

# Universal moves

## Aid

When you help someone who is about to roll, say what you aim to do and the GM picks one:

- ◆ They can accomplish more than they could alone
- ◆ They gain advantage

You are also exposed to any risk, cost or consequence associated with their roll.

## Boost

If you already have enough experience to Level Up, you may spend 2 surplus experience after any roll to add +1 (only once per roll).

## Clash

When you fight at close quarters, roll +Str. On 10+, your manoeuvre works as expected (deal damage) and pick 1:

- ◆ Avoid, prevent or counter your enemy's attack
- ◆ Strike hard and fast (+1d6 damage), but suffer your enemy's attack

On 7-9, your manoeuvre mostly works (deal damage) but you suffer your enemy's attack.

When your attack can hit multiple enemies, roll Clash once but roll damage for each enemy separately.

When you gang up on an enemy, one of you rolls Clash and the others Aid.

## Defend

When you take up a protective stance or jump in to protect others, roll +Con. On 10+, take 3 readiness tokens (+1 with a shield). On 7-9, take 1 readiness token (+1 with a shield).

Spend a readiness token to:

- ◆ Suffer the effects of an attack instead of your ward
- ◆ Halve the effects of an attack, or reduce its damage by half
- ◆ Draw all attention from your ward to yourself
- ◆ Strike back at an attacker (deal damage with disadvantage)

When you go on offence, stop focusing on defence or the threat passes, discard any remaining readiness tokens.

## Defy Danger

When danger looms, the stakes are high and you do something chancy, roll:

- ◆ +Str to power through or test might
- ◆ +Dex to use speed, agility or finesse
- ◆ +Con to endure or hold steady
- ◆ +Int to apply expertise or enact a clever plan
- ◆ +Wis to exert willpower or rely on your senses
- ◆ +Cha to charm, bluff, impress or fit in

On 10+, you pull it off as well as one could hope. On 7-9, you do it, but the GM will present a lesser success, cost or consequence, and maybe a choice between them or a chance to back down.

When you Defy Danger as a group, everyone rolls. Each roll of 6 or less puts someone in a spot; each roll of 10+ can help someone else out of a spot. Don't mark experience if someone helps you out.

## Interfere

When you try to foil another PC's action and neither of you backs down, roll:

- ◆ +Str to power through or test might
- ◆ +Dex to use speed, agility or finesse
- ◆ +Con to endure or hold steady
- ◆ +Int to apply expertise or enact a clever plan
- ◆ +Wis to exert willpower or rely on your senses
- ◆ +Cha to charm, bluff, impress or fit in

On 10+, they may choose to relent, change course or otherwise allow their move to be foiled. If they do it anyway, they have disadvantage on their (next) roll. On 7-9, they face the same choice, but you are also left exposed, off balance or vulnerable.

## Know Things

When you consult your accumulated knowledge, roll +Int. On 10+, the GM will tell you something interesting and useful about the topic. On 7-9, the GM will tell you something interesting, but it's on you to make it useful. Either way, the GM may ask: 'How do you know this?'

## Let Fly

When you take a shot under pressure or it's tricky, roll +Dex. On 10+, deal damage. On 7-9, deal damage and pick 1:

- ◆ Deplete ammo (don't pick this if your weapon doesn't use ammo)
- ◆ Hold steady for a while and wait for the right moment
- ◆ You must move to take the shot, placing you in danger
- ◆ Rush it, leading to a complication

For a calm, easy shot within range, don't roll: you automatically deal your damage.

## Persuade

When you press or entice an NPC, say what you want them to do or not to do. If they have reason to resist, roll +Cha. On 10+, they do what you want or reveal the easiest way to convince them. On 7-9, they reveal something tricky, costly or distasteful that you can do to convince them.

When you press or entice a PC and they resist, ask their player: 'Could I possibly get you to do this?'. If they say no, let it drop. If they say yes, roll +Cha. On 10+, they pick 1:

- ◆ Do what you want and mark experience
- ◆ Reveal how you could convince them

On 7-9, they pick 1:

- ◆ Do what you want and mark experience
- ◆ Refuse
- ◆ Make a counter-offer

## Seek Insight

When you study a situation or person, looking to the GM for insight, roll +Wis. On 10+, ask 3. On 7-9, ask 1:

- ◆ What happened here?
- ◆ What is about to happen?
- ◆ What should I be on the lookout for?
- ◆ What here is useful or valuable to me?
- ◆ Who or what is really in control here?
- ◆ What here is not what it appears to be?

Gain advantage on your next move that acts on the answers.

# Special moves

## End Of Expedition

When an expedition ends, if you can remind the group how you demonstrated or struggled with your instinct during the expedition, mark experience. If you can describe how your relationship with a PC, NPC or group has changed, also mark experience.

Then discuss these questions as a group:

- ◆ Did we learn more about the Westernmost Isle and its secrets?
- ◆ Did we defeat a threat to our mission?
- ◆ Did we acquire something of value to our people?

For each 'yes' answer you all agree on, everyone marks experience.

## Forage

When you spend a few hours seeking food in the wild, roll +Wis (with disadvantage if the environment or weather is hostile). On 10+, pick 2. On 7-9, pick 1:

- ◆ You acquire 1d6 supplies
- ◆ You discover something interesting and useful
- ◆ You avoid danger

## Have What You Need

When you decide that you had something all along, and the GM agrees that it makes sense, transfer one or more marks from your Undefined gear to specific item(s).

## Keep Company

When you spend a stretch of time together, ask the others if they want to Keep Company. If they do, take turns asking a PC or NPC one of the following:

- ◆ What do you do that I find annoying?
- ◆ What do you do that I find endearing?
- ◆ What do I do that you find annoying?
- ◆ What do I do that you find endearing?
- ◆ What or who seems to be on your mind?
- ◆ What do we find ourselves talking about?
- ◆ How do we pass the time?
- ◆ What new thing do you reveal about yourself?

## Level Up

When you have a few days in safety to reflect on your experiences and hone your skills, spend experience equal to 6 plus twice your current level to choose a new move from your playbook. You may also review and modify your Drive.

## Make A Plan

When you want to accomplish some major project but aren't sure how to go about it, tell the GM what you hope to achieve. They'll say what's required, picking up to 4 from the list (depending on the scale of your plan):

- |   |                                      |
|---|--------------------------------------|
| ◆ You must learn/figure out ____                                    | ◆ You must wait until/for ____       |
| ◆ You must find/locate/obtain ____                                  | ◆ You must travel to ____            |
| ◆ You must decipher/fix/solve ____                                  | ◆ It'll take days/weeks/months/years |
| ◆ You must create/design/establish ____                             | ◆ The best you can get/do is ____    |
| ◆ You'll need to talk to ____ (and get their help/support/approval) | ◆ It will cost ____                  |
|   | ◆ You'll risk ____                   |

## Make Camp

When you settle in to rest in an unsafe area, each member of the party must consume 1 supplies. If you eat and drink your fill, and get at least a few hours of sleep, restore hit points equal to 50% of your maximum or clear a debility. If your rest is particularly peaceful, comfortable or enjoyable, gain advantage on the first roll you make afterwards.

## Recover

When you take time to catch your breath and tend to what ails you, spend 1 supplies and heal 1d6 hit points. You can't do this again until you take more damage.

When you tend to a debility or a problematic wound, say how. The GM will either say that it's taken care of, or tell you what else is needed.

## The Last Door

When you are dying, you glimpse the Last Door and what lies beyond. Roll +nothing. On 10+, you wrest yourself back to the realm of the living: return to 1 hit point and say how your brush with death has marked you.

On 7-9, now is not your time – you're no longer dying but you're out of the action.

On 6 or less, your time has come. Pick 1:

- ◆ Make one last move as if you rolled a 12+, then give up your mortal life and step through the Last Door
- ◆ If there is a person you refuse to let go of, a task you refuse to leave undone, or vengeance you must exact, you may cling stubbornly to your body (ask the GM for the Revenant sheet) or your soul (ask the GM for the Ghost sheet)
- ◆ Call on one of the deep gods by name – if you have learned any of their names – and beseech it to intercede (ask the GM for the Minion sheet)