

MYTHOS WORLD BASIC MOVES

Consult Knowledge

When you draw on your knowledge about something, roll+INT. •On a 10+, the GM will tell you something interesting and useful about the subject. •On a 7-9, the GM will tell you something interesting, but it may not be useful. In either case, the GM may ask, “how do you know this?”

Attack at a Distance

When you try to do harm with a ranged weapon, roll+SPD. •On a 10+, you injure your enemy. •On a 7-9, you injure your enemy and you choose one:

- Reduce the injury you cause by one level
 - Lose ammunition or a valuable resource
 - Take damage from the enemy or one of its allies
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Attack up Close

When you try to harm someone or something by attacking them up close, roll+MGT. •On a 10+, you injure your enemy. If you choose, you may increase the injury you cause by one level and the enemy injures you.

- One a 7-9, you injure the enemy and you choose one:
 - Your enemy injures you
 - You lose a valuable resource
 - Danger increases
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Defy Danger

When you try to avoid imminent danger or pass an obstacle, decide how you deal with it. If you use force, roll+MGT. If you physically avoid it, roll+SPD. If you resist mentally, roll+WIL. If you use charm or social grace, roll+EMP. If you use quick thinking, roll+INT. •On a 10+, you avoid the threat. •On a 7-9, you avoid the danger but hesitate or misstep, and the GM will offer you a choice between two of the following:

- You suffer reduced effects of the danger
 - You lose a valuable resource
 - Danger increases for you and your allies
 - You face a horrifying situation
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Receive Money

When you sell an item or receive a cash payment, check the money box on your playbook equal to the Value of the cash or item. If the box is already checked, check any lower Value box.

Buy Something

When you try to buy an item or give away cash, uncheck the money box on your playbook equal to the Value of the item or cash. If the box is already unchecked, uncheck a higher Value checked box. If you cannot uncheck a box, you cannot buy the item or give away the cash.

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Convince

When you try to control the actions or opinions of an NPC that you have leverage over, roll+EMP. •On a 10+, they do what you ask if you promise to remove your leverage. •On a 7-9, they do what you ask only after you prove that you no longer have your leverage or have performed some task for them.

Overcome Fear

When you are faced with frightening creatures, or a frightening situation or revelation, roll+WIL. •On a 10+, you resist this fear and any similar fears for the rest of the session. •On a 7-9, you resist this fear for the rest of the encounter and choose one of the following:

- You acquire a mental disorder one level less than the threat level
 - You suffer a moderate injury
 - You increase the level of danger
 - You run away mindlessly
 - You lose a valuable resource
- On a 6 or less, the GM's may give you an appropriate mental disorder at the threat level of the frightening item or creature.
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Search For Something

When you search an area or situation for an item or information, roll+INT.

•On a 10+, you find a useful item or piece of information. •On a 7-9, you find an item or piece of information, plus choose one of the following:

- The item or information is of limited use
 - You place yourself or an ally in danger
 - You lose an opportunity
 - You discovery something Frightening (moderate threat level)
 - You must expend resources to find it
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Detect Truth

When you try to determine the truth by observing others or conversing with them, roll+EMP. •On a 10+, choose two of the following questions and the GM will answer truthfully. •On a 7-9, you choose one of the following questions and the GM will answer truthfully, plus you suffer a setback or lose the trust of an NPC (GM's choice).

- Who is in control here?
 - What does someone really want?
 - How does someone feel about my character?
 - What happened here earlier?
 - What is likely to happen here next?
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Cheat Death

When you receive a critical physical injury or suffer critical symptoms of a disease or poison, but you might survive, roll+MGT. •On a 10+, you reduce the level of the injury or symptoms to serious. •On a 7-9, you reduce the level of the injury or symptoms to serious and choose one of the following.

- Your serious injury or symptoms become permanent
 - Your close call leaves you with a permanent serious mental disorder
 - An ally receives a serious injury or is infected with your disease
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Aid or Interfere

When you help or hinder another player and they make a move, roll+CON.

•On a 10+, the player you're aiding can turn a 6 or less result into a 7-9 or a 7-9 into a 10+, or, if you're interfering, you can turn a 7-9 result into a 6 or less, or a 10+ into a 7-9. •On a 7-9, you expose yourself to danger, and the player you're aiding can turn a 7-9 result into a 10+, or you can turn a 10+ result of the player your interfering with into a 7-9.

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Rest

When you have a few days to rest, do all of the following that apply:

- If you have a few days of physical inactivity, reduce the level of one temporary physical injury
 - If you have a few days of physical inactivity, decrease the level of symptoms for any diseases that have reached their maximum
 - If you have a few days without stress, reduce the level of one temporary mental disorder
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End a Session

When you come to the end of a play session, do all of the following:

- Increase the level of symptoms for any diseases that has not reached its maximum
 - If at least a week has passed since the last time you had a payday, get paid by checking off all money boxes with Value equal to or less than your Wealth
 - Earn one Experience if you let your passion drive at least one major decision or action
 - Earn one Experience if you let one of your connections drive at least one major decision or action
 - Change any connections if you like
 - Earn one Experience if you discovered or experienced something new to you and beyond normal human knowledge
 - Earn one Experience if you gained a moderate or serious mental disorder
 - Earn one Experience if you gained a moderate or serious physical injury
 - Spend 10 Experience, if you have enough, to either increase one of your attribute bonuses by +1 (to a maximum of +2) or gain a new profession move from the list in your playbook
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Minor injuries are inconvenient, but seldom impairing.

Moderate injuries are impairing in specific situations.

Serious injuries are impairing in many common situations.

Critical injuries are impairing in most situations and are often fatal.

Minor disorders are inconvenient, but seldom impairing.

Moderate disorders are impairing in specific situations.

Serious disorders are impairing in many common situations.

Critical disorders are impairing in most situations and may require institutionalization.