BASTC 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 7+STR. You start with a modest place to live, like a small apartment off campus or a dorm you're supposed to be chaperoning, a car that's packed with papers you probably should get around to grading, 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:

ITEM

A subscription to an academic journal database A field kit in your trunk (5 uses, 2 weight) Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight) Walking stick (close, two-handed, 1 weight)

INCOME: Teaching, Patents, IT, _____

WEIGHT VALUE

| COINS & TREASURE | LOAD | |
|------------------|------|--|
| | МАХ | |

NAME:

Examples: Dexter, Ruth, Alvin, Dara, a smart name, a stuffy name an old name

LOOK

| BACKGROUND | Choose one |
|--|------------|
| RACE: Human, | |
| BODY: Lanky, Surprisingly Toned, Flabby | |
| CLOTHING: Buttoned-down, Tweed, Uniform, | |
| HAIR: Shaggy, Ponytail, Unfashionable, | |
| EYES: Serious, Spectacled, Assessing, | |

Choose two

CRIMINOLOGIST: Choose a Dedicated Move you qualify for. ROUGH CHILDHOOD: Choose a Tough or Fast Move you qualify

for.

DRIVE Choose one MORTAL: Prioritize the mortal or your mortal life.

OTHER: Prioritize the supernatural or your other life.

KEYS

ON STAFF: Start with Ivory Tower.

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.

SLEUTH: Figure out how to stop something that's hurting people. CHANGE: Ignore the problem.

EXPLOIT: Exploit something that's hurting people for gain. CHANGE: Fix it.

BONDS

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

_____ never looks at all the angles before leaping.

I wish ______ would pay attention more often.

____ saved me from something unpleasant: I owe

them

My own:

There's something off about _____. Why do they always glare when I offer to run tests?

ENTANGLEMENTS

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

(______) thinks I'm not living up to my potential I want to keep _____ (_____) in the dark. _____ (______) is my hostage to Fate.

The Genius

| CHARACT | ER SKETCH | | |
|---------|-----------|--|--|
| CHARACT | ER SKETCH | | |





| Pick one at 6: | +1 DMG | TALENT [|
|-----------------|--------|----------|
| Diele eine et 0 | 1 0140 | |
| Pick one: | +1 DMG | TALENT [|

| STR | DEX | CON |
|----------|-----------|--------------|
| STRENGTH | DEXTERITY | CONSTITUTION |

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

| INT | WIS | СНА |
|--------------|------------|----------------|
| INTELLIGENCE | WISDOM | CHARISMA |
| DAZED (-1) | DAZED (-1) | MISERABLE (-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

SIGNATURE MOVE

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

SMART AS A WHIP

When being smart's an asset, roll an extra die of a different color and keep the best two. On a 7-9, if you've kept your Smart die, the GM will tell you a flaw in your plan or something equally unwelcome you've discovered in the process, in addition to any other consequences.

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

THE GENIUS PATH

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

TRICKED OUT LAB

You have a lab or base where you can work on your interests in relative peace and quiet. Pick two:

- a research library with two areas of focus; get +1 to research either of them
- a huge collection of junk; you can always find a spare part that'll work well enough
- a search engine you've programmed yourself; it's not Al but it's close. Get +1 when you search the internet for information.

INVESTIGATE (INT)

When you **investigate a mystery using deduction and logic**, roll+INT. On a 10+, you gain a vital clue. On a 7-9, also pick one.

- you attract unwanted attention
- you make a scene
- the clue is inadmissable in a court of law or unprovable

PHD

Name a subject; you've got a doctorate in it. When this is relevant, roll 1d8+1d6 instead of 2d6. If the d6 is the higher of the two, the GM will introduce an extra complication.

KNOW IT ALL*

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

LOGICAL*

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

IVORY TOWER

You have a degree; if you have PhD, you can use it with this degree as well. Decide where you fit in the academic hierarchy and choose an ally from this list or similar:

- a mentor in your field who looks out for you Cost: you behave as they expect
- a devoted protege Cost: your tutelage
- a collection of interchangeable grad students who run errands for you Cost: letters of recommendation

This ally is a standard hireling. If you lose access to the academic world, replace this Move with a new one.

THE FIELD SCIENTIST PATH

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

FIELD WORK

You've been on at least a few expeditions. When you reflect on your past experiences that were similar to the one you currently face, pick one.

- it was dangerous or hazardous; take +1 forward to act on the experience
- it was embarrassing; if you share it, everyone else takes +1 forward for morale
- you've never been in a situation like this; mark XP if you freeze up, freak out, or panic

CHEMICAL WIZARDRY (INT)

When you **closely study a substance or its effects**, and you have tools and time, tell the GM what antidote, toxin, or cure you're trying to create and roll+INT. On a 10+, you create it, enough for one person. On a 7-9, also choose one:

- it'll have unexpected side-effects
- it can't be mass-produced
- it'll only work on any given creature once

On a 12+, you eke out up to a half-dozen doses.

HANDS ON EXPERIENCE (INT)

When you take apart a supernatural thing with an eye to figuring it out, roll+INT. On a 10+, you get a good idea of the strengths and weaknesses it possesses that can be determined in this fashion. On a 7-9, also choose one:

- it wasn't as dead as you thought
- you're exposed to something unpleasant

When you gain a level from 6-10, choose from these too:

RENOWNED EXPERT

When you *find someone* who is a recognized expert in an academic field, you use INT and treat a miss as a partial. When you **offer your services as a renowned expert in your field**, take +1 ongoing to demonstrate your knowledge for the target if they accept; mark XP if they don't.

JURYRIG

You can dispense with time or tools when synthesizing; for each you don't have, choose an extra option from the drawbacks list.

THE HACKER PATH

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

TEMPORARY POLYMATH

Name three subjects, like Ancient Chinese Art, Aircraft Physics, or Slavic Folklore; you've recently spent way too much time reading up on them on the internet and you possess a wealth of second-hand and theoretical knowledge. When this knowledge would come in handy, take +1. When you binge on a new topic, you may replace one of your existing ones.

GOOGLE IT (INT)

When you do an in-depth search of the internet on a specific topic, roll+INT. On a 10+, you find a useful piece of information and make a useful contact. On a 7-9, pick one.

DATA SPIDER

You have a program that monitors the internet for the answer to a specific question that can be found or pieced together from available data, like "where are the vampires smuggling heroin into the city" or "is anyone showing undue interest in Egyptian artifacts".

When you take a few hours to set up a query, say how you receive notices; the next time two dice match, on any roll, by any player, you'll get an alert with the information, though it might not be as complete as it could be. Choose if your spider keeps running on the same query or not.

When you gain a level from 6-10, choose from these too:

ACTUAL AI

Your pseudo-AI from Tricked Out Lab is now actual artificial intelligence, or at least close enough most people can't tell the difference. Describe how you communicate with it and what its personality is like, then name three Moves it can help you with. When it does, you can treat a miss as a partial, but the GM will add a complication related to your AI if you do.

REPROGRAM (INT)

When you reveal how you reprogrammed a computer to serve your immediate purpose, explain how you gained access and name one task, of seven words or less, then roll+INT. On a 10+, it's done, exactly as you said. On a 7-9, you left traces behind; the GM will tell you who suffered as a result.

- 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.