# 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.

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#### 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 +II
- ...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 12+STR. You start with a modest place to live, like a small apartment over a gym or a warehouse that you're converting in your spare time, a car that's seen better days, and a 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:

ITEM

Leather jacket (1 armor, 1 weight) A sword (close, +1 damage, 1 weight) Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight) Rifle (far, ammo 3, 2 piercing, 2 weight)

INCOME: Menial Job, Pension, Bouncer, \_\_\_\_\_

WEIGHT VALUE

COINS & TREASURE

#### NAME: \_

Examples: Bill, Joe, Marcy, Roxie, a short name, a hard name, a tough name

# LOOK

EYES: Haunted, Cold, Withdrawn,	
HAIR: Cropped, Ponytail, Regulation-length,	
CLOTHING: Practical, Durable, Uniform,	
BODY: Muscled, Hard, Strong,	_
RACE: Human,	
BACKGROUND	Choose one
SOLDIER: Start with Reputation.	
COP: Choose a Dedicated Move you qualify for.	
BOUNCER: Choose a Tough Move you qualify for	r.

# DRIVE Choose one MORTAL: Prioritize the mortal or your mortal life. OTHER: Prioritize the supernatural or your other life.

Choose two

# KEYS

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.

PROWESS: Defeat a predator. CHANGE: let a predator live.

 $\ensuremath{\mathsf{BULLY}}\xspace$  Use your strength on the unworthy. CHANGE: help the downtrodden.

#### BONDS

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

I've seen \_\_\_\_\_\_ fight; I should teach them a few tricks.

I'd like to fight \_\_\_\_\_ sometime. Just to see what'd happen.

Where \_\_\_\_\_\_ points, I punch.

\_\_\_\_\_ and I have a friend in common.

#### ENTANGLEMENTS

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

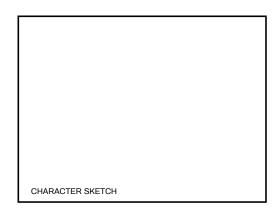
I try to keep \_\_\_\_\_ ( \_\_\_\_\_) out of trouble, but it's like they're trying to get killed here.

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

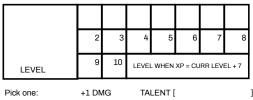
\_\_\_\_\_ ( \_\_\_\_\_) is my hostage to Fate.

My own:

# The Strong



HIT POINTS	ARMOR	
MAX		



Pick one at 6:	+1 DMG	TALENT [	
STR	DEX		CON

STRENGTH	DEXTERITY	CONSTITUTION

WEAKENED (-1)	WEAKENED (-1)	MISERABLE (-1)
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INT	WIS	СНА
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 strong hero.

# STRONG AS AN OX

When being strong'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 Strong die, the GM will tell you something you break or damage in the process, in addition to any other consequences.

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

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

# BOUND WEAPON

THE STRONG PATH

You know how to use an exotic melee weapon most people don't, and yours is special. Maybe it's forged from part of your soul or maybe it's just really, really old. You start out with it, and, should it ever be lost, you know how to replace it. Tell the GM what it is and how you acquired it, and the GM will tell you if there will be any complications to carrying it openly and what kind of effort it'll take to replace it.

Use the Fighter's signature weapon to build yours.

# SLEDGEHAMMER

When you do damage where strength matters, add +1d4.

# GOOD SPORT (STR)

When you engage someone in a contest of strength, roll+STR. On a 10+, you win, and the win counts as leverage over them. On a 7-9, you gain leverage or you don't get hurt in the process, your choice.

# HITS LIKE A MACK TRUCK

If you can apply your strength to an attack, you can make it *forceful*, but if you do, you're always exposed to the enemy's attack.

# STRONG ARM. TRUE AIM\*

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone until you retrieve it; you can never choose to reduce ammo on a 7–9.

#### **INTERROGATOR\***

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

# THE WEAPON EXPERT PATH

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

# **AROUND THE BLOCK**

Nobody gets this far without making friends and enemies. When you remember something useful to the situation at hand that someone once told you, choose one:

- a mentor told you; name them and the circumstances and take +1
- an enemy told you; name them and the circumstances and take +1
- it's flawed, inaccurate, or flat out wrong; name the source and the circumstances and mark XP if you act on it anyway

# REPUTATION

You have a reputation in combat; choose honorable, merciful, ruthless, relentless, or similar. When this reputation would help, take +1. If you contravene this reputation and people find out, swap this reputation for the opposite.

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

#### HIT WHERE IT HURTS (STR)

When you **study an object or structure**, you may ask the GM "where's a weak spot I can apply strength and what'll happen if I do?". If you follow through, roll+STR. On a 10+, choose three. On a 7-9, choose two.

- it doesn't take a very long time
- nothing of value is damaged
- it doesn't make an inordinate amount of noise
- you can fix the thing again without a lot of effort

#### HONED (WIS)

When you spend time caring for your bound weapon, roll+WIS. On a 10+, hold 3. On a 7-9, just 1. Spend this hold when you hack and slash to:

- do an extra damage die of damage
- ignore armor
- not be exposed on a 7+ roll, even if you opt for extra damage

#### SCENT OF BLOOD\*

When you hack and slash an enemy, your next attack against that same foe deals +1d4 damage.

# THE ATHLETE PATH

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

# SPORT

Choose one of these sports or discuss a new one with your GM. When you defy danger and your sports experience would help, take  $\pm 1$ .

- parkour or free-running
- climbing, free and on harness
- swimming
- a team sport like hockey, soccer, or football

# CLIMACTIC KICK

When you're engaged in a physical conflict or competition, you may declare a hit as a miss and hold 2. If you miss again during this conflict, you can spend 1 hold to convert it to a 7-9. When you use this move again, the new hold replaces the old.

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

# **EYE OF THE TIGER**

When you use Climactic Kick, you may spend 2 hold to declare any roll, even a miss, a 12+.

# SEMI-PRO

Choose a narrow aspect of your chosen sport, like "running across rooftops" or "catching flying objects about the size of a baseball". When you defy danger involving this aspect, treat a miss as a partial.

# **TEAM PLAYER**

Choose any two Moves you know; you can share their benefits with others, up to a half dozen people or so, as long as you can justify how. When you choose, the GM will either accept your choice or offer you a modification; if you can't agree, choose a different Move.

- 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.