

Character Moves

Always unique! No duplication. Write moves you take on your character sheet and check them off here.

❑ ACE IN THE HOLE

When you negotiate tight spaces, roll +Shrewd. On a 10+, you lose any pursuers amid the twists and turns. On a 7-9, you gain a significant lead on any pursuers.

❑ CHARISMATIC

You can always find a rabbit or two that are willing to follow you around and do as you say.

❑ CIRCLES OF LIFE

The fight for survival makes for some strange bedfellows. When you first use this move, choose another type of animal with which you have history and rapport.

❑ COCKY

When you boast about your future deeds and your boast proves true, hold 1 (max 3). You can then spend your hold, 1 for 1, to remind yourself and others about your deeds and take -1 Panic.

❑ COMPOSED

When you Relax, subtract your Steady from your Panic instead of just 1.

❑ DEAD EYES

You have learned to focus through pain, probably in some terrible warren far away. At any time you can take a scar to return your Panic score to zero.

❑ DOMINANT

Your influence among members of your warren is based on either fear, lineage, reciprocity, or respect. Choose which one and take +1 forward whenever you Speak Plainly using this influence.

❑ DULL AND KEEN

One of your senses is dull, but another is almost supernaturally keen to compensate. You can never Pay Attention with the dull one, but treat a 7+ as a 10+ with the keen one.

❑ EMISSARY

You represent another warren and are here as a guest, for now. Answer one question about your home warren from each other player now and hold 3. Holds may be spent, 1 for 1, to reveal further secrets about your home warren or the rabbits that live there.

❑ ENGINEER

When you take time to survey a site, identify a feature of the site and how digging there might turn it to the warren's advantage, take +1 forward when you Dig there.

❑ FERTILE

When you Birth a Litter, choose a number between 2 and 12 instead of rolling.

❑ GILDED CAGE

There are humans that will love and protect you if only you return to live with them. When you take this move, hold 1. When you encounter a human you may spend your hold to say why this human will take you in.

❑ GREYFUR

You are old. When others come to you and seek guidance, give it. They gain +1 forward if they do as you advise.

❑ HUTCHWISE

Raised in a cage or hutch, you are familiar with humans' routines and mysteries. When you Pay Attention to humans, add "Why do humans do that?" to the list of questions you can ask. The GM will tell you a truth and a falsehood—pick whichever is more interesting or useful.

❑ LEADER OF RABBITS

When you take charge and give orders, others take +1 forward when they do as they're told.

❑ MARKED BY THE BLACK RABBIT

When others presume you dead, you're not. Return, injured but alive, at some later time—with an incredible story. Then cross off this move.

❑ MARKED FOR DEATH

You are ill-fated and everyone knows you won't last long—how will you be remembered? Start with one additional Character move when you make your next rabbit.

❑ NOT A FIGHTER

When you mate with a rabbit, you retain your +1 to Help/Hinder them forever.

❑ NOT SCARED OF YOU

When you take this move, hold 1. When you encounter a predator you may spend your hold to say how you've bested this type of predator before. You no longer have to Resist Panic when you deal with this type of predator.

❑ NURTURER

When you give another rabbit your undivided attention, you can reduce their Panic score by 2 when you Help them.

❑ QUITE THE PAIR

You may play an additional rabbit but only one of the two may advance each chapter.

❑ SEER

When you have a vision of things to come, ask everyone at the table to contribute a single word about your vision. Describe your vision, taking care to include those words. The GM may ask you additional questions about it and then they will incorporate your vision into the fiction.

❑ SENSE OF SPACE

You've ranged near and far and if anyone knows the lay of the land, it's you. When you Pay Attention using this sense, you can also ask, "Where can I find _____?"

❑ SENSE OF OTHERS

You know every rabbit that lives in the warren and even a few who don't. When you Pay Attention using this sense, you can also ask, "Who would know about _____?"

❑ SQUIRMY

When you are smaller than what holds you, roll +Swift instead of +Strong when you Struggle.

❑ STORYTELLER

When you tell a tale of your past exploits or about one or more of the Storied Characters, roll +Shrewd. On a 10+, reduce the Panic scores of your listeners by 3. On a 7-9, reduce their Panic scores by 1.

❑ SWIFT RUNNER

You have never met an animal you couldn't outrun. When you Bolt, treat a roll of 6- as a 7-9.

❑ SWIFT WARNING

When you alert others to danger, they each take +1 forward when responding to it.

❑ THUMPER

When you cuff, kick, or knock another rabbit about, you may roll +Strong instead of +Shrewd when you Speak Plainly.

❑ TOOTH AND CLAW

When you put up a fight, roll +Strong. On a 10+, they take a scar if they don't flee. On a 7-9, you both take a scar if you don't flee.

❑ WORRIER

When you talk about your worries with another rabbit, remove their Panic, adding it to your own.

the warren

GM Reference

Agendas

GMs in *The Warren* have three distinct agendas during play. These agendas are your ultimate goals; you aren't here to do anything else.

Always:

- Portray a naturalistic world.
- Ensure the characters live in exciting times
- Play to find out.

Principles

In addition to the three agendas, GMs in *The Warren* also have a set of principles which guide them as they uphold their side of the conversation. If agendas are what you should be doing then principles are how you should be doing it.

- Address yourself to the rabbits not the players.
- Make the world seem real using all senses.
- Create interesting situations, not plots.
- Build a bigger world through play.
- Make your move but never speak its name.
- Look at your non-player animals and ideas through crosshairs.
- Name every animal.
- Ask questions, build on the answers.
- Be a fan of the characters.
- Think off-screen, too.
- Tell players what humans do but interpret their actions for the rabbits.

Moves

GM moves are a set of tools that the GM can use to push the fiction along or get it going in a new direction. GM moves are typically made when a character rolls a 6-, when players ignore an imminent threat, or when the players look to you to say what happens next.

Each of these GM moves can be played either “soft” or “hard.” Soft moves introduce a threat or complication—something that the PCs can respond to, overcome, or avoid. Soft moves escalate a current situation or foreshadow future hardship but do not impose irrevocable consequences.

Hard moves, on the other hand, introduce the hardship or consequence itself—something that the PCs have to respond to, suffer, or lose.

In general, you'll want to start with soft moves and escalate toward hard moves when PCs ignore an imminent danger or when their moves result in further 6- die rolls.

- Reveal an impending threat.
- Separate them.
- Pin them down.
- Put someone in a spot.
- Introduce a predator.
- Add to their Panic.
- Scar them.
- Announce off-screen badness.
- Give them a difficult decision to make.
- Give an opportunity, consequence, or both.
- Turn their move back on them.
- Use a threat or predator move.

Always Ask

What do you do?

Warren Questions

- What directions and landmarks would a rabbit give to locate the warren?
- What can you see as you look out from the warren?
- Is the warren large, small, or somewhere in between?
- How was the warren founded?
- Who are its revered personages, living or dead?
- What do your senses tell you about the warren?
- How are decisions made in the warren?
- Who's unhappy about the way things are in the warren?
- What is your place in the warren?
- What threat will destroy the warren if left unchecked?
- What is the hardest thing for rabbits in the warren to obtain?
- What might others covet about the warren?
- What would make the warren a better place?
- What _____?

Relationship Questions

- Who do you trust most of all?
- Who makes your life miserable?
- Who do you wish was your mate?
- Who have you let sleep in your burrow?
- Who's the oldest rabbit you know?
- Who has turned out to be your rival?
- Who would you like to see in charge?
- Whose shadow have you been living in?
- Who knows your secret?
- Who _____?

Situational Questions

- Is it day or night or somewhere between?
- Why are you all away from the warren?
- When did you realize you were lost?
- Who is hurt or trapped?
- What animal just approached you?
- What predator has just revealed itself?

Stakes Questions

- What happens when rabbits are born?
- What happens when rabbits die?
- What things do they prize in the warren?
- What happens when a new rabbit arrives?
- What relationship will the warren have with other warrens?
- What predators terrorize the warren?
- What other animals live nearby?
- What problems do humans cause?
- What will happen if the rabbits are driven from the warren?
- What happens when rabbits' station in the warren changes?

Ending a Chapter

All chapters come to an end. You'll know it's a good time to end a chapter when you can finish the following phrase:

- ...and that's how _____.

Good times to consider completing this phrase and ending the chapter are when:

- ...a Threat resolves
- ...a stakes question is answered
- ...an important character dies
- ...an important character births a litter
- ...PCs triumph over a predator
- ...PCs achieve an important goal
- ...you run out of time to play

Subsequent Chapters

When a new chapter picks up you should again use questions to get the fiction rolling again.

- Ask about any Threats from the last chapter.
- Ask if anything new has happened in the warren and maybe make it into a new Threat.
- Ask situational questions to start in medias res.
- Ask, “What do you do?”

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