuts through the cold air like a wet dishrag. The street's cracked and empty, a vacant lot and a squat wood building next to it without any signs but a half dozen motorcycles in front of it. Inside, there's two big guys over playing pool. Four more guys at the bar, drinking while they play cards. The bartender, scarred and bald, pauses to give you an appraising look as everyone in the place turns to look at you.



MAJOR CRIMES UNIT

"You'll handle the weird ones. Cases where your, shall we say, "unique" talents are an asset. Try not to attract too much notice. And please, don't break any more laws than you have to."

Ask each of your players one or more of the following.

"This job's dangerous, the pay's low, the respect negligible. What keeps you here?"

"What sidelined your promising career? Why are you willing to babysit these guys?"

"What crime did you commit? What're they offering you to cooperate?"

"What secret are you hiding that would jeopardize something important to you? Who here knows it?"

Choose one to start the campaign.

The dust settles after the quake, and you sit up, coughing; most of the tiny storage room under the subway has collapsed in rubble. "Can you hear me? Team—" The walkie-talkie at your belt crackles and goes silent.

The crime scene spreads out below, blood painting the drifted snow with dark brown splatters. You turn as the icy wind coalesces into a dark cloud of razor-sharp silver icicles and howls across the roof towards you.

The fire's spreading rapidly around the cheap motel room, and the man you're here to retrieve's still chained to the chair. He snarls, sharp fangs bared in primal terror, as the flames begin to lick the ceiling overhead.



INVASION

"We don't know where they came from, or what they want, or why they're here. They could be inside anyone. You're still clean, you can fight them."

Ask each of your players one or more of the following.

"You can tell if someone's infected. How do you know? Why can you tell?"

"Someone you know is important and infected. Who is it?"

"You can force them out of a host. How? What does it cost the host? What does it cost you?"

"You were exposed. What happened? Are you infected? Is this a secret?"

Choose one to start the campaign.

"They're already here," Agent Garcia hisses, and the radio goes dead. The hall's shrouded and dim, the doors off each side like holes into darkness. There's a flash of white, to your right, and then they erupt.

The sun's bright, the park green despite the chill of fall. The woman walking by glances at you out of the corner of her eye, pushing the stroller faster, as screaming kids chase each other around the playground. No. It's empty, the illusions gone, the silence deafening as the white worms slither through the dead leaves towards you.

The lab's white, sterile, cold under the fluorescent lights, and deserted, the only sound the crunch of glass from the shattered window to the observation room. And then you hear it, from the vents, a low rustle like something crawling through.

TRAPPED

"Nothing ever happens in this podunk town, nothing worth talking about anyway. Folks leave. Sometimes they leave in the middle of the night. That's just ducking rent or dodging the bondsman. There's still a dozen of us sticking it out. Cold tonight, ain't it?"

Ask each of your players one or more of the following.

"Your car was attacked on the way into town. How did you know you were in trouble? How did you get away?"

"You know what it wants. Why haven't you retrieved it yet?"

"You prepared for this, of course you did. How? What did it cost you?"

"Someone special to you is trapped somewhere in this town. Who are they?"

Choose one to start the campaign.

The dirt road rumbles, underfoot, as you make your way across it to the diner. You're about twenty feet from the concrete when the ground behind you bulges, like something's about to crawl out, and then erupts upwards in a fountain of rocks and dirt.

The diner's deserted at first glance, the linoleum peeling over the concrete floor and the ceiling tiles stained. "Friend or foe?" the man calls, from behind a makeshift barricade. "Can you prove it?"

The street's empty under the wan moon, a burned out car to your left and a row of blank-eyed houses to your right. Something moves between two of them, something twisted that skitters, with long sharp nails and too many joints, as the high-pitched keening gets louder.



MY BLOODY VALENTINE

"You're at this fancy party because you owe somebody, or somebody owes you. Maybe that's cash, or blood, or revenge, or something harder to define, but whatever it is, you're here to finish it."

Ask each of your players one or more of the following.

"Who here owes you something? What is it? Why haven't you collected it yet?"

"Someone you know is working tonight, with an eye on a big score. Who is it? What did they tell you to do?"

"Tonight's the night. What are you going to settle? What do you think it might cost you?"

"You see an old rival in the crowd. Which of you screwed the other over last? How? Any scars?"

Choose one to start the campaign.

The band is loud, the brightly garbed guests dazzling. The prince waits, indolently lounging against the stair railing, watching as his most hated foe talks with his consort below. The crowd parts as his chief enforcer forges towards you, a grim look on her face.

You know your quarry lies beyond that non-descript door next to the stairs, just behind the punchbowl, where a bored guard stands, watching the jeweled crowd intently.

The night air is cool, carrying the scent of jasmine across the gardens to this cramped balcony. "I cannot afford to ignore your threats," the woman in the sapphire serpent mask in the shadows says, obviously having mistaken you for someone else. "What price do you put on your silence?"



THE LONG CON

"You're all here because you've got skills, skills that society frowns on. Let's see if we can put those skills to good use."

Ask each of your players one or more of the following.

"What was your biggest score? Who took it from you?"

"What legendary feat did you perform during a heist that everyone in certain circles knows about?"

"You're only in this for a purpose; what is it? What will you do when you accomplish it?"

"You used to be official or on a payroll. Whose? Now you're not. Why?"

Choose one to start the campaign.

The train rattles as it passes through a tunnel, the car you're in dimming briefly. You have four hours to retrieve the prototype before you reach the station. The woman across from you smiles thinly. "How much are you willing to pay?"

The law firm's lobby is quiet and well-lit, the receptionist's desk occupied, the door you need to get through to get to the prototype behind him. He's discussing the day's schedule with a young woman in a suit. They both look up as you enter.

From up here, next to the door to the stairs, the people in the plaza below look like ants. The glass roof slopes up to the penthouse balcony, fifty feet of slick glass between you and the prototype. The door behind you rattles as someone grabs the handle.

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MISSIONS & CASES

THE REVELATION

The owner of Buchanan Construction is using projects around the city as a cover to search for lost artifacts. The dead stir under the muddy treads of bulldozers, the oracles' dreams whisper of darkness, and a sealed gold box missing three gems has just been found at an archaeology dig.

DANGER MOVES

- reveal an untimely death that inconveniences Buchanan
- introduce the box, by ally, enemy, or by news
- introduce someone who knows about the gems, each carried by a Templar, all of whom died in the city
- reveal that opening the box in an auspicious location awakens The Revelation's power within the bearer
- The Revelation bursts messily from the bearer

MAJOR ACTORS

William Buchanon (Corrupt Magnate) Cold eyes, impatient demeanor. Terminal illness.

Impulse achieve immortality

Moves throw money at a problem; show up in a scene and bluster about deadlines; call in an expert

The Templar (Ruthlessly Good Organization) Make a knight using the tables in the next chapter.

Impulse save the world from darkness

Moves act for the greater good; sacrifice something; reveal dangerous lore

The Revelation (Primordial) Hungry, cold. Scrupulously fair.

Impulse emerge from sleep; conquer death

Moves (now) awaken the dead; communicate through visions; lower the temperature

Moves (awakened) freeze something solid; swallow something whole; offer life for a price.

Hooks: someone the PCs care about who was agitating against a development is missing; a cold case's body has just been found in the mud of a site; an old friend of a PC's calls them, in a panic, from the museum where they work but hangs up

Location Moves: an unseasonable frost or snow; a dead ally returns, still dead but unaware of it; a bloody murder, last in a series of murders, all the victims oracles; a sealed gold box goes missing from the museum

Scenes: an oracle's shabby cottage, under siege; a run-down asylum scheduled for demolition, still occupied; in the old rail tunnels under the latest dig site; a dream of a dead loved one, corrupted

MINOR ROLES

Anna Forth (Assistant) Professional. Afraid. Dead.

Impulse get out of this mess alive

Moves provide access to a Buchanan; call a PC for help; betray her undead nature to the PCs

Olivia Buchanan (Fed-Up Co-Owner) Determined, wealthy. Willing to gamble to get what she wants.

Impulse salvage the business

Moves ask a PC for help; insist on secrecy or at least privacy; loan security forces

Otto Madai (Head of Security) Courageous, tough. Hates one of the Buchanans. Checkered past.

Impulse protect the Buchanan he's in love with

Moves draw a weapon; put himself between his employer and trouble; call in an old favor that costs him

Questions: Who does each Buchanan have in their pocket? Does the Templar have clay feet? What triggers The Revelation's emergence from a host? What does The Revelation ultimately want?

Motifs: what price immortality; your fate is already written; a desperate gamble for survival from a hopeless position; a prayer, hastily whispered but heartfelt

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THE COURT OF ROSES

Spring is in bloom, flowers are in bloom, love is in bloom, it's just blooming all over. The Seelie Court is returning after eighteen years away, calling home their lost lambs and retrieving their changeling children, preparing for a ritual to open wide the gates of Faerie explosively in the heart of the city.

DANGER MOVES

- reveal a rash of disappearances among young adults
- reveal a rare substance that is needed to open the gate
- reveal a sacrifice required to open the gate on a massive scale
- show signs of a turncoat in the UnSeelie ranks working for the Rose Queen
- Gwen bargains for the city's safety with her own obedience; the Queen twists the bargain
- the Queen opens the gate, unleashing the primeval forest of Faerie across the city

MAJOR ACTORS

Gwen Black (Reluctant Night Terror) Capable. Cool. Stunning. Half-Seelie, half-UnSeelie. Neither.

Impulse to feed on power or energy; to avoid Seelie or UnSeelie agents

Moves anticipate a need or action; drain power or energy; strike decisively

Sibyl Black (Queen of the Rose Court) Willful, bitter, cruel. Sorceress.

Impulse to get revenge; to retrieve her heir first

Moves weave a Faerie enchantment; paralyze with a glance; send knights to do her bidding; make a binding bargain

UnSeelie Agent (Capitalist Democratic Organization) Make one or more using the tables in the next chapter.

Impulse to protect the UnSeelie Court's interests on the Real; to thwart the Rose Queen

Moves use a minor magic item; use a grotesque power or mutation; offer a deal on behalf of the UnSeelie



Hooks: someone close to the PCs begs for help; a vision of nature destroying the city; an UnSeelie agent approaches the PCs to ask for assistance against the mad Rose Queen

Location Moves: nature grows violently or wrong; someone's emotions are swept up in a frenzy; a fae agent strikes or offers a bargain

Scenes: investigating a pop-up rave for a missing teen; stumbling over Quinn being chased or beaten by a jealous rival; saving Darby from fae agents; confronting the Queen in the Botanical Gardens; the library, dusty, where a fae is hiding under an unknown Seeming; a wealthy UnSeelie party, asked to preserve the status quo

MINOR ROLES

Rowe Quinn (Resigned Gancanagh) Handsome, rakish, louche. Hopeless. Addictive.

Impulse to feed on desire; to never go back to Faerie

Moves reveal Faerie lore or the Queen's secrets; say something accurate but unkind; drain life with a touch; find an opening to escape

The Librarian (Ancient Fae)

Impulse to learn something new

Moves shift to a new Seeming; steal a memory; reveal a hard truth; make and hold to a bargain if pressed

Darby Cavan (Fae-blooded Teen) Cynical, streetwise. Tough.

Impulse to stay out of trouble; to survive another day

Moves pocket something small and portable; get you an audience with a criminal, grifter, or fixer; break Faerie magic or bargains with a sacrifice of blood

Questions: What rare substance is needed to open the gate? What sacrifice? Which of the PC's allies reveals a secret heritage or affiliation? Who crossed the Rose Queen in the first place?

Motifs: flowers unnaturally in bloom; power always has a cost; once a monster, always a monster; humanity, fragile, hard-won, at risk



THE BLOODY WING

Drunk college kids are going missing, turning up dead on the banks of the river, chalked up to tragic misadventure. The owner of the bar at the epicenter is starting to worry, and the guardians of the fallen angel who works there are falling apart, even as those who would claim an angel's blood for selfish purposes close in.

DANGER MOVES

- another body turns up, this one in the bar's backyard, with obvious fang marks
- Octavia makes an incriminating mistake in front of a PC
- Math offers to share the secret of angel's blood for aid against Octavia's friends
- a call for help; an angelic sacrifice has been kidnapped
- someone explains the angel's blood can restore life, with an equal sacrifice
- someone drains the angel, ridding themselves of weaknesses

MAJOR ACTORS

Octavia (Roman Vampire) Vulnerable, lonely. Dangerous.

Impulse to feed; to guard the angel

Moves display signs of not feeding; betray her vampiric nature; move obscenely quickly but be exhausted after

Jonathan Math (Self-centered Vampire) Greedy, obsessed. Cruel.

Impulse to seize the angel; to possess Octavia

Moves use Tough vampiric gifts; deflect and deny; convincingly fake good motives

Sariel "Sari" (Fallen Angel) Tends bar. Not damned, but not welcome back, either.

Impulse to encourage redemption

Moves casually mention ancient history; mix up the drink you wanted before you ask; read an act off your soul

Hooks: someone related to the PCs turns up dead, a victim of the rusalka; Octavia threatens Math in front of the PCs



Location Moves: a mortal drunk picks a fight; a long-decayed, vampire bitten body surfaces; Math carries a trunk big enough to hold an unconscious person out to his car; Rivera follows one of the others, to their obvious annoyance

Scenes: the muddy riverbank, the corpse frozen, the coroner ticked off; the bar, Friday night, glittering and loud; the back alley, where a vampire's sweet-talking a future victim; out front, as Sari waits for a bus, shoulders hunched against the bitter wind

MINOR ROLES

The Cold Girl (Vengeful Rusalka) Murdered. Bitter. Lost.

Impulse drown people like her killer

Moves pull someone under; steal away warmth; disappear; reform until murder is avenged or bones are laid to rest

Monique (Werewolf Bouncer) An artist. Dry sense of humor.

Impulse to delight in savagery

Moves shift into a wolf; hit something really hard; intimidate someone bigger than her

Nick Rivera (Homicide Detective) Idealistic. Rough childhood.

Impulse to solve this crime

Moves reveal a clue but jump to the wrong conclusion; be targeted by a supernatural; reveal feelings for a bar employee

Bel Smith (Reformed Succubus) Owns the place. Sexy as sin. Practical. Worried.

Impulse to protect her employees first, the bar second

Moves distract like an ex-lover; tempt like a lost love; remind of a dead emotion

Questions: What does it mean to be fallen? Is redemption always possible? Will the angel be used up? Will she achieve control over her own fate? What will be sacrificed in the process?

Motifs: a seedy bar that feels like home; an angel's wing; an answer before the question's asked; what price redemption?; can redemption be seized or must it be earned?

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Tables & Generators



MAKING AN NPC

Hair		Eyes	
2 White	12 Gold brown	2 Violet	12 Smoky black
3 Platinum	13 Auburn	3 Gray	13 Chestnut brown
4 Ash blonde	14 Chestnut	4 Steel	14 Red-brown
5 Flaxen	15 Copper	5 Blue/copper	15 Dark green
6 Bronze	16 Flaming red	6 Ice blue	16 Pale green
7 Red-gold	17 Orange	7 Aquamarine	17 Green/gold
8 Ginger	18 Jet black	8 Midnight blue	18 Catseye green
9 Honey	19 Raven black	9 Hazel	19 Topaz
10 Sandy brown	20 Blue-black	10 Dark brown	20 Amber gold
11 Brown		11 Rich brown	

Age						
2 child	3 teen	4 young adult	5 adult	6 middle-aged	7 old	8 venerable

Description			
1 surly	2 attractive	3 beautiful	4 ugly
5 handsome	6 hideous	7 deformed	8 maimed
9 scarred	10 pleasant	11 kind	12 charming
13 unhappy	14 sensual	15 naive	16 friendly
17 unfriendly	18 wealthy	19 poor	20 profligate
21 miserly	22 miserable	23 pathetic	24 vicious
25 violent	26 excitable	27 greedy	28 compassionate
29 selfless	30 repressed	31 louche	32 dissipated
33 weak	34 strong	35 fearless	36 fearful
37 haunted	38 happy-go-lucky	39 capable	40 calm
41 insolent	42 regal	43 stern	44 temperamental
45 mercurial	46 enraged	47 angry	48 infuriated
49 sorrowful	50 grief-stricken	51 depressed	52 optimistic
53 passionate	54 free-spirited	55 intense	56 obsessive
57 choleric	58 stolid	59 complacent	60 arrogant
61 haughty	62 bold	63 reckless	64 determined
65 guarded	66 paranoid	67 trusting	68 untrustworthy
69 tactless	70 disillusioned	71 graceful	72 outspoken
73 taciturn	74 reclusive	75 withdrawn	76 libertine
77 dissolute	78 energized	79 enervated	80 immortal
81 stolid	82 florid	83 terrified	84 terrorized
85 traumatized	86 cheerful	87 fanatical	88 forceful
89 experienced	90 jaded	91 cynical	92 educated
93 manipulative	94 mighty	95 feared	96 conscientious
97 morose	98 creative	99 exuberant	100 agile

Connections

01-02	is afraid for	03-04	wants to impress
05-06	wants the approval of	07-08	wants the love of
09-10	wants the forgiveness of	11-12	wants the understanding of
13-14	wants the respect of	15-16	opposes every goal of
17-18	is married to or devoted to	19-20	is close blood kin of
21-22	is distant blood kin of	23-24	hates but can't escape from
25-26	is in love with	27-28	is trying to ruin
29-30	was childhood friends with	31-32	grew up with
33-34	was childhood rivals with	35-36	came to blows with
37-38	respects the opinion of	39-40	disregards the value of
41-42	is afraid of	43-44	worships
45-46	seeks out the advice of	47-48	is a lover or friend of
49-50	is married to or trapped by	51-52	wants to free
53-54	puts up with	55-56	watches out for
57-58	would be happier without	59-60	has a passion for
61-62	despises	63-64	would be richer if not for
65-66	was saved from harm by	67-68	was saved from dire peril by
69-70	was saved from social ruin by	71-72	took a blow for
73-74	sacrificed for	75-76	is loyal to
77-78	is disloyal to	79-80	is an ex of
81-82	is estranged from	83-84	is resentful of
85-86	is a crutch or linchpin for	87-88	was uplifted because of
89-90	appreciates but fears	91-92	would be worse off without
93-94	would be worse off if not for	95-96	finds them admirable
97-98	finds them objectionable	99-00	was humiliated by

Purpose/Services

1 healing	2 damage	3 info	4 social	5 special gear
6 magic	7 expertise	8 venue	9 supplies	10 roll twice

Power/Mutation (+ optional Outlook: target)

1 melt	2 transform	3 change	4 rend	5 appendages/eyes
6 absorb	7 element	8 drain	9 magic	10 roll twice

Mature [3,2], copper [6,9] hair, aquamarine [3,4] eyes, tactless [69] and outspoken [72]. She was saved from social ruin by [68] someone. Her impulses are to take from her kin by force or guile [41,3] and to make things right for her kind [21,2]. She can provide supplies [9].

Roll an *Impulse* and a *Target*. Roll two impulses for a good conflict.

Target

1 everyone	2 kind	3 kin	4 enemy	5 hero
6 hero	7 hero	8 myself	9 heritage	10 anyone

Impulses

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|----|------------------------------|-----|-----------------------------|
| 01 | consume out of necessity | 02 | consume out of greed |
| 03 | trade gossip | 04 | protect home |
| 05 | make a new friend | 06 | serve a master |
| 07 | preserve beauty | 08 | have a polite chat |
| 09 | maintain silence | 10 | consume endlessly |
| 11 | seduce ruin | 12 | procreate |
| 13 | lure in a trap | 14 | make a living |
| 15 | find meaning in life | 16 | repair a great wrong |
| 17 | sacrifice suitable targets | 18 | stop the invaders |
| 19 | preserve life | 20 | hoard shiny things |
| 21 | make things right | 22 | protect offspring |
| 23 | deceive for personal gain | 24 | create something creative |
| 25 | stop a greater evil | 26 | gain an edge over |
| 27 | avoid passing on a curse | 28 | watch over a ward |
| 29 | learn about the world | 30 | explore new places |
| 31 | fall in love | 32 | conquer |
| 33 | ensnare | 34 | see the world burn |
| 35 | find excitement | 36 | stir up mischief |
| 37 | earn freedom | 38 | mend that which is broken |
| 39 | test the limits of skill | 40 | test someone's mettle |
| 41 | take from by force or guile | 42 | discredit |
| 43 | break free from | 44 | destroy out of malice |
| 45 | overthrow a ruler | 46 | seduce for pleasure |
| 47 | secure their safety | 48 | be entertained |
| 49 | be flattered and praised | 50 | perfect a physical being |
| 51 | be a hero | 52 | seduce out of duty |
| 53 | murder | 54 | increase weapons |
| 55 | find a companion | 56 | find a cause |
| 57 | be the best at something | 58 | feel alive |
| 59 | shirk a duty | 60 | love 'em and leave 'em |
| 61 | embarrass a rival | 62 | seduce away from a cause |
| 63 | scout out opportunities | 64 | find the truth |
| 65 | find true love | 66 | destroy out of necessity |
| 67 | bully the weak | 68 | live like a tyrant |
| 69 | live like a king | 70 | taste a delicacy |
| 71 | perform a great deed | 72 | perform a masterwork |
| 73 | escape a prison | 74 | imprison someone |
| 75 | enjoy solitude | 76 | avoid others |
| 77 | learn how socialize | 78 | learn a secret |
| 79 | perform an appointed duty | 80 | subvert an appointed duty |
| 81 | pass on a curse spitefully | 82 | gain ridiculous wealth |
| 83 | ruin someone more powerful | 84 | seduce for wicked purposes |
| 85 | steal from by trickery | 86 | obtain someone's loved one |
| 87 | create something of value | 88 | pass on a curse, cure it |
| 89 | seduce a cause/betrayal | 90 | gain resources for tribe |
| 91 | placate object of worship | 92 | learn of the outside world |
| 93 | deceive for the greater good | 94 | rebuild something destroyed |
| 95 | avenge a petty slight | 96 | avenge a great wrong |
| 97 | increase food stores | 98 | get it to simply have it |
| 99 | have a civilized chat | 100 | the thrill of the forbidden |

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To determine the actor's outlook, first roll an *Emotion*, an *Intensity*, and then a *Target*.

[2, 7, 23] *She feels lingering anger towards adventure, and [14, 29, 6] quite a bit of curiosity towards secrets.*

Outlook				
	emotion	intensity	target a	target b
01	fury	overwhelming	chaos	pain
02	anger	"	order	the intellectual
03	sorrow	consuming	right	the emotional
04	grief	"	wrong	change
05	guilt	driving	skill	status quo
06	remorse	"	secrets	duty
07	shame	lingering	status	family
08	hatred	"	honor	survival
09	loathing	intense	power	job
10	greed	"	food	hate
11	disdain	strong	freedom	bargain
12	apathy	"	sex	lies
13	interest	mild	love	the physical
14	curiosity	"	world	unsuitable person
15	worry	weak	lies	inappropriate person
16	fear	"	danger	nearby person
17	terror	passing	pain	far-away person
18	panic	"	ghosts	future
19	addiction	twinge	prophecy	violence
20	desire	"	wealth	death
21	jealous	faint	price	physical struggle
22	indulgent	"	hunger	emotional struggle
23	amused	traces	adventure	mental struggle
24	happy	"	love	the divine
25	peace	flirting	phobia	heart
26	love	past	trauma	illness
27	attraction	"	society	prize
28	boredom	quite a bit	friends	award
29	delight	"	lover	history
30	disapproval	a little	self	contest

Remember that you are never bound by a result you don't like or feel is nonsensical, either by itself or in context of your established fiction. If you want more choice, choose from the rolled result and the ones above and below it.

PLOTS AND EVENTS

Events	
01-02	someone taking a bath
05-06	a wedding
09-10	a confessiona funeral
13-14	a romantic assignation
17-18	an attempted poisoning
21-22	a heart broken
25-26	revenge taken
29-30	a trial
33-34	an unpleasant surprise
37-38	a fight to the death
41-42	someone is caught red-handed
45-46	the discovery of a long-lost ruin
49-50	a bold move
53-54	a secretive tryst
57-58	the destruction of a foe
61-62	gardening
65-66	an uncertain voyage
69-70	a flight in the dark
73-74	confusion between twins
77-78	two brothers come to blows
81-82	a birthday celebration
85-86	a hunting accident
89-90	the return of a black sheep
93-94	a covert flirtation, a fancy event
97-98	a hidden ace played
03-04	a betrayal
07-08	a murder
11-12	a meal between enemies
15-16	a natural disaster
19-20	a fire
23-24	a dramatic reveal
27-28	a scandal breaking
31-32	a pleasant surprise
35-36	a vicious attack
39-40	a fight for survival
43-44	discovery of a long-lost relative
47-48	discovery of a long-lost heir
51-52	the loss of innocence
55-56	a competition escalated
59-60	humiliation
63-64	tending to the wounded
67-68	a terrifying ride
71-72	an escalating argument
75-76	fierce infighting
79-80	suspected infidelity
83-84	a murder in a locked room
87-88	mistaken identity
91-92	watching an event unfold
95-96	someone chasing someone else
99-10	someone scolding someone else

CATE WINTER

The prodigal child has come home with a respectable hoard, a few scars, and a plan to dethrone her mother, the matriarch of the Winter clan. Cate never speaks of her adventures, but she sells ancient gold coins and odd artifacts cheap.

The Winters are dragons, tactless, outspoken, and fiercely territorial. Cate has her eye on a specific statue in her mother's hoard. A piece that belongs to someone who needs it a lot more than the old lizard does...

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Threads & Motifs

01 the bigger they are, the harder they fall
 02 an offer of help, and of forgiveness
 03 a locket around the lover's neck hides a secret
 04 a fire, turning ancient trees to ash, reveals horror
 05 the prideful, humbled, to save another
 06 judge, jury, and executioner
 07 a history of hatred, overcome
 08 five spiteful ghosts, plotting revenge
 09 indulgence without temperance leads to ruin
 10 six lords pass judgement on the seventh
 11 a new life, nurtured as a parent would
 12 a reckless choice leads to misfortune
 13 it offers to be your friend, if you just let it inside
 14 a knight, dying, offers his sword to a squire
 15 a ruffled sea, wine dark under a brilliant sky
 16 a soul, divided into parts, and hidden away
 17 at least turnips won't try to kill you
 18 a swift river, engorged with rain, carrying something away
 19 a spider's web, gleaming in moonlight, on fire
 20 the way only opens with sacrifice
 21 a dark cave, walls slick with moisture
 22 silence is tacit approval
 23 from a tiny acorn grows a mighty oak
 24 a broken wing, sacrificed to save another
 25 some loves shouldn't conquer all
 26 better to rule in hell than to serve in heaven
 27 a cup, engraved with anthropomorphic animals, overfull
 28 seven ravens circling a dying man in torn leather
 29 make hay while the sun shines
 30 uneasy lies the head that wears the crown
 31 the line between love and obsession can be thin
 32 a brass key in an unexpected place
 33 a chance encounter leads to fortune
 34 beauty is worth preserving
 35 seven demons hunting seven sorcerers
 36 a rod, broken in half, explosively
 37 a deathless sleep, a cure sought
 38 knowledge versus ignorance
 39 great beauty hides great cruelty
 40 a stained glass window, lit from behind by fire
 41 a lover, left to wonder
 42 three crows, perched on a dead knight, quarreling about his eyes
 43 what price peace?
 44 twins, the same, but different
 45 a larva becomes an adult
 46 the ends justify the means
 47 fine clothing does not a gentleman make
 48 to truly live, one must experience life
 49 eight nobles convening to discuss war
 50 wings, given up for love



Threads & Motifs

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THE CHARISMATIC

NAME _____

Veronica, Madison, Andre, Maddox, Dallas, a glamorous name, a stage name, a stuck-up name

LOOK

EYES: Haughty, Sparkling, Bedroom, _____

HAIR: Stylish, On Trend, Classic, _____

CLOTHING: Stylish, Flashy, Trendy, _____

BODY: Toned, Hot, Athletic, _____

HERITAGE: Human, _____

BACKGROUND

☐ CHILD STAR: Start with *Minor Personality*.

☐ CRIME REPORTER: Choose a Dedicated Move.

☐ GRIFTER: Choose a Fast Move.

☐ Your Own: _____

DRIVE

☐ MORTAL: Prioritize the mortal world or your mortal life.

☐ OTHER: Prioritize the supernatural or your other life.

DREAD

DESIRES

GEAR

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 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.* You also have:

■ A bag with your necessities (5 uses, 1 weight)

Choose two:

☐ A stylish leather jacket (1 armor, 1 weight)

☐ A sponsorship deal for a local business

☐ Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)

☐ Contact numbers for interesting people (5 uses, 0 weight)

INCOME: Service Job, Trust Fund, Dancer, _____

Current Load {____/____} MAX LOAD (9+STR)

MANIFEST POWER

When you **use extraordinary powers to do something consistent with your premise or established abilities**, roll+STAT. On a 10+, you do it; choose one. On a 7-9, the GM will choose one as well.

- you attract unwanted notice
- you cause collateral damage or an unintended injury
- you get hurt • the outcome is worse than you hoped
- you owe someone a debt • you lose a resource

On a 12+, as 10+, and the power is part of your repertoire now. The GM will create a niche move to reflect it.

PICK ONE NOW: ☐ +1 DAMAGE ☐ TALENT {____/____}

AND AT 6TH: ☐ +1 DAMAGE ☐ TALENT {____/____}

ENTANGLEMENTS

_____ (_____) _____ /s/has/does thing that matters to me _____ how I feel about it

_____ (_____) _____

_____ (_____) _____

_____ (_____) _____

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.

Curr HP {____/____} MAX HP (6+CONSTITUTION)

Curr XP {____/____} To LEVEL (LEVEL + 7)

STR {____/____} STRENGTH

DEX {____/____} DEXTERITY
☐ -1 weakened

INT {____/____} INTELLIGENCE

WIS {____/____} WISDOM
☐ -1 dazed

CHA {____/____} CHARISMA

CON {____/____} CONSTITUTION
☐ -1 miserable

Assign these starting scores to your stats:
+2 [16], +1 [15], +1 [13], 0 [12], 0 [9], -1 [8]

THE CHARISMATIC PATH

KNOW SOMEBODY

You always know somebody who can get what you need or who knows someone else who does. When you roll to find someone, treat a miss as a bigger partial (you still mark XP).

NAME TO A FACE (WIS)

When you **see someone's face for the first time**, roll+WIS. On a hit, the GM will tell you who they appear to be 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 you think they'll remember you.

INSPIRE (CHA)

When you **do or say something inspiring in front of your allies**, roll+CHA. On a hit, take 1 Inspiration to give to one of those present, who can spend it to add +1 to a roll by declaring how you inspired them. On a 10+, take +2 hold and divide it as you see fit. Only 1 Inspiration can be spent per roll.

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 different location of your choosing. If they veto this change, mark XP.

PEOPLE PERSON

Add "when you use your words when action would be easier and safer" as a new trigger for *Smokin' Hot*.

MAGNIFICENT ORATOR

When you trigger *Inspire*, you gain +1 hold, even on a miss, and the bonus from spending Inspiration increases to +2.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE MANIPULATOR PATH

BLATANT LIAR (CHA)

When you **lie boldly to someone's face**, you take a +1 forward to negotiate with them as long as you maintain the lie. On a 10+, they won't question it unless it becomes an obvious lie.

THE BIRDS OUT OF THE TREES

When you **use fast-talk, bluffing, or cajoling to get your way**, on any roll result you may choose one:

- someone present's regard or feelings are changed
- you learn a secret or gain an advantage against the target
- an opportunity appears or disappears

AIR OF AUTHORITY

You may or may not have the authority to bargain for a million dollars in small, unmarked bills, to perform heart surgery, or to teach a class on physics, but if you confidently state you do, most people will believe you. If they're suspicious of your claims, take +1 ongoing to bluff about what you can and cannot do.

FACADE (CHA)

When you **pretend to be someone you're not**, roll+CHA. Take +1 if any two are true: you're in the right place, you're dressed the part, you're carrying the right equipment.

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

COLD READ (CHA)

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

- they'll catch on before too long or someone else catches on now
- they act immediately and rashly, thinking you want them to
- they demand proof or assurances before they believe you

THE CELEBRITY 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 are anything but what you seem
- you add a new aspect, skill, or degree to your image that wasn't there before
- you do something dangerous, foolish, or embarrassing to play to your image; whatever else happens, mark XP

PRACTICED PERFORMER

Add "perform to entertain, please, or thrill others" to the trigger for *Smokin' Hot*.

RECKLESS INDIFFERENCE

When you **recklessly ignore danger or laugh in the face of adversity**, you may roll+CHA instead of +CON.

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

LOOK AT ME (CHA)

When you **demand one or more people's attention**, roll+CHA. On a 10+, they meet your gaze and hold it until distracted. On a 7-9, they look away after a moment.

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 accommodates 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 but is unsure of you
- someone who is reaching for their phone

THE DEDICATED PATH

A FRIEND TO ALL (WIS)

You have a group of people who call you friend and give you advice, aid, or information. At the start of a session, roll+WIS. On a 10+, hold 3 Friendship. On a 7-9, hold 1. On a miss, hold 1; the GM also holds 1 they can spend to have the group complicate your life.

Spend 1 Friendship to call in a favor from the group that won't cost them much. Spend 3 to get them to inconvenience themselves greatly or put themselves in danger.

TACTICIAN

When you can use terrain or environmental conditions to your benefit, you gain +1 to attack or defend.

WHAT EVIL LURKS

You know people, how they think, how they lie to others and to themselves, and why. When you use discern to study a person or a group of people, add "what's the loudest emotional subtext here?" and "what do you want out of this situation?" to the list.

FORTUNE COOKIE

Choose an additional trigger for *Deep Wisdom*, from the existing triggers or one of the following:

- you act in anticipation of someone else's incipient hostile action
- you act to prevent or delay someone from making the kind of mistakes that you've made in the past

STOIC

You never give yourself away with an involuntary reaction if you're in pain or startled. When confronted with pain, fear, or loss of control, even of magical origin, take +1 ongoing to remain in control of yourself or to resist being compelled.

MOSTLY HARMLESS

You are often underestimated or discounted as a threat, even by those who should know better. When you **strike at or react to someone who has underestimated you**, take +1 forward.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE INVESTIGATOR PATH

INVESTIGATIVE SPECIALIST (WIS)

Pick a specialty like profiling, forensics, or pathology. When you **use your specialty to investigate a crime**, roll+WIS. On a 10+, gain a major clue that points you towards someone you must see or a place you should go. On a 7-9, also choose one:

- you attract unwanted attention
- you can't prove what you've found
- it'll take longer than expected to pursue the lead

EXPERT WITNESS

You always know someone who can help you with advice, aid, or information. When you **go looking for an expert who can help you**, pick one after rolling to *Find Someone*:

- they owe you a favor and will honor it
- you have or know something they will be very interested in
- the roll result counts as a 10+

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

TOUGH-MINDED (WIS)

You've seen it all before, or just about. When you **are affected by horror, fear, or mental compulsion**, roll+WIS. On a 10+, you shake it off. On a 7-9, also choose one.

- you act under the charm, but catch yourself quickly
- it drives you to your knees or leaves you off balance
- the enemy leaves a hook in you

If you have *Stoic*, you may add "you use your Stoic bonus on a roll and fail" to the trigger for this move.

CRUSADER

Choose an additional trigger for *Deep Wisdom*, from the existing triggers or one of the following:

- you act in defense of someone else
- you act to prevent a crime or miscarriage of justice

SAW IT COMING (WIS)

When a **shocking betrayal, ambush, or similar surprise is revealed**, ask the GM how early you anticipated it, and then explain how you prepared, with as much preparation as you could reasonably have achieved in secret, in the given time, and roll+WIS. On a 10+, the enemy is blindsided; also choose who takes +1 ongoing, you or an ally. On a 7-9, also choose one:

- a sacrifice of something of value to you
- a d6 of damage or a debility, right now
- the aid of a co-conspirator, who demanded a high price

If the GM vetoes your preparation, mark XP instead.

THE ORGANIZER PATH

COMMUNITY MEMBER

Name a social group or neighborhood. When you first encounter a creature, location, person, or item important to that group (GM's call), tell the GM something useful and interesting you know about it because you're from around here. If the GM disagrees, mark XP.

FOR A CAUSE

You have a community cause or goal you're particularly passionate about, like "restore the old library" or "settle this turf war". Take +1 ongoing when you pursue it if determination helps. You can change this goal with a few hours of soul searching or by completing it.

FROM THE NEIGHBORHOOD

You might have made it good, or just out, but you're still from around here. Choose a mark of the community, like an accent, idiom, or token style of dress; you can turn it on and off. You take +1 ongoing to deal with community members who recognize you, and they'll open up to you in ways they wouldn't to an outsider.

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

ROLE MODEL

People know you have integrity and find you comforting to be around. When you **have an honest, meaningful talk with someone**, they hold 1 Morale and you hold 1 Morale. You, or they, can spend Morale later to add +1 or -2 to a roll they make, even if you're not present.

COMMUNITY ICON

You are a pillar of your community, well-known and respected. People come to you for advice and to settle conflicts, and will generally abide by your decisions. Choose two.

- you may have a second non-conflicting goal from *For a Cause*
- you each hold 2 when you use *Role Model*
- choose another social group for the purposes of *Community Member*. If you have *From the Neighborhood*, choose marks for each of your new groups; you take +2 instead of +1 when using a mark.

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THE FAST 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 says 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. If an effect is untargeted (like a splash or explosion) take +1 to defy against it.

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

When you **spend some time training an ally**, name one or more Moves from this path you know and ask them to roll+DEX. On a 10+, they hold 1 plus your DEX Training and may spend it to use one of those Moves as if they had it. On a 7-9, they hold just 1.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE ROGUE 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.

SUDDEN STRIKE

When you **attack someone up close who doesn’t see it coming**, roll+DEX. On a hit, choose two. On a 10+, choose one more.

- deal damage as usual
- you move away before they can retaliate
- ignore armor
- inflict a temporarily crippling wound that prevents them from raising an alarm or escaping

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 Sneak. On a 7-9, hold 1. Spend this hold:

- to be somewhere else you plausibly could be when you 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

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 defend in a firefight, hold +1 no matter the result. You may spend hold to completely negate the 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 any other consequences, on a 10+, choose two. On a 7-9, just one.

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

Assign these starting scores to your stats:
+2 [16], +1 [15], +1 [13], 0 [12], 0 [9], -1 [8]

THE GENIUS PATH

TRICKED OUT LAB

You have a lab or base where you can work on your interests in relative peace and quiet. Pick two:

- a research library with two areas of focus; +1 to research them
- a huge pile of junk; you can always find a spare part that'll work
- a search engine you've programmed yourself; it's not AI but it's close. Take +1 when you search the internet for information.

INVESTIGATE (INT)

When you **investigate a mystery using logic or deduction**, roll+INT. On a 10+, learn a vital clue. On a 7-9, you attract unwanted attention.

DEGREE

Name a subject; you've got a degree or similar in it. When this is relevant, roll 1d8+1d6 instead of 2d6. If the d6 is the higher of the two, the GM will introduce an extra complication.

SPECIALIZED

Name a sub-field for each degree you have; when you roll *Degree* in that sub-field(s), both dice are d8s. Use the second for determining any extra complications.

MINOR IN AWESOME

When you **dredge up immediately relevant knowledge from a book you've surely read or a class you must have taken**, ask the GM for a Talent. This Talent is yours until you use this move again.

IVORY TOWER

You have a degree; if you also have *Degree*, you have two. Choose an ally from this list or similar:

- a mentor in your field. Cost: you behave as they expect
- a devoted protege. Cost: your tutelage
- a collection of grad students who run errands for you. Cost: letters of recommendation

This ally is a standard hireling. If you lose access to the academic world, replace this Move with a new one.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE FIELD SCIENTIST PATH

FIELD WORK

You've been on at least a few expeditions. When you **reflect on your past experiences that were similar to the one you currently face**, pick one.

- it was dangerous; take +1 forward to act on the experience
- it was embarrassing; if you share it, everyone else takes +1 forward for morale
- you've never been in a situation like this; mark XP if you freeze up, freak out, or panic

CHEMICAL WIZARDRY (INT)

When you **closely study a substance or its effects, and you have tools and time**, tell the GM what antidote, toxin, or cure you're trying to create and roll+INT. On a 10+, you create it, enough for one person. On a 7-9, also choose one:

- it'll have side effects or will only work on any given creature once
- it can't be mass-produced

On a 12+, you eke out up to a half-dozen doses.

HANDS ON EXPERIENCE (INT)

When you **take something supernatural apart with an eye to figuring it out**, roll+INT. On a 10+, you get a good idea of the strengths and weaknesses it possesses that can be determined in this fashion. On a 7-9, also choose one:

- it wasn't as dead as you thought
- you're exposed to something unpleasant

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

RENOWNED EXPERT

When you roll to find someone who is a recognized expert in an academic field, you use INT and treat a miss as a partial.

When you **offer your services as a renowned expert in your field**, take +1 ongoing to demonstrate your knowledge for the target if they accept; mark XP if they don't.

JURYRIG

You can dispense with time or tools when synthesizing, taking something apart, or putting it together; if you are without both, choose an option from Manifest on any result but a 10+.

THE HACKER PATH

TEMPORARY POLYMATH

Name three narrow subjects, like Ancient Chinese Art, Aircraft Physics, or Slavic Folklore; you've recently spent way too much time reading up on them on the internet and you possess a wealth of second-hand and theoretical knowledge. When this knowledge would come in handy, take +1. When you binge on a new topic, you may replace one of your existing ones.

GOOGLE IT (INT)

When you **do an in-depth search of the internet on a specific topic**, roll+INT. On a 10+, you find a useful piece of information and make a useful contact. On a 7-9, pick one.

DATA SPIDER

You have a program that monitors the internet for the answer to a specific question that can be found or pieced together from available data, like "where are the vampires smuggling heroin into the city" or "is anyone showing undue interest in Egyptian artifacts".

When you **take a few hours to set up a query**, say how you receive notices; the next time two dice match, on any roll, by any player, you'll get an alert with the information, though it might not be as complete as it could be. Choose if your spider keeps running on the same query or not.

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

ELECTRIC SHEEP

Your search engine from *Tricked Out Lab* is now actual artificial intelligence, or at least close enough most people can't tell the difference. Describe how you communicate with it and its personality, then name three Moves it can help you with. When it does, you can treat the result as one step higher. When you do, the GM may make a Move related to your AI.

REPROGRAM (INT)

When you **reveal how you reprogrammed a computer to serve your immediate purpose**, explain how you gained access and name one task, of seven words or less, then roll+INT. On a 10+, it's done, exactly as you intended. On a 7-9, you left traces behind; the GM will tell you who suffered as a result.

THE STRONG

NAME

Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name

LOOK

EYES: Haunted, Cold, Withdrawn, _____

HAIR: Cropped, Ponytail, Regulation, _____

CLOTHING: Practical, Durable, Uniform, _____

BODY: Muscled, Hard, Strong, _____

HERITAGE: Human, _____

BACKGROUND

☐ SOLDIER: Start with *Reputation*.

☐ COP: Choose a Dedicated Move.

☐ BOUNCER: Choose a Tough Move.

☐ Your Own: _____

DRIVE

☐ MORTAL: Prioritize the mortal world or your mortal life.

☐ OTHER: Prioritize the supernatural or your other life.

DREAD

DESIRES

GEAR

You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car or pickup truck that's seen better days, 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. You also have:*

- Carried useful stuff (5 uses, 1 weight)

Choose two:

- ☐ A beat up leather jacket (1 armor, 1 weight)
- ☐ A sword (close, +1 damage, 1 weight)
- ☐ Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)
- ☐ Rifle (far, ammo 3, 2 piercing, 2 weight)

INCOME: Menial Labor, Pension, Bodyguard, _____

Current Load { } MAX LOAD (12+STR)

MANIFEST POWER

When you **use extraordinary powers to do something consistent with your premise or established abilities**, roll+STAT. On a 10+, you do it; choose one. On a 7-9, the GM will choose one as well.

- you attract unwanted notice
- you cause collateral damage or an unintended injury
- you get hurt • the outcome is worse than you hoped
- you owe someone a debt • you lose a resource

On a 12+, as 10+, and the power is part of your repertoire now. The GM will create a niche move to reflect it.

PICK ONE NOW: ☐ +1 DAMAGE ☐ TALENT { }

AND AT 6TH: ☐ +1 DAMAGE ☐ TALENT { }

ENTANGLEMENTS

_____ (_____)	_____ (_____)	_____ (_____)	_____ (_____)
_____ (_____)	_____ (_____)	_____ (_____)	_____ (_____)
_____ (_____)	_____ (_____)	_____ (_____)	_____ (_____)
_____ (_____)	_____ (_____)	_____ (_____)	_____ (_____)

STRONG AS AN OX

When being strong's an asset, roll an extra die of a different color and keep the best two. On a 7-9, if you've kept your Strong die, the GM will tell you something you break or damage in the process, in addition to any other consequences.

Curr HP { } MAX HP (8+CONSTITUTION)

Curr XP { } To LEVEL (LEVEL + 7)

STR { } STRENGTH

DEX { } DEXTERITY
☐ -1 weakened

INT { } INTELLIGENCE

WIS { } WISDOM
☐ -1 dazed

CHA { } CHARISMA

CON { } CONSTITUTION
☐ -1 miserable

Assign these starting scores to your stats:
+2 [16], +1 [15], +1 [13], 0 [12], 0 [9], -1 [8]

THE STRONG PATH

BOUND WEAPON

You know how to use an exotic melee weapon most people don't, and yours is special. Maybe it's forged from part of your soul or maybe it's just really, really old. You start out with it, and, should it ever be lost, you know how to replace it. Tell the GM what it is and how you acquired it, and the GM will tell you if there will be any complications to carrying it openly and, if it comes up, what kind of effort it'll take to replace it.

Use the Fighter's *signature weapon* to build yours.

SLEDGEHAMMER

When you **do damage where strength matters**, add +1d4; increase this to +2d4 at level 6.

GOOD SPORT (STR)

When you **engage someone in a contest of strength**, roll+STR. On a 10+, you win; take +1 ongoing to negotiate with them or anyone impressed by the win, or to press your advantage. On a 7-9, you break something you'd rather not have in the process.

HITS LIKE A MACK TRUCK

If you can apply your strength to an attack, you can make it *forceful*, but if you do, you're always exposed to the enemy's attack, even on a 10+ (you still get bonus damage as if you'd chosen it, if so).

TACTICAL RETREAT

When you **retreat from a threat that you've realized you cannot defeat right now**, roll+STR. On a 10+, you escape and learn of a weakness you can exploit later. On a 7-9, also suffer further harm or lose something of value.

FLEX

Choose a Move you know and tell the GM that you now use STR when rolling it. If the GM disagrees, mark XP and choose a different Move.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE WEAPON EXPERT PATH

REPUTATION

You have a reputation in combat; choose honorable, merciful, ruthless, relentless, or similar. When this reputation would help, take +1. If you contravene this reputation and people find out, swap this reputation for the opposite or ask the GM for one.

AROUND THE BLOCK

Nobody gets this far without making friends and enemies. When you **remember something useful to the situation at hand that someone once told you**, choose one:

- a mentor, friend, enemy, or ex-lover told you; name them and describe it, then take +1 forward to act on it
- it's flawed, inaccurate, or flat out wrong; name the source and the circumstances and mark XP if you act on it anyway

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

HIT WHERE IT HURTS (STR)

When you **take some time to study an object or structure**, you may ask the GM "where's a weak spot I can apply strength and what'll happen if I do?". If you follow through, roll+STR. On a 10+, choose three. On a 7-9, choose two.

- it doesn't take a very long time
- nothing of value you'd prefer not to be is damaged
- it doesn't make an inordinate amount of noise
- you can fix the thing again without a lot of effort

RELENTLESS

When you successfully deal damage to an enemy, deal +1 damage, cumulative, against that foe for the rest of the fight.

HONED (WIS)

When you **spend time caring for your bound weapon**, roll+WIS. On a 10+, hold 3 Hone. On a 7-9, just 1. Spend Hone one-for-one when you fight with your bound weapon to:

- do an extra d6 damage or ignore armor
- not be exposed on a 7+ roll, even if you opt for extra damage
- double any bonus damage from *Relentless*, for one strike

THE ATHLETE PATH

SPORT

Choose two of these sports or discuss a new one with your GM. When you defy danger and your sports experience would help, take +1.

- parkour or free-running
- climbing, free and on harness
- swimming
- a team sport like hockey, soccer, or football

CLIMACTIC KICK

When you're engaged in a physical conflict or competition, you may declare a hit as a miss and hold 2 Kick. You can spend 1 Kick during this conflict to adjust a roll result upwards by one step. When you use this move again, the new hold replaces the old.

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

EYE OF THE TIGER

When you use *Climactic Kick*, you may spend 2 Kick to declare that the roll, no matter what it is, is actually a 12+. Do not mark XP if so.

SEMI-PRO

Choose a narrow aspect of your chosen sport, like "running across rooftops" or "catching flying objects about the size of a baseball". When you defy danger involving this aspect, treat a miss as a bigger partial (you still mark XP as usual).

TEAM PLAYER

Choose any two Moves you know when you take this move. You can share their benefits with your team, as long as you work together and can justify how it works.

When you use one of your Team Moves, name yourself or another member of the group the Team Leader. They make any rolls and choose who takes any consequences.

When you pick your Moves, the GM will either accept your choice or offer you a modification. If you can't agree, you can't take Team Player right now.

THE TOUGH

NAME

Hoss, Cutter, Indiana, Lucky, Punch, 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, _____

HERITAGE: Human, _____

BACKGROUND

☐ FOSTER KID: Start with *Unbreakable*.

☐ POET: Choose a Charismatic Move.

☐ GANG: Choose a Strong Move.

☐ Your Own: _____

DRIVE

☐ MORTAL: Prioritize the mortal world or your mortal life.

☐ OTHER: Prioritize the supernatural or your other life.

DREAD

DESIRES

GEAR

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. You also have:*

☒ An EDC/bug out bag (5 uses, 1 weight)

Choose two:

☐ A part-time gig you can use to talk your way into somewhere

☐ A trunk full 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, Bouncer, _____

Current Load {~~_____~~} MAX LOAD (10+STR)

MANIFEST POWER

When you **use extraordinary powers to do something consistent with your premise or established abilities**, roll+STAT. On a 10+, you do it; choose one. On a 7-9, the GM will choose one as well.

- you attract unwanted notice
- you cause collateral damage or an unintended injury
- you get hurt • the outcome is worse than you hoped
- you owe someone a debt • you lose a resource

On a 12+, at 10+, and the power is part of your repertoire now. The GM will create a niche move to reflect it.

PICK ONE NOW: ☐ +1 DAMAGE ☐ TALENT {~~_____~~}

AND AT 6TH: ☐ +1 DAMAGE ☐ TALENT {~~_____~~}

ENTANGLEMENTS

_____ (_____) _____ /s/has/does thing that matters to me _____ how I feel about it

_____ (_____) _____

_____ (_____) _____

_____ (_____) _____

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.

Curr HP {~~_____~~} MAX HP (10+CONSTITUTION)

Curr XP {~~_____~~} TO LEVEL (LEVEL + 7)

STR {~~_____~~} STRENGTH

DEX {~~_____~~} DEXTERITY
☐ -1 weakened

INT {~~_____~~} INTELLIGENCE

WIS {~~_____~~} WISDOM
☐ -1 dazed

CHA {~~_____~~} CHARISMA

CON {~~_____~~} CONSTITUTION
☐ -1 miserable

Assign these starting scores to your stats:
+2 [16], +1 [15], +1 [13], 0 [12], 0 [9], -1 [8]

THE TOUGH PATH

UNBREAKABLE

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

TAKE A BEATING (CON)

When you **take a beating from someone with no pressing reason to kill you**, roll+CON. On a hit, 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 or think you're dead/out, your choice

WEATHER THE STORM

When you take damage from or suffer an effect that affects your *Unbreakable* or *Tough as Nails* area, mark a debility not to.

UNSTOPPABLE

If you have *Unbreakable* and no hold remaining from it, take +1 ongoing to CON, and roll+CON if you take your last breath.

THE WALL

When you defend you always get +1 hold, even on a 6-. When you defy danger while defending, take +1, and add "regain 1d6 HP" to the list of options for *Defend*.

I GET BACK UP AGAIN

If you have *Unbreakable* and you **take damage you don't reduce with Unbreakable**, you gain +1 Grit, up to a total of 3.

MAKING A CHARACTER

Fill out your Name, Look, and Drive.

Allocate your stats.

Choose your gear, and write down your Load.

Choose your background Move and two Starting Moves from this or any other playbook.

Pick a Dread and two Desires.

Choose one Bond per PC and at least one Entanglement.

THE BRUISER PATH

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 you know both, but you misjudged them in one way; mark XP if you waded in anyway

NOT AS BAD AS IT LOOKED

You can spend 1 Grit from *Unbreakable* to declare an injury was less severe than it seemed; when you do, also regain a d6 of HP for every two levels you possess.

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

THE BEST AT WHAT I DO

Choose another Move you know. When you use that Move in combat, you get two benefits, chosen by the GM now.

- you get one bonus hold for it or it costs one hold less than usual
- you can use it once per combat without rolling for it or as if you'd rolled a 10+
- you roll it with +1, and +2 damage or double damage

The GM may offer you a different option or decline to choose any; if you can't agree, choose another Move instead of this one.

THE BEST DEFENSE

When you **wade in to a melee without concern for your own safety**, add an additional +1d4 damage each time you deal it, but take a -1 ongoing to defy danger during the conflict.

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 do your damage twice as long as the total damage is divided up between at least two of them. If you're fighting a horde or similar abstraction, instead do an additional 1d6 damage.

THE DAREDEVIL 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 or awed 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 of the following. You take +1 to defy danger against a danger caused by that source.

- magic that affects you in one of the following areas: physically, emotionally, or mentally (pick one now)
- movement, like rushing past someone or falling off a wet rooftop
- trickery, subterfuge, or lies

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

ON THE CHIN

When you defy danger with a bonus granted by *School of Hard Knocks*, you may mark a debility to succeed as if you rolled a 10+.

COOL RIDE

Designate a vehicle as your wheels. When you get in it, hold 3 Cool. Spend Cool while you're in your vehicle:

- to gain *School of Hard Knocks* with the source "risk of harm to my vehicle or someone in it".
- to purchase defend options when defending your vehicle or a passenger in it
- to count as hold for any other Move, as long as the GM okays it

If your vehicle is lost to you, you may choose a new vehicle after a suitable period of mourning and some time to tinker.

VOICE OF EXPERIENCE

Add one more pick to your *School of Hard Knocks* and upgrade the benefits 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.