

BASIC MOVES

Blightburg move reference

Face Danger

When you take a course of action that involves a real danger, say how you deal with it. If you do it...

- ...with physical strength, agility or speed, roll+Might
- ...with thoroughness, severity or discipline, roll+Rigor
- ...using sly, sneaky or deceptive tactics, roll+Guile
- ...with keen senses or observation, roll+Insight
- ...through mental fortitude or social grace, roll+Will
- ...with logic, knowledge or learning, roll+Reason

On a 14+, the danger doesn't hinder you

On a 9-13, you can't avoid the danger completely, the GM will offer you a worse outcome, a hard bargain or a tough choice.

On a 8-, gain 1 stress point and be prepared for the worst.

Fight

When you attack a single human opponent in hand to hand combat, roll+Might

For NPC opponents:

On a 14+, you avoid their attacks and subdue them.

On a 9-13, they manage to hit you, suffer the consequences and take 2 stress. Then:

- If you had an advantage on this roll, you subdue your opponent.
- If not, check whether you're subdued and gain an advantage to your next Fight roll if not.

On a 8-, suffer 3 stress, check whether you're subdued and be prepared for the worst.

If you didn't subdue your opponent and have 6 or more stress, you're subdued.

For PC opponents:

On a 14+, you avoid their attacks and deal 3 stress. Check whether you subdued them

On a 9-13, you trade hits, deal 2 stress and suffer 2 stress. Then check whether either or both of you are subdued

On a 8-, suffer 3 stress and check whether you're subdued

If either combatant has 6 or more stress, the one with more stress is subdued. If both have the same number of stress and it's 6 or more, both combatants are incapacitated.

Threaten

When you threaten someone to do what you want with a credible threat, like immediate physical violence, and you are committed to following through with your threat, roll+Rigor

On a 14+, they have to choose:

- Refuse defiantly and suffer the consequences of your threat
- Submit and do what you want
- Beg or explain and be at your complete mercy

On a 9-13, they can choose 1 of the above, or the most appropriate of the following:

- Give you what they think you want
- Tell you what they think you want to hear
- Disengage from a situation they think you mean

On a 8-, gain 1 stress point and be prepared for the worst.

Deceive

When you tell a bold lie to affect someone's behavior, or actively hide the truth from someone, roll+Guile

On a 14+, only people well versed in the matter you're lying about can tell you're deceiving them

On a 9-13, only those who don't know the matter are completely fooled, anyone else will suspect that something is off. It's up to them to decide what they do about their suspicion

On a 8-, gain 1 stress point and be prepared for the worst.

Read Body Language

When you're able to see another person clearly and closely study them during a charged interaction, roll+Insight

On a 14+, hold 3 and spend it to ask questions from the list below during the conversation.

On a 9-13, hold 1 instead.

- Is your character telling the truth?
- What is your character hiding?
- What are you concerned or fearful of?
- What does your character intend to do?
- What are your real feelings concerning ___?
- How could I get your character to ___?

On a 8-, gain 1 stress point and be prepared for the worst.

Manipulate

When you have something a person needs or wants and you ask them to do what you want using that as a leverage, roll+Will

For NPCs:

On a 14+, you only have to promise to give it to them and they'll do what you ask

On a 9-13, they want concrete assurances before they do what you ask

On a 8-, gain 1 stress point and be prepared for the worst.

For PCs:

On a 14+, choose 1:

- if they refuse, halve their grit pool (round up)
- take both from the list below

On a 9-13, choose 1:

- if they do it, they get a grit point
- if they refuse, they need to spend a grit point if they have any

On a 8-, gain 1 stress point and be prepared for the worst.

Convince

When you try to change someone's mind concerning a specific matter and you believe you're absolutely right, explain your argument. In case they're well versed in the matter and know that your argument is nonsense, don't roll; They see that you really believe in your nonsense, but aren't convinced. Otherwise, roll+Reason

On a 14+, they accept your reasoning, both emotionally and rationally

On a 9-13, they only accept your reasoning on a rational level

On a 8-, gain 1 stress point and be prepared for the worst.

What they actually do is up to them.

LIFEPATH MOVES

Blightburg move reference

Lead into Battle

When you lead a group into a battle with either an enemy force or a demon, the GM decides whether the battle is even. If it's not, but it's not overwhelmingly one-sided, apply an advantage or a disadvantage to the roll. Then, roll+Might

By default:

- You'll suffer 3 stress
- Your troops will suffer casualties, weakening them significantly (a disadvantage to the next otherwise even battle)

On a 14+, the enemy attempts to flee or surrenders. Choose 1:

- You don't suffer any stress
- Most of your troops are unharmed (no disadvantage to the next even battle)
- You get something valuable (a prisoner, a letter, etc.)

On a 9-13, the enemy attempts to flee or surrenders. Choose 1 from above and 1 from below

- You're struck unconscious and wake up in a worse situation
- Your troops suffer heavy casualties (can't fight anymore)
- The enemy achieves something wretched (wounds your friend, takes something etc.)

On a 8-, gain 1 stress point and be prepared for the worst.

Interrogate

When you interrogate an unwilling person using one-sided violence as your main tool, ask your questions and roll+Rigor

On a 14+, the person answers truthfully

On a 9-13, about half of the answers are truthful, the other half is lies, but you don't know which are lies

On a 8-, gain 1 stress point and be prepared for the worst.

Shadow

When you stealthily follow someone, roll+Guile

On a 14+, you can follow them unseen to their next destination.

Hold 3.

On a 9-13, you can follow them unseen to their next destination.

Hold 1.

Spend your hold while you're following them to:

- Ambush them and gain an advantage over them for that roll
 - Keep on following them unseen when they move from their current location to the next
 - Bypass guards undetected while following them, if plausible
 - Eavesdrop a conversation they're having within earshot of you
 - Identify who they're with if their partner is hiding themselves
- On a 8-, gain 1 stress point and be prepared for the worst.

Forge

When you forge a document or modify an existing document for a specific purpose, decide whether you try to weave in an additional fact unrelated to the document's main purpose. When the forged document is read, roll+Insight.

On a 14+, the reader believes it's authentic. If you weaved in an additional fact, they believe it. Otherwise gain an advantage in the situation that follows from this.

On a 9-13, the reader believes it's authentic unless they're expecting a forgery and can compare this with a document written by the alleged author. If you weaved in an additional fact, they're sceptical of it.

On a 8-, gain 1 stress point and be prepared for the worst.

Orate

When you try to influence a group of people by appealing to their emotion with rhetoric, roll+Will

On a 14+, you sway the majority of the group to take a general action of your choosing

On a 9-13, you instill one strong emotion of your choice to the majority of the group, but the group decides what to do next

On a 8-, gain 1 stress point and be prepared for the worst.

Poison

When you've brewed or otherwise acquired poison and you or someone you've instructed poisons a victim with it, roll+Reason.

On a 14+, the poison works as expected

On a 9-13, the poison works, but the GM chooses 1:

- The poison has an obvious side effect
- The poison takes effect faster or slower than intended
- Evidence of the poisoner is left behind and it will be noticed

On a 8-, gain 1 stress point and be prepared for the worst.

Oppose

When you oppose a PC's action, describe how you do it before they roll for it. Determine which stat you're opposing with. They get your stat's modifier as a penalty forward (or as a bonus if your modifier is negative).

Spending grit works differently in an opposed situation. After the roll has been made and the players have seen the initial result, both players take a die and use that to secretly set the number of grit points they want to spend on the roll. The number 0 or 10 on a d10 represents zero points, so you can spend 0-9 points of grit on a single roll. Once both players are ready, they reveal the number. Add the number of grit the rolling player spent to the roll, decrease the number the opposing player spent and read the final results.

If you can't or choose not to oppose someone from doing something directly to you, they automatically succeed without rolling. This is important. The only exception to this is witchcraft: You can't oppose Cast a Spell, but they have to roll it. You can, however, try to resist the effects of a spell by rolling Face Danger+Will.

If the opposing character has an advantage, apply a disadvantage to the roll and vice versa for a disadvantage.

Take the Devil's Seat

See the Devil's seat play aid.

Compel

When you compel another player to play according to one of their character's traits, suggest a course of action rising from the trait in the current situation. It's up to the compelled player to judge how their character would behave and either accept or refuse the course of action.

If you compelled a trait on their trait meter, and:

- they accept, they add a mark for the compelled trait on the trait meter
- they refuse, they add a mark for the opposite trait on the trait meter and suffer 1 stress

If you compelled a deep trait, and:

- they accept, they gain a grit point
- they refuse, they suffer 1 stress

If they accepted your compel, Take the Devil's Seat for their character.

Resist Blight

When you've harnessed demonic powers or been on the receiving end of them, after the tense situation is over, roll + the opposite of your Blight.

On a 14+: You manage to steel yourself

On a 9-13: If your blight isn't +2, choose one below. If it is, take the second option.

- Increase your blight by one (maximum +2). If you're a witch, gain a new spell
- Your body is blighted by the demonic: gain a minor witch mark and suffer 1 stress

8-: If your blight isn't +2, take both from the 9-13 list. If it is, take all four below.

- If you don't have 3 moderate witch marks yet, gain a moderate mark. If you do, gain a severe mark
- Gain a new lifepath called Blighted (up to 6 lifepaths)
- Decrease your might by one
- Suffer 2 stress.

End of Session

When you reach the end of a session,

- If you have more than 5 grit, reset it to 5. The next step can increase your grit beyond 5.
- Count the number of beliefs you used to drive the situation forward during the session, whether ultimately for or against the belief. Gain grit according to this number and the number of lifepaths you have:
 - » $\text{GRIT GAINED} = (2 \times \text{BELIEFS DRIVEN}) + 4 - \text{NUMBER OF LIFEPATHS}$
- If you didn't compel anyone during the session, lose a grit point
- Revise traits if you feel the need for it:
 - » You may change the trait pair on your trait meter. If you do, clear all marks.
 - » You may remove deep traits if e.g. a dramatic event has changed your character
 - » If another character's traits are hard to compel because the character already behaves according to a trait on the meter, you can suggest that the trait becomes a deep trait immediately. If the other player agrees, resolve the trait.
- If you need to update your beliefs, do it now

Trait Resolution

When either of your traits on the trait meter has 3 more marks than its opposite trait, the pair is resolved:

- The stronger trait becomes a new deep trait
- Count the number of marks on the stronger trait. You gain this number of grit points
- Then reset the trait meter and choose a new pair of opposing traits to examine. If you feel that you have conflicting deep traits, you can also pair them up, or take one deep trait and a new trait for further examination.

WITCHCRAFT MOVES

Blighting move reference

Seek a Contract

When you venture alone into a place of power at the right time, for example a deep forest at the witching hour, and willingly offer yourself to any demon listening, a creature will come forth and offer you a contract of witchcraft. The GM decides the details of the contract and whether a demon of death or lust has arrived. Whether you accept the contract then is up to you. If you do, increase your blight by 1, gain a spell and then roll to Resist Blight. Also gain access to the witchcraft moves.

Summon

When you painstakingly prepare a summoning circle to call forth a demon, choose whether you reach for a creature of death or lust. The creature appears before you, then roll+Blight

On a 14+, the summoning circle holds the creature and it's willing to hear you out

On a 9-13, the summoning circle holds the creature, but the GM chooses 1:

- It's in a foul mood
- It demands a sacrifice before it's ready to negotiate
- It wants you to do something to further its agenda before it's ready to negotiate

On a 8-, the circle is critically flawed and doesn't hold the creature. You're under the gun and the demon is here to advance its agenda

After the tense situation is over, roll to Resist Blight.

As long as the circle holds you may banish the creature at will.

Seal a Pact

When you have negotiated a deal with a demonic being and both of you seal it in blood willingly, you're both cursed to fulfill the deal. If either of you betrays their obligation, the betrayed party may either completely dominate the betrayer once at will, or instead banish them to Hell for 1001 years. This ends the pact. Beware of loopholes.

Roll to Resist Blight after sealing the pact.

Cast a Spell

When you twist reality using your demonic powers, there will be consequences. If you're willing to take the risk, select a spell you know and roll+Blight

On a 14+, you gather power for the spell unnoticed and cast it, but choose 1

On a 9-13, you gather power for the spell unnoticed and cast it, but choose 2

- Suffer 2 stress as you sustain the demonic energies
- The spell's effect is much stronger or its duration is shorter, GM's call
- The spell's effect is weaker or its area of effect is larger, GM's call
- The spell's effect draws attention to you, making it obvious that you just cast a spell
- The spell blights the environment, aging and decaying the surroundings. Lay people may consider this a bad omen while those who know about witchcraft know that there are demonic energies present

On a 8-, gain 1 stress point and be prepared for the worst.

After the tense situation is over, roll to Resist Blight.

Spells

Terror

Overwhelm a group of people by an irrational fear. You need to be able to see the victims.

Compulsion

Give a single target a spoken command, up to a sentence, that they're compelled to obey. Only their survival instinct or other such primal instincts can resist you.

Illusion

Create either a large static illusion, up to a few human sized moving ones or change how you look. Illusions can't produce sounds.

Curse

Curse a group of people to suffer. You may choose the nature of the suffering, such as instant warts, recurring nightmares or bad luck. A curse can't kill anyone directly, though. You need to be able to see the victims.

Divination

See briefly and instantly into the future concerning a situation (reading what will likely happen) or a person (reading what they might do next). Exploiting this knowledge immediately counts as having an advantage.

Telekinesis

Move one heavy object or multiple light ones as if you had the strength of a few invisible men at your telepathic command.