



Basic Moves

DIRECTLY ENGAGE A THREAT

When you **directly engage a threat**, roll +Danger. On a hit, trade attacks. On a 10+, pick two. On a 7-9, pick one.

- resist or avoid their blows
- take something from them
- create an opportunity for your allies
- impress, surprise, or frighten the opposition

UNLEASH HEROIC MIGHT

When you **unleash your heroic might** to overcome an obstacle, reshape your environment, or extend your senses, roll +Freak. On a hit, you do it. On a 7-9, mark a condition or the GM will tell you how the effect is unstable or temporary.

COMFORT OR SUPPORT

When you **comfort or support someone**, roll +Mundane. On a hit, they hear you: they mark XP, clear a condition, or shift Labels if they open up to you. On a 10+, you can also add a Team to the pool or clear a condition yourself.

PIERCE THE MYTH

When you **Pierce someone's mythic reputation** to see the person beneath, roll +Mundane. On a 10+, ask three. On a 7-9, ask one.

- what are you really planning?
- what do you want me to do?
- what do you intend to do?
- how could I get your character to ___?
- how could I gain Influence over you?

DEFEND

When you defend someone or something from an immediate threat, roll +Savior. For NPC threats: on a hit, you keep them safe and choose one. On a 7-9, it costs you: expose yourself to danger or escalate the situation.

- add a Team to the pool
- take Influence over someone you protect
- clear a condition

For PC threats: on a hit, give them -2 to their roll. On a 7-9, you expose yourself to cost, retribution, or judgment.

ASSESS THE SITUATION

When you assess the situation, roll +Superior. On a 10+, ask two. On a 7-9, ask one. Take +1 while acting on the answers.

- what here can I use to _____?
- what here is the biggest threat or danger?
- what happened here recently?
- what is most valuable here?
- what here is not what it seems?
- how could we best end this quickly?

PROVOKE SOMEONE

When you provoke someone susceptible to your words, say what you're trying to get them to do and roll +Superior. For NPCs: on a 10+, they rise to the bait and do what you want. On a 7-9, they can instead choose one.

- they stumble: you take +1 forward against them
- they err: you gain a critical opportunity
- they overreact: you gain Influence over them

For PCs: On a 10+, both. On a 7-9, choose one.

- if they do it, add a Team to the pool
- if they don't do it, they mark a condition

DEFY DANGER

When you **act despite an imminent threat** or suffer a calamity, roll +conditions marked. On a 10+, choose one.

- you must remove yourself from the situation: flee, pass out, etc.
- you lose control of yourself or your powers in a terrible way
- two options from the 7-9 list

On a 7-9, choose one.

- you lash out verbally: provoke a teammate to foolhardy action or take advantage of your Influence to inflict a condition
- you give ground; your opposition gets an opportunity
- you struggle past the pain; mark two conditions
- the GM will offer you a worse outcome, hard bargain, or ugly choice.

On a miss, you stand strong. Mark XP as normal, and say how you weather the blow.

Adolescent Moves

START OF SESSION

At the start of every session, the GM adds a Team to the pool.

END OF SESSION

At the end of every session, choose one:

- Grow closer to the team. Explain who made you feel welcome; give Influence to that character and clear a condition or mark XP.
- Grow into your own image of yourself. Explain how you see yourself and why; shift one Label up and another down.
- Grow away from the team. Explain why you feel detached. Take Influence over you away from another character.

TEAM MECHANICS

When you enter battle against a dangerous foe as a team, add two to the Team pool.

- If the leader has Influence over every teammate, add another Team.
- If everyone has the same purpose in the fight, add another Team.
- If any team member mistrusts the leader or the team, remove a Team.
- If your team is ill-prepared or offbalance, remove a Team.

The leader of the team can mark a condition to avoid removing a Team from the pool.

Anyone working with the team can spend Team one for one to help a teammate; give them +1 to their roll.

Team members can also spend Team to act selfishly. When you act selfishly, say how your actions ignore or insult your teammates, remove one Team from the pool, and shift one Label up and one Label down, your choice. You can use this option after rolling to alter the Label you're rolling with.

Whenever time passes, the GM will empty the Team pool and restore it to one Team.

CONDITIONS

When a move tells you to mark a condition, mark any condition you choose. Sometimes the GM may tell you a specific condition to mark, especially after a hard move.

If you need to mark a condition and have no more conditions to mark, you are taken out. You lose consciousness or flee. The GM will tell you when you come back into another scene. You may clear one condition.

Once a condition is marked, take -2 to certain moves (max -3).

- If you're Angry, take -2 to comfort or support someone or pierce the mask.
- If you're Afraid, take -2 to directly engage.
- If you're Guilty, take -2 to provoke someone or assess the situation.
- If you're Hopeless, take -2 to unleash your powers.
- If you're Insecure, take -2 to stand in defense or reject what others say about you or the world.

CLEARING CONDITIONS

You can always clear a condition by taking a certain action. At the end of any scene in which you take the corresponding action, clear that condition.

- To clear Angry, hurt someone or break something important.
- To clear Afraid, run from something difficult.
- To clear Guilty, make a sacrifice to absolve your guilt.
- To clear Hopeless, fling yourself into easy relief.
- To clear Insecure, take foolhardy action without talking to your team.

You can also clear a condition when someone else comforts or supports you, or when you defend someone.

SHIFTING LABELS

When you shift a Label, it means that your view of yourself is changing. You see yourself more as the Label you shift up, less as the Label you shift down. If you ever need to shift a Label above +3 or below -2 mark a condition instead, GM's choice.

INFLUENCE

When someone has Influence over you, it means you care about what they do, say, or think. At any time you can give Influence to any character who doesn't have Influence over you. All adults have Influence over you when first introduced.

When you have Influence over someone, take +1 to all moves targeting them, including rejecting their Influence.

When you take advantage of your Influence over someone, surrender the Influence you hold over them to choose one:

- give them -2 on a move they just made (after the roll)
- inflict a condition on them
- take an additional +1 on a move targeting them (after the roll)

When someone with Influence over you tells you who you are or how the world works, accept what they say or reject their Influence. If you accept what they say, the GM will adjust your Labels accordingly; if you want to keep your Labels as they are, you must reject their Influence.

When you reject someone's Influence, roll. On a hit, you successfully hold to yourself and tune them out. On a 10+, choose two. On a 7-9, choose one.

- clear a condition or mark potential by immediately acting to prove them wrong
- shift one Label up and one Label down, your choice
- cancel their Influence and take +1 forward against them

On a miss, their words hit you hard. Mark a condition, and the GM will adjust your Labels.

If you have Influence over a teammate and you would gain Influence over them again, immediately shift one of their Labels up and one of their Labels down, your choice.

If you have Influence over an NPC and you would gain Influence over them again, take +1 forward against them.

MOMENT OF TRUTH

When you unlock your Moment of Truth, you can activate it at any time: read your Moment of Truth out loud from the back of your playbook and follow that script. In essence, you (the player) take full control of the narrative in this moment. The GM will let you know what consequences arise...

After you use your Moment of Truth, permanently lock one Label. You have changed, and some part of you has become set in stone. You can unlock your Moment of Truth a second time through advancements.

ADVANCEMENT

When someone permanently loses Influence over you, it means that character can never hold Influence over you again. This is almost always best used on an NPC, to indicate that you have moved past them and won't be affected by what you think of them again.

When you retire from the life, it means you're not part of the hero world anymore, and that character should be considered safe and off-limits to the GM's moves.

When you lock a Label, it means that Label can never shift up or down again—that

part of yourself is set in stone.

When you become a hero of the land, it means you're no longer a "young" hero

in training—you're a peer of the biggest heroes in the land, and you aren't a playable character anymore. The GM should treat your character as one of the biggest heroes in the city, but play them as an NPC.

Adult Moves

WIELD YOUR MIGHT

When you wield your heroic might with precision or grace, roll +Freak. On a hit, choose one. On a 10+, choose two.

- take hold of something vulnerable to you
- create something useful from your environment
- neutralize an opponent or threat, at least for now

OVERWHELM A VULNERABLE FOE

When you overwhelm a vulnerable foe, roll +Danger. On a hit, the fight's over. They're done. On a 10+, choose one. On a 7-9, choose two.

- you take a powerful blow in turn
- you hurt your foe more than you intended
- you cause serious collateral damage

PARLEY

When you have leverage on a GM character and manipulate them, roll +Superior.

Leverage is something they need or want. For an NPC, on a 10+, they buy it and act accordingly. On a 7-9, they need some concrete assurance of your promise, right now.

If they're a PC, on a hit, they can mark XP or shift their own Labels if they do what you want. On a 10+, take Influence over them as well.

EMPATHIZE

When you openly empathize with someone, roll +Mundane. On a hit, they must reveal a vulnerability or mark a condition. On a 10+, take Influence over them as well.

STAND UP FOR SOMETHING

When you stand up for something, roll +Savior. On a 10+, choose two. On a 7-9, choose one.

- listeners can't keep doing what they're doing
- listeners can't flee without addressing you
- listeners can't attack you without losing status or position

SPOUT LORE

When you consult your accumulated knowledge about something, roll +Superior. 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 ask you "How do you know this?" Tell them the truth, now.

Adventurer Moves

UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls +Savior. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7-9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

MAKE CAMP

When you settle in to rest consume a ration. If you're somewhere dangerous decide the watch order as well. If you have enough XP you may Level Up.

TAKE WATCH

When you're on watch and something approaches the camp roll +Superior. On a 10+ you're able to wake the camp and prepare a response, the camp takes +1 forward. On a 7-9 you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you.

ENCUMBRANCE

When you make a move while carrying weight up to or equal to load, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

CAROUSE

When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7-9 choose 1. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

SUPPLY

When you go to buy something with gold on hand, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll +Superior. On a 10+ you find what you're looking for at a fair price. On a 7-9 you'll have to pay more or settle for something similar.

OUTSTANDING WARRANTS

When you return to a civilized place in which you've caused trouble before, roll +Freak. On a hit, word has spread of your deeds and everyone recognizes you. On a 7-9, that, and, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest and will return you to the Heroes Guild for detention
- You must earn your redemption through community service
- Someone important to you has been put in a bad spot as a result of your actions

STUDY

When you spend your leisure time in study, meditation, or hard practice, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.