

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 Situation [+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.]