

# BASIC MOVES REFERENCE

## HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

## VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

## DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option.

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

## DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

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

## SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

## PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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## DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

## AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

## GEAR

Your load is 7+STR. You start with a meager place to live, like a couch at a friend's place or a tiny shed behind your uncle's repair shop, a vintage car that's tricked out, and a beat up cellphone.

*Think about where you live and what you drive, and what it says about you. If one of these doesn't "fit", cross it out and replace it with something that does.*

Pocket of junk (5 uses, 1 weight)

Choose two:

A part-time gig you can use to talk your way into somewhere  
 A trunk of spare parts (5 uses, 2 weight)  
 Pistol (near, point-blank, ammo 3, 1 piercing, 1 weight)  
 Shotgun (near, scatter-shot, ammo 2, 2 weight)

INCOME: Odd Jobs, Disability, Bodyguard, \_\_\_\_\_

ITEM	WEIGHT	VALUE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COINS & TREASURE

LOAD

\_\_\_\_\_

MAX

NAME: \_\_\_\_\_

Hoss, Cutter, Indiana, Lucky, a descriptive name, a tough name, a gang name

## LOOK

EYES: Hard, Cold, Weary \_\_\_\_\_

HAIR: Bald, Long, Unkempt, \_\_\_\_\_

CLOTHING: Practical, Casual, Ripped, \_\_\_\_\_

BODY: Big, Hard, Athletic, \_\_\_\_\_

RACE: Human, \_\_\_\_\_

## BACKGROUND

Choose one

FOSTER KID: Start with *Unbreakable*.

POET: Choose a Charismatic Move you qualify for.

GANG: Choose a Strong Move you qualify for.

## DRIVE

Choose one

MORTAL: Prioritize the mortal or your mortal life.

OTHER: Prioritize the supernatural or your other life.

## KEYS

Choose two

When you hit a key, take 1 XP. When you're given a chance to change, you may choose to take 3 XP and replace the Key.

SELFLESS: Take a hit for someone who couldn't handle it as well as you do. CHANGE: let someone weaker than you get beaten on.

CHAOTIC: Start a brawl or fight. CHANGE: use your words.

## BONDS

Choose at least one and fill in the name of a PC.

\_\_\_\_\_ has my back and I have theirs.

\_\_\_\_\_ is oblivious to danger; good thing I'm around to watch out for them.

\_\_\_\_\_ and I grew up together. We're like blood.

I took a beating for \_\_\_\_\_ once; they took care of me.

## ENTANGLEMENTS

Choose at least one to fill in with an NPC (and their role).

I took a hard hit for \_\_\_\_\_ ( \_\_\_\_\_ ), and they won't let it go.

I want to keep \_\_\_\_\_ ( \_\_\_\_\_ ) in the dark.

\_\_\_\_\_ ( \_\_\_\_\_ ) is my hostage to Fate.

My own: \_\_\_\_\_

# The Tough

CHARACTER SKETCH

HIT POINTS  _____ MAX	ARMOR	
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	2	3	4	5	6	7	8
LEVEL	9	10	LEVEL WHEN XP = CURR LEVEL + 7				

Pick one: +1 DMG TALENT [ \_\_\_\_\_ ]  
 Pick one at 6: +1 DMG TALENT [ \_\_\_\_\_ ]

STR  STRENGTH	DEX  DEXTERITY	CON  CONSTITUTION
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WEAKENED (-1)      WEAKENED (-1)      MISERABLE (-1)

INT  INTELLIGENCE	WIS  WISDOM	CHA  CHARISMA
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DAZED (-1)      DAZED (-1)      MISERABLE (-1)

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your maximum HP is 10+Constitution.

