



GAMEMASTER MOVES

Regular Moves

- ◆ Separate Them
- ◆ Capture Someone
- ◆ Put Someone in a Bad Spot
- ◆ Exchange Harm for Harm
- ◆ Announce Off-Screen Problems
- ◆ Announce Future Problems
- ◆ Deal Damage
- ◆ Decrease Stability
- ◆ Take Their Stuff
- ◆ Give the Possible Consequences and Ask
- ◆ Offer an Opportunity, With or Without a Price
- ◆ Turn Their Move Against Them
- ◆ Make a Threat Move
- ◆ Make a Move for a Higher Power or Plane of Existence
- ◆ Use Disadvantages/Hold

Elysium Moves

- ◆ Expel a Creature Back from Elysium
- ◆ Draw Someone Back into Elysium
- ◆ Conceal Something's True Semblance
- ◆ Revoke a Magical Effect

Madness Moves

- ◆ Attract Beings
- ◆ Distortion of Time and Space
- ◆ Bodily Changes
- ◆ Open Gateways
- ◆ Projection

Passion Moves

- ◆ Insight into the Divine
- ◆ Become a Victim of Passion
- ◆ Following Passion
- ◆ Attract Beings
- ◆ Receive Insight Into Another's Soul
- ◆ Receive Divine Inspiration

Dream Moves

- ◆ Sleep Paralysis
- ◆ A Dream Come True
- ◆ Sleep Walking
- ◆ Shift Dreams
- ◆ Caught in the Dream
- ◆ Create a Realm of Dreams
- ◆ A Portal is Opened
- ◆ Attract Beings
- ◆ Attract Dream Prince's Attention
- ◆ Leave Traces
- ◆ Discover Insight

Underworld Moves

- ◆ Lost in the Labyrinth
- ◆ Become Separated
- ◆ Vanishing Resources
- ◆ Sense Danger
- ◆ Buckle Under the Pressure
- ◆ Trails from Those Who Have Gone Before
- ◆ Opening into Another World/Level
- ◆ A Wondrous Place
- ◆ Meeting with the Exotic
- ◆ Under the Control of Higher Beings
- ◆ The Influence of Nothingness
- ◆ Visions from She Who Waits Below

Metropolis Moves

- ◆ The Presence of the Archon
- ◆ Memories from the Past
- ◆ Cross Time and Space
- ◆ Wondrous Place
- ◆ Gateway to Elysium
- ◆ Life in the Ruins
- ◆ The Influence of the City

Inferno Moves

- ◆ Death is Only the Beginning
- ◆ Shadow from the Past
- ◆ The Influence of the Death Angels
- ◆ Soul Slaughter
- ◆ Offered a Pact
- ◆ Branded by Inferno
- ◆ Followers
- ◆ Entrancement of the Soul
- ◆ Intimate Moment

Gaia Moves

- ◆ The Beast
- ◆ Decomposition
- ◆ Virgin Births
- ◆ Out-of-Body Experience

THE HORROR CONTRACT

- ◆ Know Your Players
- ◆ Quality Before Quantity
- ◆ Build the Atmosphere

- ◆ Stay in the Scene
- ◆ Suggest Rather than Overwhelm
- ◆ The Inexplicable

- ◆ Create a Feeling of Exposure
- ◆ Dare to be Unpleasant
- ◆ Create Interesting Monsters

RULES

•Keep it Together

When you exercise self-control to keep from succumbing to stress, traumatic experiences, psychic influence, or supernatural forces, **roll +Willpower**:

(15+) You grit your teeth and stay the course.

(10-14) The effort to resist instills a condition, which remains with you until you have had time to recuperate. You get -1 in situations where this condition would be a hindrance to you.

Choose one:

- ◆ You become angry (-1 **Stability**).
- ◆ You become sad (-1 **Stability**).
- ◆ You become scared (-1 **Stability**).
- ◆ You become guill-ridden (-1 **Stability**).
- ◆ You become obsessed (+1 **Relation** to whatever caused the condition).
- ◆ You become distracted (-2 in situations where the condition limits you).
- ◆ You will be haunted by the experience at a later time.

(-9) The strain is too much for your mind to handle. The GM chooses your reaction: cower powerless in the threat's presence, panic with no control of your actions, suffer emotional trauma (-2 **Stability**), or suffer life-changing trauma (-4 **Stability**).

Stability	Effect
<i>Composed</i>	
<i>Uneasy</i>	Moderate stress:
<i>Unfocused</i>	-1 to Disadvantage rolls
<i>Shaken</i>	Serious stress:
<i>Distressed</i>	-1 Keep it Together
<i>Neurotic</i>	-2 to Disadvantage rolls
<i>Anxious</i>	Critical stress:
<i>Irrational</i>	-2 Keep it Together
<i>Unhinged</i>	-3 to Disadvantage rolls
<i>Broken</i>	+1 See Through the Illusion
	The GM makes a Move

Experience Questions

- ◆ Have we discovered anything new about the Truth?
- ◆ Have we learned anything new about our characters?
- ◆ Have we challenged ourselves?

•Avoid Harm

When you dodge, parry, or block Harm, **roll +Reflexes**:

(15+) You emerge completely unharmed.

(10-14) You avoid the worst of it, but the GM decides if you end up in a bad spot, lose something, or partially sustain **Harm**.

(-9) You were too slow to react or you made a bad judgment call. Perhaps you didn't avoid any **Harm** at all, or you ended up in an even worse spot than before. The GM makes a Move.

•Endure Injury

When enduring an injury, **roll +Fortitude -Harm**. If you are wearing armor, add its rating to the roll:

(15+) You ride out the pain and keep going.

(10-14) You are still standing, but the GM picks one condition:

- ◆ The injury throws you off balance.
- ◆ You lose something.
- ◆ You receive a **Serious Wound**.

(-9) The injury is overwhelming. You choose if you:

- ◆ Are knocked out (the GM may also choose to inflict a **Serious Wound**).
- ◆ Receive a **Critical Wound**, but may continue to act (if you already have a **Critical Wound**, you may not choose this option again).
- ◆ Die.

Serious Wounds

Serious Wounds requires appropriate care and time to heal, but will not get worse on their own. Alcohol and painkillers can remove the penalty **Serious Wounds** impose, if only temporarily. A PC can suffer four **Serious Wounds** at most. Additional **Serious Wounds** are considered **Critical Wounds**.

Examples of **Serious Wounds** include: lacerated arm, facial contusions, broken ribs, bone-deep cut, concussion, profuse bleeding, broken fingers, or sprained ankle.

Critical Wounds

Critical Wounds will not heal on their own, and will get worse if left untreated. A critically wounded character must acquire urgent medical care if they wish to live. Once a **Critical Wound** has been stabilized and given time to heal, it's considered a stabilized **Serious Wound**.

Examples of **Critical Wounds** include: punctured lung, severed aorta, intestinal evisceration, severed genitalia, ruptured eyeball, shattered collarbone, internal bleeding, spinal cord damage, or cerebral hemorrhage.

Wound penalties

Any PC suffering from non-stabilized **Serious** or **Critical Wounds** are subjected to the penalties below.

The PC suffers from	Deduction
... Serious Wounds (non-stabilized)	-1 ongoing
... Critical Wounds	-1 ongoing
... both Serious and Critical Wounds	-2 ongoing

TYPICAL HARM

Circumstance	Harm value
Tumbling down a flight of stairs, tipping over on a motorcycle	1
Collision when travelling 50 km/h (30 mph), thrown through a window	2
Getting your arm stuck in a lathe, drop from the 3rd floor onto pavement	3
Highway-speed collision, high-voltage electrical burns	4
Hit by a weapon or other attack	dependent on weapon

Weapon	Harm value
Unarmed brawl	1
Melee weapon, improvised weapon	2
Light firearms	2
Heavy firearms	3
Explosives, chainsaw	4

CREATING A NON-PLAYER CHARACTER

Drive

Choose a driving principle for your NPC. Suggestions:

- ◆ Hierarchy
- ◆ Submission
- ◆ Community
- ◆ Safety
- ◆ Law
- ◆ Allure
- ◆ Victory
- ◆ Honor
- ◆ Avarice
- ◆ Awakening
- ◆ Power
- ◆ Abuse

Clothes

- ◆ Alternative
- ◆ Amulets and fetishes
- ◆ Athletic wear
- ◆ Attention-grabbing clothes
- ◆ Baggy
- ◆ Biker
- ◆ Bizarre
- ◆ Black
- ◆ Blood-stained
- ◆ Bohemian
- ◆ Brand name
- ◆ Bright
- ◆ Business
- ◆ Camo
- ◆ Carefree
- ◆ Casual
- ◆ Cheap suit
- ◆ Chinos and shirt
- ◆ Clerical robes
- ◆ Coat and hat
- ◆ Coat-covered
- ◆ Combat armor
- ◆ Designer
- ◆ Dirty
- ◆ Discreet
- ◆ Everyday wear
- ◆ Exclusively-cut
- ◆ Expensive
- ◆ Filthy
- ◆ Flashy
- ◆ Foreign
- ◆ Formal
- ◆ Frilly and fluffy
- ◆ Fur
- ◆ Gangsta
- ◆ Gothic
- ◆ Gown
- ◆ Handsome
- ◆ Havy metal
- ◆ Hippie
- ◆ Hobo
- ◆ Ill-fitting
- ◆ Impractical
- ◆ Innocent
- ◆ Kinky
- ◆ Latest fashion
- ◆ Layer upon layer
- ◆ Leather
- ◆ Luxury
- ◆ Metal
- ◆ Military uniform

Face

- ◆ Aged
- ◆ Androgynous
- ◆ Angry
- ◆ Apprehensive
- ◆ Aristocratic
- ◆ Ascetic
- ◆ Attractive
- ◆ Battered
- ◆ Beaky
- ◆ Bearded
- ◆ Beautiful
- ◆ Big bushy beard
- ◆ Black and blue
- ◆ Bony
- ◆ Bored
- ◆ Boring
- ◆ Branded
- ◆ Caprivating
- ◆ Cheerful
- ◆ Childish
- ◆ Chiseled
- ◆ Chomping
- ◆ Coarse
- ◆ Cruel
- ◆ Cute
- ◆ Defined
- ◆ Determined
- ◆ Dignified
- ◆ Dirty
- ◆ Disfigured
- ◆ Dishonest
- ◆ Disproportionate
- ◆ Dominant
- ◆ Dour
- ◆ Elfín
- ◆ Emaciated
- ◆ Expressionless
- ◆ Expressive
- ◆ Filthy
- ◆ Flat
- ◆ Flushed
- ◆ Fragile
- ◆ Freckled
- ◆ Friendly
- ◆ Good-looking
- ◆ Gorgeous
- ◆ Grim
- ◆ Grimacing
- ◆ Haggard
- ◆ Handsome
- ◆ Happy
- ◆ Hard
- ◆ Harsh

Regain Stability:

In a scene where you *experience closeness, assurance, and affirmation from a Relation*, your **Stability** is improved a number of steps equal to the strength of the **Relation** value.

Lose Stability: If a *Relation of yours is seriously injured*, your **Stability** is decreased a number of steps equal to the strength of the **Relation** value. Double that number if the **Relation** dies.

Body

- ◆ Agile
- ◆ Androgynous
- ◆ Angular
- ◆ Animalistic
- ◆ Athletic
- ◆ Attractive
- ◆ Average
- ◆ Bent
- ◆ Big
- ◆ Bony
- ◆ Broad
- ◆ Broken
- ◆ Brutalized
- ◆ Burned
- ◆ Chubby
- ◆ Compact
- ◆ Corpulent
- ◆ Cowering
- ◆ Crippled
- ◆ Crouching
- ◆ Curvy
- ◆ Cute
- ◆ Deformed
- ◆ Dejected
- ◆ Dignified
- ◆ Dirty
- ◆ Disproportionate
- ◆ Easy
- ◆ Emaciated
- ◆ Energetic
- ◆ Enormous
- ◆ Fast
- ◆ Fat
- ◆ Feral
- ◆ Firm
- ◆ Flexible
- ◆ Frail
- ◆ Graceful
- ◆ Hairy
- ◆ Hardy
- ◆ Hearty
- ◆ Hefty
- ◆ Hobbled
- ◆ Huge
- ◆ Hunched
- ◆ Impaired
- ◆ Inviting
- ◆ Jerky
- ◆ Laid back
- ◆ Lanky
- ◆ Large
- ◆ Lean
- ◆ Limber
- ◆ Maimed
- ◆ Malformed
- ◆ Masculine
- ◆ Massive
- ◆ Misshapen
- ◆ Muscular
- ◆ Mutilated
- ◆ Obese
- ◆ Out of shape
- ◆ Petite
- ◆ Plump
- ◆ Rigid
- ◆ Robust
- ◆ Scarred
- ◆ Sensual
- ◆ Sexy
- ◆ Shaky
- ◆ Short
- ◆ Sickly
- ◆ Sinewy
- ◆ Skinny
- ◆ Slender
- ◆ Slim
- ◆ Slow
- ◆ Small
- ◆ Spindly
- ◆ Stiff
- ◆ Stocky
- ◆ Stout
- ◆ Straight-backed
- ◆ Strong
- ◆ Tall and gangly
- ◆ Tattooed
- ◆ Taut
- ◆ Tense
- ◆ Toned
- ◆ Top-heavy
- ◆ Towering
- ◆ Trembling
- ◆ Truncated
- ◆ Unsteady
- ◆ Warped
- ◆ Weak
- ◆ Well-trained
- ◆ Wiry
- ◆ Voluptuous
- ◆ Youthful

Eyes

- ◆ Inconspicuous
- ◆ Indifferent
- ◆ Innocent
- ◆ Long black hair and pale skin
- ◆ Made-up
- ◆ Masculine
- ◆ Meaty
- ◆ Memorable
- ◆ Model
- ◆ Mutilated
- ◆ Narrow
- ◆ One-eyed
- ◆ Open
- ◆ Pale
- ◆ Pallid
- ◆ Pleasant
- ◆ Pretty
- ◆ Pronounced
- ◆ Ravaged
- ◆ Reassuring
- ◆ Round
- ◆ Round and sweaty
- ◆ Ruthless
- ◆ Sad
- ◆ Scarred
- ◆ Scornful
- ◆ Sharp
- ◆ Sickly
- ◆ Smashed
- ◆ Smiling
- ◆ Smooth
- ◆ Sorrowful
- ◆ Square
- ◆ Square-jawed
- ◆ Stern
- ◆ Sweaty
- ◆ Tanned
- ◆ Tattooed
- ◆ Tense
- ◆ Thin
- ◆ Tired
- ◆ Tough
- ◆ Ugly
- ◆ Weathered
- ◆ Wild beard and long hair
- ◆ Wrinkled
- ◆ Youthful

Eyes

- ◆ Hungry
- ◆ Innocent
- ◆ Intelligent
- ◆ Intense
- ◆ Interrogating
- ◆ Intimidated
- ◆ Kind
- ◆ Large
- ◆ Lively
- ◆ Lucid
- ◆ Mad
- ◆ Magnetic
- ◆ Merciless
- ◆ Mesmerizing
- ◆ Mischievous
- ◆ Multicolored
- ◆ One-eyed
- ◆ Pale
- ◆ Passionate
- ◆ Penetrating
- ◆ Piercing
- ◆ Piggish
- ◆ Power-hungry
- ◆ Pretty
- ◆ Profound
- ◆ Purple
- ◆ Restless
- ◆ Ruthless
- ◆ Sad
- ◆ Sapphire blue
- ◆ Sarcastic
- ◆ Servile
- ◆ Shades
- ◆ Shy
- ◆ Skeptical
- ◆ Spellbinding
- ◆ Squinty
- ◆ Stubborn
- ◆ Surrendered
- ◆ Suspicious
- ◆ Tense
- ◆ Tired
- ◆ Tough
- ◆ Twinkling
- ◆ Understanding
- ◆ Warm
- ◆ Veiled
- ◆ Wise
- ◆ Vulnerable
- ◆ Yellow-gold

UNIQUE MOVES

•Combat

1: Weak

- ◆ Burst out in sudden, senseless violence.
- ◆ Flee from a conflict.
- ◆ Give up and beg for mercy.
- ◆ Knock someone or something over.
- ◆ Cause environmental destruction.
- ◆ Launch a careless attack and sustain damage in return.
- ◆ Summon reinforcements.

2: Novice

- ◆ Grab hold of and pin someone.
- ◆ Launch or join a coordinated attack.
- ◆ Jump someone from behind, or as a sudden surprise.
- ◆ Grab hold of someone and drag the victim away.
- ◆ Wounds inflicted become infected.
- ◆ Take a trophy.
- ◆ Draw a concealed weapon.
- ◆ Take flight.
- ◆ Take cover [+2 **Armor**].
- ◆ Stun attack [if target fails to **Endure Injury** they must pick the knocked out option].

3: Considerable

- ◆ Pin down with gunfire [**Act Under Pressure** to regain mobility].
- ◆ Terror inducing growl [**Keep it Together** to refrain from panicking].
- ◆ Brace themselves.
- ◆ Disarm their opponent.
- ◆ Launch an attack that ignores armor.
- ◆ Move a considerable distance in a single leap.
- ◆ Inject a venom, poison, or drug.
- ◆ Natural escape route.
- ◆ Take cover in a tactically sound position.
- ◆ Perform first aid.
- ◆ Work together with their allies to surround an opponent [opponent takes -1 to all rolls].
- ◆ Inflict electrical shock [2 **Harm**, knocked out if failing to **Endure Injury**].
- ◆ Scuttle up a wall and escape.

4: Powerful

- ◆ Attack several targets simultaneously.
- ◆ Make an attack out of nowhere, striking first.
- ◆ Throw someone aside or trip them.
- ◆ Maiming attack [**Harm +1**].
- ◆ Blind their opponent.
- ◆ Bone-shattering attack [causes a **Serious Wound**].
- ◆ Cover a large distance in an instant.
- ◆ Destroy an opponent's weapon.
- ◆ Agonizing attack [**Keep it Together** to avoid a shock reaction].

5: Exceptional

- ◆ Keep the opponent at a distance (using close combat/ natural weaponry) [**Act Under Pressure** to get within reach to attack the creature].
- ◆ Counter-attack [attacks immediately after being attacked, -2 **Avoid Harm**].
- ◆ An attack against this creature is redirected and hits another target.
- ◆ Paralyze their opponent.
- ◆ Tear off one of their opponent's limbs [**Critical Wound**].
- ◆ Launch a heavy object towards someone.
- ◆ Break walls or floor.
- ◆ Teleport and attack in an instant [-2 **Avoid Harm**].
- ◆ Overwhelm [causes +1 **Harm**, opponent gets -1 to any attacking or avoidance Moves].

•Influence

1: Weak

- ◆ Give up, and offer assurances of loyalty.
- ◆ Trick someone.
- ◆ Offer something, or do someone a favour with a catch.
- ◆ Call for help.
- ◆ Know the right person.
- ◆ Know where something is located.
- ◆ Be aware of a detail regarding the [place/person/ organization].

2: Novice

- ◆ Kidnap someone.
- ◆ Steal something from someone.
- ◆ Threaten someone, either directly or veiled.
- ◆ Give orders to henchmen.
- ◆ Exploit a secret they have learned.
- ◆ Connect with their contacts in [organization].
- ◆ Offer mundane [knowledge/object/services] in exchange for payment.
- ◆ Employ henchmen with their own motives.

3: Considerable

- ◆ Outmaneuver or surround someone, force someone into a corner.
- ◆ Manipulate and corrupt someone.
- ◆ Lead a [gangsquad/mob].
- ◆ Assert authority.
- ◆ Reveal their knowledge of [place/organization/event].
- ◆ Offer rare and obscure [knowledge/object/services] in exchange for payment.
- ◆ Recruit criminal elements.
- ◆ Hack into a network at someone's home or place of work.

4: Powerful

- ◆ Purchase the loyalty of someone else's allies.
- ◆ Call for reinforcements.
- ◆ Slander someone.
- ◆ Start a trend, fad, or hype.
- ◆ Kill a rumor.
- ◆ Draw on the resources of [organisation].
- ◆ Assemble and launch a task force.
- ◆ Take shelter within the [organisation].
- ◆ Offer supernatural [knowledge/object/services] in exchange for payment.
- ◆ Recruit duty bound professional hitmen or a squad of mercenaries.

5: Exceptional

- ◆ Influence society (directly or through institutions under their control).
- ◆ Systematically ruin someone's life.
- ◆ Make someone's secrets public [inflicting -2/-4 **Stability**].
- ◆ Reveal their knowledge of someone's deepest desires.
- ◆ Make an irresistible offer.
- ◆ Erase someone's identity.
- ◆ Accumulate forbidden knowledge.
- ◆ Stage a complex plan with many moving parts.
- ◆ Manipulate individuals/groups/organizations from the shadows.
- ◆ Demand obedience through the credible threat of terrifying consequences.

•Magic

1: Weak

- ◆ Reveal something about Reality.
- ◆ Make contact with another entity.
- ◆ Speak prophecy.
- ◆ Protective aura [apply a magical +1 **Armor** to someone].
- ◆ Reveal a gate to another world.
- ◆ Offer limited insight into [...] (Archons, Death Angels, Inferno, Metropolis...)
- ◆ Construct other-dimensional machinery.
- ◆ Initiate in one of the schools of magic.

2: Novice

- ◆ Summon a being from [...] (Gaia, Limbo, Inferno, Metropolis, the Underground, Elysium).
- ◆ Inflict a tear in the Illusion.
- ◆ Awaken the sleeping mad.
- ◆ See the true nature of people and creatures.
- ◆ Send dreams and visions.
- ◆ Raise the living dead.
- ◆ Change a person's appearance and/or sex.
- ◆ Reveal deep insight into [...] (Archons, Death Angels, Inferno, Metropolis...).
- ◆ Curse someone or something.
- ◆ Plant seeds of [...] [guilt, passion, hatred, suspicion] in someone's mind.
- ◆ Paralyzing touch.
- ◆ Perform complex cybernetic or arcane surgery.
- ◆ Journeyman in one of the schools of magic.

3: Considerable

- ◆ Manipulate physical and emotional aspects of the surrounding environment.
- ◆ Influence or control another being.
- ◆ Open a temporary portal to another dimension.
- ◆ Possess somebody, taking full control of their body.
- ◆ Reveal and use a powerful artifact.
- ◆ Cause a serious sickness in somebody.
- ◆ Instill night terrors [-2 **Stability**].
- ◆ Make creatures from nightmares take physical form.
- ◆ Conceal their presence with a mental fog.
- ◆ Degenerate or disintegrate parts of someone's body [causing 1 **Serious Wound**].
- ◆ Seduce a crowd.
- ◆ Kill someone in their sleep.
- ◆ Heal a badly wounded or dying creature.
- ◆ Daze those in their surrounding with bewitching song.
- ◆ Steal life force [regains 2 **Wounds**, while causing 1 **Serious Wound** to someone else].
- ◆ Adept in one of the schools of magic.
- ◆ Become one with a machine.
- ◆ Repair, reshape or transform a living being or object.

4: Powerful

- ◆ Corrupt a foetus.
- ◆ Harm someone or something.
- ◆ Transmit their consciousness via the internet.
- ◆ See into someone's soul and their past lives.
- ◆ Send a creature back to its place of origin.
- ◆ Cause someone's blood to boil - literally [**Critical Wound**].
- ◆ Manipulate memories, create memory blackouts.
- ◆ Create a magical apparatus or artifact.
- ◆ Spread the Principles of [Archon/Death Angel] to someone.
- ◆ Steal memories.
- ◆ Master of one of the schools of magic.

5: Exceptional

- ◆ Distort streets, roads, and stairways.
- ◆ Open a permanent portal to another dimension.
- ◆ Enslave even the strong-willed.
- ◆ Find a lost soul.
- ◆ Manipulate time and space.
- ◆ Suddenly appear or disappear.
- ◆ Create a purgatory.
-