

MOONPUNK

REFERENCE GUIDE FOR PUNKS

The Steps of Direct Action

- ✗ Disseminate the Truth
- ✗ Mobilize & Recruit
- ✗ Destroy Systems of Oppression
- ✗ Take Back Our World

Being a Punk

- ✗ Do your own thing
 - ✗ Never abide facism
 - ✗ Bring power to the people
 - ✗ You don't need talent just the attitude
- NOFX

The 9 basic punk moves

INFLUENCE SOMEONE Roll+ Presence

Roll when you are lying, threatening, seducing, or otherwise convincing someone to give you something or help you for nothing in return. No one will go against their personal ethos no matter the roll.

- ✗ On a 7+ they will need something extra to convince them.
- ✗ On a 10+ they will attempt to do what is asked of them.

Radical Effect: They will use personal resources or endanger themselves to help. They will also be open to becoming an ally if their ethos permits it.

TANSTAAFL Roll+ Presence

Roll when cashing in a debt or going into debt to another for payments in kind. The Punk should be clear about what they want and the level of commitment (Minor, Major, or Life) they're agreeing to.

- ✗ On a 7+, they will give the Punk what they want, but will ask for something extra, tweak part of the deal and/or change the level of commitment. If the Punk does not agree to these new terms, negotiations are over.

- ✗ On a 10+ they will agree to any fair exchange that does not go against their ethos.

There is no Radical Effect for TANSTAAFL.

THROW DOWN Roll+ Bones

Roll when trying to defend someone who is in danger.

- ✗ On a 7+ protect them but take Harm
- ✗ On a 10+ add an extra effect.
 - Take less damage (-1 Harm)
 - Move the victim where you want them
 - Hurt the enemy (deal +1 Harm)
 - Square up (Become the enemy's focus)

Radical Effect: Add an additional effect:

- Disarm your opponent
- Suffer no harm
- Remove the victim and yourself from immediate danger.

PROTECT SOMEONE Roll+ Bones

When it's time to fight it's time to Throw Down. Roll when fighting an enemy or obstacle that is trying to harm you.

- ✗ On a 7+ deal and take established Harm.
- ✗ On a 10+ you deal and take established Harm, but may also choose one of the following:
 - Gain leverage (+1 Harm on subsequent attacks)
 - Throw them (Choose where they land)
 - Restrain them (+1 ongoing to party)
 - Stick n' move (Take -1 Harm)
 - Invoke a weapon effect [tag]

Radical Effect: Apply an additional [tag] to your target.

READ THE ROOM Roll+ Smarts

Roll when you enter a new scene and survey the situation to get an idea of what is going down.

- ✗ On a 7+ ask 1 of the following.
- ✗ On a 10+ ask 3 of the following.
 - Anything weird going on?
 - Who do I know here?
 - What's my opening for doing X?
 - Anyone here look dangerous?
 - Anything here look dangerous?
 - Any objects of note?
 - Any people of note?

Radical Effect: You may ask why something in this scene is happening, The Authority will do their best to answer using evidence available.

USE TECH Roll+ Smarts

Roll when you use, fix, or try to understand tools and other technology that take specialized knowledge or training.

- ✗ On a 7+ it works but (pick 1 complication)
 - The Tech is damaged or destroyed afterwards.
 - You cause harm to yourself (1-3 Harm based on innate danger)
 - The Tech does something you don't expect (The Authority takes a Hard Move)
- ✗ On a 10+ the tech works the way you intended.

Radical Effect: Use the tech to apply a [tag] or to give an ally a +1 ongoing.

THINK FAST Roll+ Cool

Roll when working instinctively, such as running from cops, navigating low-grav, dodging an object, or shaking a tail.

- ✗ On a 7+ you succeed with a complication.
- ✗ On a 10+ you succeed.

Radical Effect: Turn the situation in your favor. Your action gives an additional positive aspect of your choosing.

ACT CASUAL Roll+ Cool

Roll when trying to pull off some shady stuff unnoticed by others.

- ✗ On a 7+ you succeed with a complication, but can pick one thing that does not happen as the complication.
- ✗ On a 10+ you succeed.

Radical Effect: You succeed and can choose something that happens as a complication to another person.

HELP OUT Roll+ Associated stat

When you have the chance to assist a crew member on any task. Roll as if you are attempting the same move as your ally.

- ✗ On a 7+ you give your ally a +1 to their roll, but open yourself to any danger of failure.
- ✗ On a 10+ you give your ally a +1 to their roll.

Radical Effect 1: If you have a Radical Effect for another move, you can use that effect to Help Out for that skill.

Radical Effect 2: Replace your ally's roll with yours.