
Basic Moves

HELP or HINDER

When you *assist or interfere with someone*, say what ability you use, how it applies to the situation, and roll +that ability: **on a 10+**, they take +1 or -2 to their roll, your choice; **on a 7-9**, they take +1 or -2, but you expose yourself to danger, retribution, or some other cost (ask the Judge what).

PERCEIVE

When you *pay close attention to a person, place or thing*, roll +WIS: **on a 10+**, hold 3; **on a 7-9**, hold 1. Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual.

ESTABLISH

When you *recall something you know about the subject at hand*, say how you might have come by such knowledge. If the Judge buys it, roll +INT: **on a 10+**, the Judge will tell you a relevant truth, or ask you to establish one; **on a 7-9**, the Judge will say what you recall, but you won't know how true it is until you put it to the test. If the Judge doesn't buy how you might have come by such knowledge, it turns out you don't know much about the thing after all.

NEGOTIATE

When you *want something from someone that they don't want to give up*, make your case and roll +CHA: **on a 10+**, they name their absolute minimum price; **on a 7-9**, they name a price they could live with; **on a 6-**, mark XP, and prepare to be milked for all you're worth.

SHOULDER BURDEN

When you *carry weight more than your Load but equal to or less than twice your Load*, you are encumbered, and suffer -1 ongoing until you lighten your burden. When you *carry more than twice your Load* (within reason), you can't do much more than struggle along at a snail's pace.

MAKE A SAVING THROW

When you *act or react in the face of danger*, roll...

- ...+STR to use sheer might
- ...+DEX to use speed, agility, or a delicate touch
- ...+CON to resist or endure
- ...+INT to think fast, focus, or remember
- ...+WIS to use intuition or willpower
- ...+CHA to charm or impress
- ...+LUC to close your eyes and pray

On a 10+, you do it, as well as one could hope; **on a 7-9**, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice.

GET LUCKY

When you *hope things will go your way*, roll +LUC: **on a 10+**, they do, this time; **on a 7-9**, they do, but there's a tradeoff—ask the Judge what; **on a 6-**, DO NOT mark XP, and you get the opposite of what you hoped for.

BURN LUCK

When you *have made any roll except a +LUC roll*, you may burn 1 Luck to raise or lower the result of that roll by 1.

RISE TO THE OCCASION

When you *assume the role of a follower and embrace the life of a freebooter*, choose a follower and fill in a new playbook for them. Follow the usual instructions for making a freebooter, but use the follower's name and what you know about them to choose (instead of roll) their alignment and traits. You start with whatever gear the follower had.

WRAP UP

When you *reach the end of a session*, do the following:

- * Mark XP if you fulfilled your alignment goal at least once
- * Mark XP if you fulfilled at least 1 trait in a memorable way
- * If you're a Fighter, mark XP if you defeated a worthy foe
- * If you're a Thief, mark XP if you deceived or stole from anyone
- * If you're a Cleric, mark XP if you fulfilled your tenet at least once
- * If you're a Magic-User, mark XP if you discovered something magical

Then answer the following questions as a group. For each "yes" answer, everyone marks XP.

- * Did we learn something new and important about the world?
 - * Did we overcome a notable monster or enemy?
 - * Did we loot a memorable treasure?
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LEVEL UP

When you *have XP equal to or greater than 10 + (5x your current level)*, and enough time to reflect on your experiences and hone your skills, do the following:

- 1) Subtract 10 + (5x your current level) from your current XP.
- 2) Increase your level by 1.
- 3) Regain 1 point of burned Luck.
- 4) If your new level is even, permanently increase one ability score of your choice by 1 (to a maximum of 18) and increase your maximum hit points by 1 roll of your hit die +CON (minimum 1HP).
- 5) If your new level is odd, choose a new advanced move from your class.

Combat Moves

FIGHT

When you *face a foe in hand-to-hand combat*, roll +STR: **on a 10+**, you deal your damage; **on a 7-9**, you deal damage but suffer the enemy's attack as well.

SHOOT or THROW

When you *attack a target with a ranged weapon*, roll +DEX: **on a 10+**, you inflict damage; **on a 7-9**, you inflict damage after resolving 1 of your choice:

- * Mark off 1 ammo
 - * Just winged 'em—roll damage twice and use the lower roll
 - * You attract unwanted attention
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LEAD THE RETREAT

When you *urge your comrades to follow your example and run for their lives*, burn 1 Charisma and roll +CHA: **on a 10+**, each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat; **on a 7-9**, your allies take +1 forward to whatever they do next.

BITE THE DUST

When you *have zero or less hit points*, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, roll +LUC: **on a 10+**, it's a miracle!—you're alive with 1 HP, and choose 2 from the list below; **on a 7-9**, you're alive with 1 HP, and choose 3 from the list; on a 6-, you're gone. Which is also the case if no one rolls you over to check within a few hours.

- * You're unconscious until you heal up to half your total HP
- * You'll die within the next hour without proper treatment
- * You've incurred a major, permanent injury of Judge's choice
- * You suffer 1d8 ability score damage to each of 2 abilities (Judge's choice)

When you *die*, you may Rise to the Occasion now (p15), or wait until you get back to town and Sign Up as a new character (p21).

Follower Moves

RECRUIT

When you *go looking to hire help*, tell the Judge who you're looking for, phrased in one of the following ways:

- * A group of _____ (porters, minstrels, angry farmers, etc.)
- * A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *Group* tag.

If the Judge says you can't find that hereabouts, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts: **on a 10+**, they're yours for the hiring; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark XP, and no one shows.

- * They demand greater compensation
- * No one here fits the bill, but you hear of someone else where who does
- * They have a need that must be met first (permission, etc.)
- * You can tell at a glance they are less than ideal (ask the Judge how)

The Judge will choose or roll their specifics (Quality, Loyalty, Instinct, etc.) as needed, to be discovered through play. Which might mean grilling them, right now.

ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, or contrary to their instinct*, roll +Loyalty: **on a 10+**, they do it, now; **on a 7-9**, they do it, but Judge picks one from the list below.

- * Decrease the follower's Loyalty by 1
- * They complain loudly, and demand something in return
- * Caution, laziness, or fear makes them take a long time

DO THEIR THING

When you *have a follower do something chancy within the scope of their tags or moves*, roll +Quality: **on a 10+**, they do it, as well as one could reasonably hope; **on a 7-9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the Judge what).

CALL FOR ASSISTANCE

When *a follower helps you make a move that calls for a roll*, take +1 to that roll, but that follower is exposed to any risks or consequences of the move.

When *a follower helps you Fight or Shoot/Throw*, roll their damage die alongside yours and use the higher die.

PAY UP

When *a follower is compensated for their efforts by having their Cost met*, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after the follower and their leader have both Made Camp.

WATCH THEM GO

When *a follower has -3 Loyalty*, they betray or abandon you at the next opportunity.

Travel and Exploration Moves

JOURNEY

When you *travel by a safe route*, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions to see how many rations you ate.

UNDERTAKE A PERILOUS JOURNEY

When you *travel through dangerous lands*, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go.

Then, choose one party member to Scout Ahead, and one to Navigate, resolving those moves in that order.

FORAGE

When you *spend a day seeking food in the wild*, roll +WIS: **on a 10+**, gain 1d4 rations, +1d4 rations if you have the gear to hunt or trap; **on a 7-9**, as 10+, but you must first deal with a Discovery or Danger of the Judge's choice.

MAKE CAMP

When you *settle in to rest*, choose one member of the party to Manage Provisions. Then, if you eat, drink, and have enough XP, Level Up.

If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing: **on a 10+**, the night passes without incident; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, everyone marks XP, and a Danger manifests—you'd better Stay Sharp!

- * One party member (Judge's choice) suffers a restless night
- * The person on watch notices a nearby Discovery
- * A Danger approaches—it's not immediately hostile, but whoever's on watch had better Stay Sharp anyway

When you *wake from at least a few hours of uninterrupted sleep*, and you ate and drank the night before, you heal 1+CON (minimum of 1) points, which you may apply to HP and/or damaged ability scores of your choice (excluding Luck).

STAY SHARP

When you *are on watch and something approaches*, roll +WIS: **on a 10+**, you notice in time to alert everyone and prepare, granting all party members +1 forward; **on a 7-9**, you react in time to sound the alarm, but nothing else; **on a 6-**, mark XP, and whatever approaches has the drop on you.

SCOUT AHEAD

When you *take point and look for anything out of the ordinary*, roll +WIS: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * You get the drop on whatever lies ahead
- * You discern a beneficial aspect of the terrain (describe it)
- * You make a Discovery (ask the Judge)
- * You see sign of a nearby Danger (ask the Judge)

NAVIGATE

When you *plot the best path through dangerous or unfamiliar territory*, roll +INT: **on a 10+**, you avoid dangers and distractions and make good time, reaching a point of the Judge's choosing before you need to Make Camp; **on a 7-9**, the Judge chooses 1 from the list below.

- * You happen upon a Discovery missed by the scout
- * The going is slow, or you wander off course. The Judge says which, and where you end up on the map
- * You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, the party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey).

- * Careful management reduces the amount of rations consumed (ask the Judge by how much)
- * The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward

Town Moves

RECOVER

When you *spend 1 week of downtime resting in town*, pay your cost of living and heal points accordingly:

- Poor** (6-CHA sp): 1 hit die +CON of HP/ability points.
- Modest** (12-CHA sp): 2 hit dice +CON of HP/ability points.
- Comfortable** (24-CHA sp): 3 hit dice +CON of HP/ability points.

You always heal at least 1 point per hit die, and may not choose to heal Luck.

ACQUIRE

When you *go looking for something specific and uncommon*, say who you ask about it and roll +CHA: **on a 10+**, they know where you can find it, and it can be had for a fair trade; **on a 7-9**, the Judge chooses 1 from the list below:

- * It'll cost you more than expected
- * You find a poor substitute
- * You can get it, but only if you see a guy who knows a guy
- * It was on hand until just recently, when someone else acquired it
- * It's not here, but there's something else that might do the job

FIND A BUYER

When you *spend 1 day of downtime seeking to turn art objects or other treasure into coin*, roll +nothing, -2 if you're in a Village, +2 if you're in a City: **on a 10+**, someone will take it off your hands, but you'll need to Negotiate on price; **on a 7-9**, no one can help today, but you can try again tomorrow; **on a 6-**, mark XP, no one can help, and you'll need to wait a week before trying again.

BANK IT

When you *stash hard-won treasure*, for each 100 silver pieces worth of loot you put away, mark 1 XP and check 1 box in your Stash. Once you stash treasure, you no longer have access to it. You may stash valuable items as well as coin, even if you don't know how much they're worth; the GM will tell you how many boxes to check off after you've socked them away.

When you *die*, your final score is the number of boxes checked in your stash box. Try to do better next time!

When you *mark your last Stash box*, you've saved up enough to satisfy all your worldly needs, or those of the cause which you serve. Tell everyone how you spend your Stash and retire with the satisfaction of having lived to tell the tale.

SIGN UP

When you *start a new character from scratch after your previous character died*, roll them up as usual. Then, for each Stash box you had marked off on your previous character, gain 1 XP or 10 silver pieces (your choice). Finally, Level Up as many times as your XP dictates, and use your coin to purchase gear.