

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 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:

- 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, _____

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

COINS & TREASURE

LOAD

MAX

NAME: _____

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

LOOK

EYES: Serious, Spectacled, Assessing, _____

HAIR: Shaggy, Ponytail, Unfashionable, _____

CLOTHING: Buttoned-down, Tweed, Uniform, _____

BODY: Lanky, Surprisingly Toned, Flabby _____

RACE: Human, _____

BACKGROUND

Choose one

ON STAFF: Start with *Ivory Tower*.

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

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.

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.

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.

My own: _____

The Genius

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 [_____]

<p style="text-align: center;">STR</p> <p style="text-align: center;">STRENGTH</p>	<p style="text-align: center;">DEX</p> <p style="text-align: center;">DEXTERITY</p>	<p style="text-align: center;">CON</p> <p style="text-align: center;">CONSTITUTION</p>
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WEAKENED (-1) WEAKENED (-1) MISERABLE (-1)

<p style="text-align: center;">INT</p> <p style="text-align: center;">INTELLIGENCE</p>	<p style="text-align: center;">WIS</p> <p style="text-align: center;">WISDOM</p>	<p style="text-align: center;">CHA</p> <p style="text-align: center;">CHARISMA</p>
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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.

