

BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is 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 them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

UMF is by Tam H and licensed under Creative Commons 4.0. It's based on Dungeon World by Sage LaTorra and Adam Koebel, which is licensed under Creative Commons 3.0. Template is based on the PlayKit Plus by Jason Shea and the minimal template by Yochai Gal (CC-BY). Print as Duplex, short-edge bound. Fold in the middle.

DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

GEAR

Your load is 10+STR. 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, 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.

Pocket of junk (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)

INCOME: Consultant, Finder, Bartender, _____

ITEM	WEIGHT	VALUE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COINS & TREASURE

LOAD

MAX

NAME: _____

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

LOOK

EYES: Haunted, Tired, Warm, _____

HAIR: Rumped, Overlong, Professional, _____

CLOTHING: Professional, Rumped, Casual, _____

BODY: Plump, Rangy, Large, _____

RACE: Human, _____

BACKGROUND

Choose one

LEO: Start with *Investigative Specialist*.

MERCENARY: Choose a Strong Move you qualify for.

BOXER: Choose a Tough Move you qualify for.

DRIVE

Choose one

MORTAL: Prioritize the mortal or your mortal life.

OTHER: Prioritize the supernatural or your other life.

KEYS

Choose two

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

EMPATHY: Solve a problem with empathy. CHANGE: Ignore the other side.

BLIND: Blame someone unjustly. CHANGE: Clear up an old wrong.

BONDS

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

_____ doesn't know I watch out for them.

_____ has worked with me before; I trust them.

_____ and I are in love with the same person.

_____ doesn't have the sense of a goldfish; they amaze me constantly.

ENTANGLEMENTS

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

_____ (_____) doesn't know I've lost it.

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

_____ (_____) is my hostage to Fate.

My own: _____

The Dedicated

CHARACTER SKETCH

<p>HIT POINTS</p> <p>_____</p> <p>MAX</p>	<p>ARMOR</p>	
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LEVEL	2	3	4	5	6	7	8
	9	10	LEVEL WHEN XP = CURR LEVEL + 7				

Pick one: +1 DMG TALENT [_____]
 Pick one at 6: +1 DMG TALENT [_____]

STR	DEX	CON
STRENGTH	DEXTERITY	CONSTITUTION

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

INT	WIS	CHA
INTELLIGENCE	WISDOM	CHARISMA

DAZED (-1) DAZED (-1) MISERABLE (-1)

Assign these starting scores to your stats:

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

Your maximum HP is 8+Constitution.

SIGNATURE MOVE

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

DEEP WISDOM

Choose if you're 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.

Choose two more Moves from any source that you meet the requirements for.

1. Choose your name, look, and gear.
2. Allocate the stat array; if you're new to the game, put +1 or +2 in your signature stat.
3. Choose or create a background; this gives you an extra starting Move.
4. Pick your drive; if you're not sure, prioritize your other life, then pick two Keys.
5. You have a Signature Move and a starting Move from your background; choose two more Moves from this sheet or any other playbook. The only ones you can't choose yet are those that require level 6-10.
6. Fill out your bonds and entanglements, at least one of each.

THE DEDICATED PATH

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

A FRIEND TO ALL (WIS)

You have a group of people who call you friend and occasionally provide you with advice, aid, or information. At the start of a session, roll+WIS. On a 10+, hold 3. On a 7-9, hold 1. On a miss, hold 1, but the GM will also hold 1 they can spend to have this group complicate your life unexpectedly.

Spend 1 hold to call in a favor from a member of the group, at a level that won't cost them much. Spend 3 to get them to inconvenience themselves or put themselves in mild danger.

TACTICIAN

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

WHAT SHADOWS LURK

You know people, how they think, how they lie to others and to themselves, and why. You can always ask any player "what's the emotional subtext here?" and "what do you want out of this situation?" and they must answer truthfully even if their character doesn't know.

FAMILIAR PREY*

When you spout lore about a monster or about human nature you use WIS instead of INT.

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.

CHARMING AND OPEN*

When you speak frankly with someone, you can ask their player a question from the list below about the character. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- what do you wish I would do?
- what are you really feeling right now?
- how can I get you to do what I want you to?
- what do you most desire right now?

THE INVESTIGATOR PATH

When you can choose a Move, you can choose one of these or one from another 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+, you figure out a major clue that points you towards someone you must see or some 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

When you go looking for an expert who can help you figure something out, pick one:

- they owe you one for that thing you did for them
- you have a piece of information they'd be interested in
- you owe them one; mark XP

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
- 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. On a success with Stoic or this move, you choose whether the initiator can tell you're unaffected.

DON'T LOSE MY NUMBER (WIS)

When you give someone a way to contact you on demand, roll+WIS. On a 10+, hold 1. On a 7-9, hold 1 and the GM holds 1. You can spend hold instead of rolling to find them with find someone; either they contact you or you contact them, your choice. The GM may spend their hold to have the person call you, in trouble.

SAW IT COMING (WIS)

When a shocking betrayal, ambush, or similar surprise is revealed by someone, ask the GM how early you knew and then explain how you expected and prepared for it, with as many preparations as you could reasonably have achieved in secret, in the span of an hour. Then roll+WIS. On a 10+, the enemy is blindsided. On a 7-9, also choose one thing your preparations required.

- 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 tells you you couldn't possibly have known and you disagree, mark XP instead.

THE ORGANIZER PATH

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

COMMUNITY MEMBER

Name a social group or neighborhood in your community. When you first encounter a creature, location, person, or item important (GM's call) to that group, 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 when you pursue it. You can change this goal with a few hours of soul searching.

FROM THE NEIGHBORHOOD

You might have made it good, but you're still from around here. Choose a mark of the community, like an accent, idiom, or method of dress. You take +1 to deal with fellow members of your community if they 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 and you hold 1. You, or they, can spend this hold later to add +2 or -2 to a roll they make, even if you're not present.

COMMUNITY ICON

Choose two more social groups in your community for the purposes of Community Member. If you have From the Neighborhood, you take +2 instead of +1.