

GM REFERENCE SHEET

AGENDA

Make the world seem real.
Evoke the past, think to the future.
Make the character's lives historic.
Play to find out what happens.

ALWAYS SAY:

What the Principles demand
What rules demand
What your prep demands
What honesty demands

PRINCIPLES:

Fill the world with ruins.
Address characters, not players.
Begin and end with the fiction.
Name every person, and think who backs them.
Draw maps, leave blanks.
Write histories, and reference them.
Ask questions and use the answers.
Think offscreen, too.
Everything that you own is temporary.
Make your moves look natural.
Be a fan of the characters.

MOVES:

Reveal an unwelcome truth.
Put someone in a spot.
Separate them.
Capture them.
Trade harm for harm (as established).
Deal harm (as established).
Turn their move back on them.
Offer an opportunity, with or without a cost.
Take away their stuff.
Exhaust a surplus
Add a need.
Erase a surplus.
Show a remnant of the past, used in unexpected ways.
Show the consequences of past decisions.
Show a downside to their playbook.
Highlight a weakness of their family.
Tell them the consequences and ask.

SOURCES OF DRAMA:

If you want to introduce adversity and opportunity to the character's lives, here are some places to find that:
The World Before: Tell them rumours of something miraculous in the wasteland that could solve your problems.
The Fall: Attack with the Fall's twisted spawn, or contaminate or corrupt the player's power base or allies.
Your Threat: Introduce a new aspect of the threat, or increase the danger caused by an established aspect.
Family Objectives: show downsides of a Family's needs, or hint at who might have a solution.

CHARACTER MOVE REFERENCE:

When you try to mitigate a dangerous situation, roll **+Appropriate Stat**.
When you fail to do as well as you liked, say what a nearby character can do to help.
When you activate a remembered cantrip or gadget of the world before, roll **+Lore**.
When you use violence to hurt, capture or drive off your enemies, roll **+Force**.
When you strike a deal with someone, roll **+Sway**.
When you navigate through the wasteland, roll **+Steel**.
When you rig up advanced technology to augment your efforts, erase 1 **Tech** per +1.
When you're in a place of safety, exhaust a surplus to heal all harm.
When you take a few moments to shake off your injury, roll **+Harm** checked.

FAMILY MOVE REFERENCE:

When you need access to a person, place or thing, roll **+Reach**.
When you send your people out for information, roll **+Reach**.
When you must keep your family loyal and endure adversity, roll **+Grasp**.
When you direct your family to claim something as yours, roll **+Grasp**.
When you throw your family's weight behind another, roll **+Treaty**.
When you need something from another family, **erase 1-Treaty** and choose what you want.

HARM REFERENCE:

1: Punches, kicks, a savage beating, a swarm of rats. Enough to kill a diseased beast.
2: Improvised weapons, claws and teeth, a pack of mutated dogs. Enough to kill a man.
3: The best weapons that modern crafters can make, a sweeping blow from a Dark Hulker. Enough to kill a champion fighter or a small gang.
4: Artifact weapons from the World Before, the jaws of a Flamewalker. Enough to kill a hulking monster or a huge gang.
5: The howling teeth of the Maelstrom, ground zero at a detonating reactor. Enough to kill anything.