## Act Under Fire [+cool]

**10+** you do it

**7-9** you flinch, hesitate, or stall; the MC offers:

* a worse outcome
* a hard bargain
* an ugly choice

***Advanced:*** *you transcend; the MC can offer you a better outcome or a moment of true grace*

## Go Aggro on Someone [+hard]

**10+** they choose:

* cave and do what you want
* suck it up and take the harm

**7-9** they can instead choose 1:

* get the hell out of your way
* barricade themselves securely in
* give you something they think you want
* back off calmly, hands where you can see
* tell you what you want to know (or what you want to hear)

***Advanced:*** *they must do it; they can’t oppose you*

## Seize by Force [+hard]

**10+** you pick 3:

**7-9** you pick 2:

* take definite hold of it
* suffer little harm
* inflict terrible harm
* impress, dismay, or frighten your enemy

***Advanced:*** *you get all four; one counts double*

## Read a Situtation [+sharp]

On a hit ask questions from the list below; take +1 forward when acting on the answers:

* Where’s my best escape route / way in / way past?
* Which enemy is most vulnerable to me?
* Which enemy is the biggest threat?
* What should I be on the lookout for?
* What’s my enemy’s true position?
* Who’s in control here?

**10+** ask 3

**7-9** ask 1

***Advanced:*** *as 10+, but ask any question you like*

## Read a Person [+sharp]

Spend hold during the conversation to ask questions from the list below:

* Are you telling the truth?
* What are you really feeling?
* What do you intend to do?
* What do you wish I’d do?
* How can I get you to \_\_\_\_\_ ?

**10+** hold 3

**7-9** hold 1

***Advanced:*** *as 10+, but ask any question you like*

## Seduce or Manipulate an NPC [+hot]

You must promise something first.

**10+** they do it; whether you keep your end of the bargain is up to you

**7-9** they need some concrete assurance right now

***Advanced:*** *they do it and you make them a permanent ally (out of MC crosshairs)*

## Seduce or Manipulate a PC [+hot]

**10+** both apply

**7-9** you choose 1:

* they mark XP if they do it
* refusing is acting under fire

## Open Your Brain [+weird]

On a hit you get useful info (if there’s any to be had) and the MC can ask you a few questions.

**10+** you get good detail

**7-9** you only get an impression

***Advanced:*** *you see through the psychic maelstrom to whatever is beyond*

## Help or Interfere [+Hx]

On a hit, they take +1 (help) or -2 (interfere).

**7-9** you expose yourself to fire, danger, retribution, or cost

## Go Into a Holding’s Market [+sharp]

If there’s something you’re not sure you can find:

**10+** you can buy it, sure

**7-9** the MC choose a complication:

* it costs 1-barter more
* you need to meet a guy who knows a guy
* they just sold it to someone else
* they’ve got something *sort of* like it

## Drop Jingle [+barter spent]

Name a thing you could legitimately get this way.

**10+** it comes, no strings attached

**7-9** it comes, or something like it

**Miss:** it comes, strings *very much* attached

## Suffer Harm [+harm taken]

**10+** the MC chooses 1:

* you’re out of the action
* take an additional 1-harm
* choose 2 from below

**7-9** the MC chooses 1:

* you lose your footing
* you lose your grip on something
* you lose track of something/someone
* you miss noticing something important

**Miss:** the MC *may* choose 1 from the 7-9 list but you suffer one less harm

# Gangs and Harm

**1-harm:** a few injuries, one or two serious, no fatalities

**2-harm:** many injuries, several serious, a couple of fatalities; gangs without a leader fall apart

**3-harm:** widespread injuries, many serious, several fatalities; gangs with a weak, absent leader fall apart

**4-harm:** widespread serious injuries, many fatalities; gangs with a weak or absent leader fall apart

**5-harm:** widespread fatalities, few survivors; gang falls apart

# Vehicles and Harm

**1-harm:** cosmetic damage; 0 can blow through to passengers

**2-harm:** functional damage; 1 can blow through to passengers

**3-harm:** serious damage; 2 can blow through to passengers

**4-harm:** breakdown; 3 can blow through to passengers

**5-harm:** total destruction; full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes

# MC Moves

**Choices**

* spell out consequences
* offer an opportunity
* put someone in a spot

**Portents**

* announce future badness
* announce off-screen badness

**Reversal**

* turn their move back on them

**Stuff**

* take their stuff
* make them buy
* activate their stuff’s downsides

**Positioning**

* separate them
* capture someone

**Harm**

* trade harm-for-harm (as established)
* inflict harm (as established)

**Fronts**

* make a threat move

*[Thanks to Craig Judd for this list. –Ed.]*