

ACTING UNDER PRESSURE

When you act under pressure, try to hide the truth, or endure a force against you, **ROLL+BALANCE**.

ON A 10+: You do it.

ON A 7-9: You falter, buckle or break. The GM can offer you a worse outcome, a hard bargain, or an ugly choice.

ON A MISS: The GM makes things worse.

READ A SITUATION

When you read a charged situation, **ROLL+BRAIN**. On a success, you can ask the GM questions.

Whenever you act on one of the GM's answers, take a +1 to any move required to do so.

ON A 10+: Ask 3

ON A 7-9: Ask 2

- Who or what is most vulnerable to me?
- Who or what is my biggest threat?
- What should I be on the lookout for?
- Who or what is in control here?
- What here is not what it seems?
- What's my best way in, way out, or way past?

ON A MISS: The GM makes things worse.

INTIMIDATE ANOTHER

When you intimidate another, **ROLL+BRAWN**.

ON A 10+: They choose: cave in and do what you want, or endure the consequences of your threat.

ON A 7-9: They choose one of the following that is within their ability:

- Get out of your way, for now.
- Give you something they think you want.
- Tell you what you want to know, or what you want to hear.

ON A MISS: The GM makes things worse.

READ ANOTHER'S THOUGHTS

When you read the thoughts of another in a charged interaction, **ROLL+BRAIN**.

ON A 10+: Ask 3 any time during the course of your interaction.

ON A 7-9: Ask 1 any time during the course of your interaction.

- Is this character telling the truth?
- What does this character need most?
- What does this character intend to do?
- What does this character wish I'd do?
- How can I get this character to ____?

ON A MISS: The GM makes things worse.

ACT WITH FORCE

When you try to act with force or to seize or secure your hold on something, **ROLL+BRAWN**.

ON A 10+: Choose 3

ON A 7-9: Choose 2

- You take definite hold of it, or of the situation.
- You suffer little harm.
- You inflict terrible harm.
- You impress, dismay or frighten your enemy.

ON A MISS: The GM makes things worse.

SENSE WHAT'S BEYOND

When you wish to sense what's beyond, **ROLL+BEYOND** and connect with the supernatural at work in the world.

On a success, the GM will tell you something new and interesting about the current situation. If there is nothing more for you to know, the GM will tell you that without you needing to roll.

ON A 10+: You receive visions and truths.

ON A 7-9: You receive fragments and mysteries.

ON A MISS: The GM makes things worse.

MANIPULATE ANOTHER

When you try to manipulate another, tell them what you want and **ROLL+BEAUTY**.

FOR NPCS, they ask you to promise something first; if you make that promise:

ON A 10+: It works. Whether you keep the promise later is up to you.

ON A 7-9: They change the terms to suit themselves, or demand concrete assurance first.

ON A MISS: The GM makes things worse.

FOR PLAYER CHARACTERS:

ON A 10+: Both

ON A 7-9: Choose 1

- If they do it, they get 1+ to their next roll.
- If they refuse, they are *acting under pressure*.

ON A MISS: The GM makes things worse.

HELP OR HINDER

When you help or hinder someone who is making a roll, **ROLL+BONDS**.

ON A 10+: They take +2 or -2.

ON A 7-9: They take +1 or -1.

ON A MISS: The GM makes things worse.