

CHARACTER BASIC MOVES

ACTIVATE FORGOTTEN LORE

When you try to use an incantation or gadget of the World Before, say what you expect it to do and roll +Lore. On a hit, it does what you expect it to do, but choose one:

- It'll only last a short time, and you'll need to act quickly to take advantage of it.
- It sets a long-forgotten working in motion, with risky ramifications.
- It won't work again until you've spent some time in peace studying it.

On a 10+, a flash of insight also shows you this fragment's place in the World Before, giving you context, wisdom or clues to greater power.

CALL FOR AID

When you fail to succeed as well as you've liked, say what another character in close proximity can do to help out. If they can successfully do it, you can increase your result by one category – 6- becomes 7-9, 7-9 becomes 10+.

DEFUSE

When you try to mitigate a dangerous situation with...

- Intimidation or physical exertion, roll +Force
- Fast talking or misdirection, roll +Sway
- Endurance or quick action, roll +Steel
- Improvised technology or remembered information, roll +Lore

On a 10+ the situation is safe unless dramatically disrupted. On a 7-9, you've bought some time, but choose one:

- The GM will demand something from you in order to secure safety.
- It's only a temporary reprieve, and the danger will soon return.
- You've deflected the danger onto someone/something else rather than dealing with it entirely.

FIERCELY ASSAULT

When you use violence to hurt, capture or drive off your enemies, roll +Force. On a hit, you've achieved your goal – they're wounded, bound or fleeing. On a 7-9, choose one from your list and the GM chooses two from theirs. On a 10+, choose two from your list and the GM chooses one from theirs.

Character list:

- You scavenge something valuable from the aftermath - gain +1 Tech.
- You glean some useful information from your foes.
- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

- Something or someone important to you is harmed.
- Others will come after you.
- You take Harm appropriate to the enemy.
- The situation is destabilised and chaos will soon follow.

FORGE A TREATY

When you strike a deal with someone, roll +Sway. On a hit, they'll do it, and in good faith. On a 10+ choose one:

- The deal will last until the end of the next Age.
- They spread good word of mouth; gain 1-Treaty on their family.
- They give you good advice, an interesting rumour or a dire warning; get +1 ongoing when you act on it.

JURY-RIGGING

When you rig up advanced technology to augment your efforts, erase 1 Tech for each gadget used and get +1 to your move. For each Tech you spend, tell us what it is and what it tells you about the World Before.

WASTELAND SURVIVAL

When you navigate through the wasteland outside of settled lands, roll +Steel.

On a hit, pick two:

- You don't get into danger.
- You don't get delayed.
- You don't run out of supplies.

On a 10+, also pick one:

- You discover a hidden treasure in the wasteland, worth a lot if you can secure it.
- You discover a new, safer path you can use in the future to travel this route without rolling.
- You discover a secret of the wasteland – details on a threat, signs of foreign civilisation, an indication of the origin of the Fall.

CHARACTER PERIPHERAL MOVES

UNDER ORDERS

When you send a group of followers to perform a task within their area of expertise, roll +Quality. On a 10+ they do it, no problem.

On a 7-9, choose one:

- It's done, but not as completely or as successfully as you'd like.
- It's done, but there'll be unfortunate consequences.
- It's done, but it cost them; their Quality drops by 1.

When a group of followers hits Quality 0 they are no longer useful to you – they may be wounded, dead, no longer interested in helping you, or unable to provide further information.

PROFESSIONAL CARE

When you get healing in a place of safety, you can heal all Harm by exhausting an appropriate Surplus – yours or someone else's with their permission.

SHAKE IT OFF

When you take a few moments to shake off your injuries, roll +Harm checked. No matter what the outcome, heal a Harm slot.

On a 13+, choose one:

- You're permanently weakened. Choose a slot to have a permanent (if reduced) effect – it can never be healed.
- The healing is a rush-job, liable to rupture at a moment's notice. Until you get some proper R&R, any time you receive Harm, take +1 Harm.
- You'll feel this one for a long time. Rewrite any superficial Harm slot – not necessarily one that's currently filled – and give it a stat penalty.

On a 10-12, choose one:

- You're mostly fixed up, but you'll be in and out of consciousness for the next 24 hours.
- You'll keep feeling the effects of the wound you healed until you get some R&R.
- While you were pulling yourself together someone took advantage of the distraction.

ON WEAPONS

Weapons don't factor into the mechanics of Fiercely Assault, as once battle is joined the most important thing is how you make use of the tools you have. Instead, weapons come with descriptive tags, which define which conflicts the weapon will be useful in and what happens when it is used. Depending on the tags on the weapons you bring to bear, fighting might be out of the question, or so effective you don't even need to roll. For example, with only a walking staff (*melee, inconspicuous*) it'll be tough to take out a sniper in a towering ruin, while access to an ancient orbital cannon (*hi-tech, area, brutal*) will take out most foes with ease. Here's a list of possible tags:

- **Melee** - useful for attacking something within a few metres.
- **Ranged** - useful for attacking something out of arm's reach but within eyesight.
- **Area** - when it's used, it affects everything in the area.
- **Hi-Tech** - has some weird properties - affects intangibles, terrifies witnesses, creates fires that never go out, etc.
- **Unreliable** - can work far better than expected, but can also break spectacularly.
- **Brutal** - absolutely devastates its targets, rending them and causing collateral damage.
- **Inconspicuous** - people won't see this weapon as a danger.
- **Silent** - the weapon doesn't draw attention when used.
- **Nonlethal** - this weapon incapacitates instead of dealing lasting harm.
- **Elegant** - the weapon is impressive and flashy in use.