

# 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 attack 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 9+STR. 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.*

Carried useful stuff (5 uses, 1 weight)

Choose two:

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

INCOME: Athlete, Larceny, Retail, \_\_\_\_\_

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

COINS & TREASURE

LOAD

\_\_\_\_\_

MAX

NAME: \_\_\_\_\_

Examples: Nick, Dominique, Trix, Scout, Marlowe, a short name, a mysterious name, a fake name

## LOOK

EYES: Sharp, Calculating, Icy, \_\_\_\_\_

HAIR: Practical, Unremarkable, Stylish, \_\_\_\_\_

CLOTHING: Practical, Dark, Pocketed, \_\_\_\_\_

BODY: Lithe, Lean, Flexible \_\_\_\_\_

RACE: Human, \_\_\_\_\_

## BACKGROUND

Choose one

PETTY CRIMINAL: Start with *Hard to Pin Down*.

AGENT: Choose a Dedicated Move you qualify for.

MARTIAL ARTIST: Choose a Strong or 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.*

FAST: Act fast to save something when it costs you. CHANGE: Don't.

THIEF: Take something that isn't yours. CHANGE: Pass up the chance to steal something you really want.

## BONDS

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

\_\_\_\_\_ thinks I'm unreliable. Are they right?

I saved \_\_\_\_\_ once by being fast; they say I was lucky. Like that's a bad thing?

\_\_\_\_\_ and I go back, way back.

I don't want \_\_\_\_\_ to know what I've done.

## ENTANGLEMENTS

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

I'm trying to keep \_\_\_\_\_ (\_\_\_\_\_) on the straight and narrow, but I'm not the best role model.

I want to keep \_\_\_\_\_ (\_\_\_\_\_) in the dark.

\_\_\_\_\_ (\_\_\_\_\_) is my hostage to Fate.

My own: \_\_\_\_\_

# The Fast

CHARACTER SKETCH

<p style="text-align: center;">HIT POINTS</p> <p style="text-align: center;">_____</p> <p style="text-align: center;">MAX</p>	<p style="text-align: center;">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 6+Constitution.

