

Basic Moves, usable by all

When you **refuse the powerful**, roll + BOLD. On a 10+, you confidently shrug off the obligation.

On a 7-9, you can still refuse, but only if you first agree to conditions set by the other party. Otherwise, refusing utterly will earn you 1 Stigma.

On a miss, you cannot ignore the obligation, and you gain 1 Stigma. Further, the powerful party chooses to:

- ◆ *bear a grudge — gaining 2 Strings on you*
- ◆ *exact a promise — so that when you next act against their wishes, it's taking your chances*
- ◆ *assert their power — either marking experience, or erasing 1 Stigma they carry*

(Anyone of higher regard than you can trigger this move.)

When you **open up to someone**, state a personal or private truth you share, and to whom, and roll + COUTH. On a hit, they go along with you, and open up in kind. On a 10+, your target chooses two of the following; on a 7-9, they choose one:

- ◆ *grant you a String on them*
- ◆ *erase a String they have on you*
- ◆ *grant you an experience mark*
- ◆ *erase 1 Stigma you carry*

On a miss, they shut you out, ignore you, or worse.

When you **reckon the shape of a situation**, roll + KEEN.

On a 10+, ask 3 questions of the GM. On a 7-9, ask 1.

When you next act on the answers, take +1 forward.

- ◆ *what is about to happen?*
- ◆ *what is the source of this?*
- ◆ *how might this threaten me?*
- ◆ *what is the safest way forward?*
- ◆ *how could I turn this to my advantage?*
- ◆ *who else stands to make the most out of this?*

On a miss, ask 1 anyway but do not take +1 forward when acting on the answer, and be prepared for the worst.

When you **carry Stigma**, your regard may change. If your Stigma track is full and you collect more, drop a regard level and erase all Stigma. If you have low regard already, the GM can require you switch to the Outcast playbook.

When you **toil by the sweat of your brow**, roll + HARDY.

On a 10+, you do a superb job, and gain +1 forward on your next roll that's related to the task or its outcome.

On a 7-9, you still do it, but choose:

- ◆ *it's handled only for the moment, and will need your attention again soon*
- ◆ *it's taken care of for the long term, but the extra effort required a favor — grant someone a String on you*

On a miss, you leave the task unfinished or the door open for misfortune.

When you **persuade an NPC** through flattery, promises, or kinship, roll + COUTH. On a hit, they do what you ask.

On a 7-9, they modify the terms, or take a String on you.

On a miss, they turn against you in some way.

Special: If you spend a String you have on them before rolling, you may add +3 to your roll.

When you **take your chances**, despite the risk of ruin, suffering, defeat, humiliation, or loss, roll + BOLD. On a 10+, you pull it off.

On 7-9, you manage it, but barely; ask the GM what it cost you, and who gains a String on you as a result.

On a miss, be prepared for the worst.

When you **endure grave harm**, roll + HARDY. On a 10+ pick two; on a 7-9, pick one:

- ◆ *it will get better on its own (else, you will need help)*
- ◆ *it doesn't leave a permanent mark (else, take a scar)*
- ◆ *it gives you purpose (gain 2 Strings on whomever you consider responsible)*

On a miss, it's fatal, beyond help; and the GM will say how and when.

When you **take a scar**, pick one of the following:

- Dulled:* -1 KEEN
- Weakened:* -1 HARDY
- Shunned:* -1 COUTH
- Cowed:* -1 BOLD

You can pick each scar multiple times, until your stat reaches the minimum of -1. If each of your stats is at -1 already, the scar you would take is fatal. Tell the GM how.

Spending Strings, usable by all

When you **help or hinder someone's actions**, you can spend a String you have on them to give them +1 or -1 forward. (For an NPC, this puts them either at *advantage* or *disadvantage*, which the GM can detail.) As part of the move, describe how you help or hinder their efforts.

When you **look into someone's heart**, hold their gaze and ask questions of their player by spending Strings you have on them, 1-for-1. That player must answer honestly for their character.

- ◆ *are you telling the truth?*
- ◆ *how do you feel about this?*
- ◆ *what are you planning to do?*
- ◆ *what do you want most from me?*
- ◆ *how could I get you to ___?*

If their character has Strings of their own to spend, that player may ask questions of you from the same list.

When you **leverage your connections to someone**, spend a String for one of the following benefits:

- ◆ *offer a PC an experience mark to do what you want*
- ◆ *make your request one that would trigger **refuse the powerful***
- ◆ *add +1 to your own roll involving their character (may choose after rolling)*
- ◆ *cause an NPC to falter, hesitate, or freeze*
- ◆ *add +3 to your **persuade an NPC** roll against them*

When you **use a move that targets someone you have Strings on**, or **spend Strings you have on a character**, make a mark by their name in your playbook, and a mark on your experience track as well. When you fill your experience track, erase all sets of marks and pick an advance from your playbook. (If a name already has a mark by it, then that move won't affect your experience track.)

Barter Moves, usable by all

When you **manage your holdings** at the beginning of a session, roll + KEEN. On a 10+, your affairs are in order and you hold +1 barter thanks to your close attention. On a 7-9, you either don't get the extra barter, or you are in want of:

- ◆ *a crucial tool or implement*
- ◆ *more hands to do the work smoothly*
- ◆ *enough sleep*
- ◆ *time to enjoy the fruits of your labor*

On a miss, your affairs are being mismanaged. Some part of your livelihood or property is depleted, goes into decay/disrepair, or becomes otherwise unusable until you work on fixing the problem.

Special: If you do not hold property, instead name who supports you and what work you do for them.

When you **seek to buy something**, and you can afford it, roll. On a 10+, it's available and within your means to buy or trade for it.

On a 7-9, it's available, but there's something wrong with it. Ask the GM what that is.

On a miss, it's not available for sale, and you feel its absence.

Special: After rolling, you can spend a single barter to improve a miss to a 7-9 result, or a 7-9 to a 10+.

When you **make your wishes known**, and that those who satisfy will be rewarded, roll + BARTER spent (max +3).

It must something others could legitimately get or do for you. On a 10+, the call is answered; they stand before you ready to do or with the thing.

On a 7-9, something close to what you wanted comes to pass, for good or ill.

On a miss, your wishes are still fulfilled, but with heavy complications.

When you **give a worthy gift or do a favor**, gain a number of Strings on the recipient equal to the gift or favor's value in barter (max 3).

High Moves, open to high-regard characters

Authority (Liege, Elder, or Sheriff), Noble, Priest, Veteran

When you **let your reputation precede you**, name who knows you & roll + BOLD. On a 10+, they've heard just what you would wish; decide what that is & gain a String on them.

On a 7-9, they've heard of you, but only that you're admired, feared, or despised (your choice).

On a miss, they've heard lies, whispers from your rivals, or worse; the GM declares exactly what.

When you **counsel what tradition demands**, cite the custom or law you advocate and roll + KEEN. On a 10+, tradition is affirmed. You gain a String on the one you advise, and they get +1 forward to act on your advice.

On a 7-9, they hear only your voice, not your words. You each gain a String on the other, as the result will be wrapped up with your counsel.

On a miss, your judgment, decency, or knowledge is called into doubt; the underlying tradition may be questioned as well.

When you **weather popular disfavor**, roll + HARDY.

On a 10+, you hold steady and either mark experience or gain +1 forward, as the public's fervor subsides.

On a 7-9, you abide the worst of it, but the townsfolk still have doubts. Choose one:

- ◆ *compromise* (your rivals each take 1 String on you)
- ◆ *stay the course* (you gain 1 Stigma)

On a miss, gain 1 Stigma, grant Strings to each of your rivals, and either abandon your stance or name the new enemies you create due to your stubbornness.

When you **use your position to do the unorthodox**, roll + COUTH. On a 10+, this is allowable for you, and custom remains the same for others.

On a 7-9, no one objects publicly to your actions, but you gain 1 Stigma.

On a miss, what you're doing is wholly unacceptable, and the rest of the community doubles down on the prohibition against your actions.

Low Moves, open to low-regard characters

Laborer, Servant, Hunter, Outcast (Beggar, Drunk, or Ruffian)

When you **keep your head down**, state whose attention you wish to avoid and roll + COUTH. On a 10+, you do it, and take +1 forward in this scene.

On a 7-9, there's a cost. The GM will offer you a worse outcome, hard bargain, or ugly choice.

On a miss, you get in the way or attract attention in an unfortunate fashion.

When you **linger where it is not your place**, roll + KEEN.

On a hit, you learn something unexpected, discover something valuable, or spot a weakness you can exploit, gaining a String on the relevant party.

On a 7-9, the discovery puts you in danger, or you leave some kind of evidence that could be traced back to you.

On a miss, someone (or something) gains a String on you, and if you witnessed or learned anything, it is terrible knowledge.

When you **use coarse methods to get shit done**, roll + HARDY. On a hit, you do it, sure enough.

On a 7-9, you also notice a flaw in your approach too late, or gain 1 Stigma for your rough ways.

On a miss, it goes awry, and you gain 1 Stigma since you'll be held personally responsible for the fallout.

When you **defy the established order**, note the custom you are challenging, and roll + BOLD. On a 10+, you do it, and the order will no longer be the same. Record how the custom or practice changes.

On a 7-9, you do it this once, but the old order prevails.

On a miss, you are stopped and put back into your place, perhaps with further consequences.