

## BASIC MOVES

### *AID OR INTERFERE*

When you **help or hinder someone**, say how you do it and roll +Bond with them. On a 10+, they take +1 or -2 to their roll, your choice. On a 7-9, they take the above modifier, but you expose yourself to danger or retribution. The arbiter will provide details.

Advanced: On a 12+, they take a +2 or -3 to their roll, your choice.

### *DEBATE A POINT*

When you **negotiate, attempt to sway, or manipulate another**, tell them what you want them to do or think, give them a reason, and roll +LEPOS.

For NPCs: On a 10+, they go along with you, unless or until some fact or action betrays the reason you gave. On a 7-9, they go along with you, but they need some concrete assurance, corroboration, or evidence first.

For PCs: On a 10+, both. On a 7-9, choose 1.

- If they go along with you, they mark experience.
- If they refuse, you mark experience.

Advanced (NPC only): On a 12+, they go along with you.

Furthermore, they change their nature towards you until you betray their trust. Choose one:

- Confidante (they give you advice, perspective, or absolution)
- Friend (they back you up)
- Guardian (they intercept danger)
- Lover (they give you shelter and comfort)
- Right Hand (they follow through on your intentions)
- Representative (they pursue your interests in your absence)

### *EXCHANGE BLOWS*

When you **engage in melee** or **trade volleys with ranged weapons**, roll +IMPETUS. On a 10+, you inflict harm (for weapon used) on your opponent. On a 7-9, you inflict harm (for weapon used) on your opponent, and you suffer harm (based on your opponent). If you attack at range and the enemy has no ranged weapons, inflict harm and choose one:

- You must move to get the shot, placing you in danger.
- Your shot doesn't hit precisely, inflict -1 harm.
- You require several shots, reduce ammo by 1.

On a miss, you suffer harm (based on your opponent). If you attack at range and the enemy has no ranged weapons, you also put yourself in danger. The arbiter will tell you how.

Advanced: On a 12+, you inflict harm (for weapon used) +1 on your opponent.

### *OBSERVE CAREFULLY*

When you **study a person or situation**, roll +ACUTUS. On a 10+, ask the arbiter 3 questions from the list below. On a 7-9, ask 1 question.

In either case, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who is really in control here?
- What here is not what it appears to be?

Advanced: On a 12+, ask 3 questions from the list and decide an answer to one of them yourself, as the fiction permits.

### *OVERCOME ADVERSITY*

When you **stand firm in the face of great danger** or **act despite impending peril**, say how you do it. If you do it...

- ...by using your quick wits, roll +ACUTUS
- ...by sheer strength of will, roll +FORTIS
- ...by forcing your way through, roll +IMPETUS
- ...by talking your way out, roll +LEPOS
- ...by relying upon the gods or fate, roll +FATUM

On a 10+, you do what you say you do. On a 7-9, you do what you say you do, but there is a complication. The arbiter will provide details.

Advanced: On a 12+, you do what you say you do and take +1 forward.

### *RECALL LORE*

When you **attempt to recall something** you have learned, roll +ACUTUS. On a 10+, the arbiter will tell you something interesting and useful about the subject. On a 7-9, The arbiter will tell you something interesting.

In either case, the arbiter may ask "How do you know this?" Tell them the truth.

Advanced: On a 12+, tell the arbiter something interesting and useful about the subject, as the fiction permits.

## HARM MOVES

### *SUFFER HARM*

When you suffer harm, roll +harm suffered (after armor if you're wearing any). On a 10+, the arbiter chooses one:

- You're out of action: unconscious, trapped, incoherent, or panicked.
- It's worse, take an additional 1-harm.
- Choose two from the 7-9 list below.

On a 7-9, the arbiter chooses one:

- You lose your footing.
- You lose your grip on an item you are holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the arbiter may choose one of the 7-9 options, but you take -1 harm.

### *INFLICT HARM ON ANOTHER PLAYER CHARACTER*

When you inflict harm on another player character, they get +1 bond with you for each segment of harm you inflict.

### *RECOVER HARM*

When you have time to rest and recuperate and do not have harm beyond IX on your sundial, roll +FORTIS. On a 10+, erase all harm. On a 7-9, erase all harm after III. On a miss, erase all harm after VI.

### *WHEN LIFE BECOMES UNTENABLE*

When you mark the last segment of your sundial (XI-XII), your life becomes untenable. Choose one:

- Mark the **shattered** (-1 ACUTUS) debility and say how you got it.
- Mark the **broken** (-1 FORTIS) debility and say how you got it.
- Mark the **crippled** (-1 IMPETUS) debility and say how you got it.
- Mark the **disfigured** (-1 LEPOS) debility and say how you got it.
- Mark the **haunted** (-1 FATUM) debility and say how you got it.
- Change to a new playbook.
- Your character dies. Create a new character.

The arbiter may tell you to erase some harm, as the fiction permits.

### *TREAT HARM*

When you have time and materials to stabilize another or heal harm past IX on their sundial, spend stock from a medicinal kit and roll +stock spent. Take +1 to this roll if you are a medicus or have the **Prepared for the Inevitable** triarius move. On a hit or partial hit, they stabilize and erase harm after VI. On a 10+, choose two. On a 7-9, choose 1.

- They fight you and you are forced to knock them out. For how long?
- The pain and medication make them babble. Ask them what secret they spill.
- The treatment requires less stock than anticipated. Recover 1-stock in your medicinal kit.
- They are at your complete mercy. What do you do to them?
- Their recovery teaches you something. Mark experience.

- They owe you for your time, attention, and supplies. Hold them to it.

On a miss, they take 1-harm ap instead.

## SESSION MOVE

### *END A SESSION*

Choose one:

- Choose one character who knows you better than they did before this session. Tell that player to take +1 to their Bond with you on their sheet. If this brings them to Bond +4, they reset to Bond +1 and mark experience. Ask them how your relationship has changed.
- If no one knows you any better, choose a character who doesn't know you as well as they thought, or choose any character. Tell that player to take -1 to their Bond with you on their sheet. If this brings them to Bond -3, they reset to Bond 0 and mark experience. Ask them how your relationship has changed.

Once changes to bonds have been completed, take turns discussing whether each character followed their temperament during the session. If the group agrees that they did, that character marks experience.

Then discuss whether each character followed their credo during the session. If the group agrees that they did, that character marks experience.

## CULT MOVES

### DIANA, GODDESS OF WILDERNESS AND THE HUNT

- **Follow in My Steps:** when your cohort mimics your actions in the wild, they take +1 ongoing until they no longer mimic your actions.
- **Huntress' Hand:** when you exchange blows with a ranged weapon, roll +FATUM instead of +IMPETUS
- **Wild Sense:** when you spend time to commune with the wild, roll +FATUM. On a 10+, ask 2. On a 7-9, ask 1.
  - In what direction is the nearest game?
  - In what direction is the nearest water?
  - In what direction is the nearest pocket of civilization?
  - Which way is North?

### MARS, GOD OF VIOLENCE AND MURDER

- **Carnage:** when you exchange blows, you may suffer 1-harm ap to inflict +1 harm
- **Quick to Violence:** when your cohort opts to exchange blows without deliberations beforehand, each member of the cohort gains +1 forward.
- **Unseen Blade:** when you attempt to inflict harm on an unaware victim, roll +FATUM. On a 10+, inflict harm+1. On a 7-9, the opponent notices you at the last moment, inflict harm-1. On a miss, the opponent notices you before you can attack.

### MERCURY, GOD OF TRAVEL AND MESSENGERS

- **Fleet of Foot:** when you embark on a long solo journey, barring complications the journey takes half the normal time.
- **Quick Steps:** when you exchange blows, you may opt to disengage from the combat in place of a hit or partial hit's normal results.
- **Voices on the Wind:** when you whisper a short message to someone beyond far, roll +FATUM. On a 10+ they hear your message clearly. On a 7-9, they hear most of your message. On a miss, they hear what the arbiter tells them.

### MINERVA, GODDESS OF WAR AND TACTICS

- **Back-to-Back:** when you exchange blows while close to an ally, you each take +1 ongoing until the end of the battle or you are no longer close.
- **Rally the Troops:** during a battle, when you shout commands and orders, roll +FATUM. On a 10+, all allies who can hear you either erase 1 segment of harm if they do not have any beyond IX, or take +1 forward. On a 7-9, all allies who can hear you take +1 forward. On a miss, you take -1 forward.
- **Survey the Field:** when you have time to observe the field of battle and make plans and/or setup traps/defenses, all allies take +1 ongoing during the battle.

### NEPTUNE, GOD OF WATER AND THE SEAS

- **Like a Fish:** you can swim twice as fast, and hold your breath twice as long, as a normal person.
- **Sea Legs:** when you make a move while aboard a boat or ship, take +1 to the roll.

- **Tidal Surge:** when you implore Neptune to push a sufficient body of water at a target close to or in the water, roll +FATUM. On a 10+, they are knocked prone and take 1-harm ap. On a 7-9, they are knocked prone.

### PLUTO, GOD OF DEATH AND THE UNDERWORLD

- **Ancestral Communion:** when you commune with the dead, roll +FATUM. On a 10+, the arbiter will answer three questions, two of which they will answer truthfully. On a 7-9, the arbiter will answer two questions, one of which will be answered truthfully. On a miss, the arbiter will answer one question which may or may not be answered truthfully.
- **Kiss of Hades:** when you inflict harm, you inflict +1 harm if your target has already suffered harm from you or another member of your cohort.
- **Spectral Sight:** when you take the time to meditate on your surroundings, you may detect the presence of dead and undead in near range.

### THE SISTERS, TWIN GODDESSES OF LUCK AND FORTUNE

- **Blessed by the Twins:** at the start of each session, gain hold 2 until the end of the session. You may spend 1 hold to upgrade the result of a move from a miss to a partial hit or a partial hit to a hit.
- **Fortunate One:** when you partake in a game of chance, you gain +1 ongoing until the end of that game.
- **Luck of the Gods:** when your life becomes untenable, roll +FATUM. On a 10+, erase segments X-XII on your sundial and do not suffer the effects of the **When Life Becomes Untenable** move. On a 7-9, erase segment XI-XII on your sundial and do not suffer the effects of that move. On a miss, suffer the effects of that move accordingly.

## TRIVIA, GODDESS OF MAGIC AND WITCHCRAFT

- **Curse of Hecate:** when you curse someone, roll +FATUM. On a 10+, you and your allies take +1 ongoing against them until the end of the battle/scene. On a 7-9, you and your allies take +1 forward against them.
- **Hand of Light:** when you create a ball of light in your hand, say what it looks like and how bright it is. You may extinguish the light at-will.
- **Witch's Charm:** when you debate a point to manipulate someone, take +1 to the roll.

## VENUS, GODDESS OF LOVE AND BEAUTY

- **Alluring Presence:** when you debate a point to manipulate another, roll +FATUM instead of +LEPOS.
- **Inspiring Beauty:** when in the presence of something or someone of great beauty, take +1 ongoing until no longer in its/their presence.
- **Selfless Aid:** when you aid another despite potential peril, change any miss to a partial hit.

## VULCAN, GOD OF FIRE AND FORGE

- **Blazing Armor:** in battle, when you wear armor and suffer harm from an enemy at close or hand, the enemy suffers 1-harm ap.
- **Forgefather's Blessing:** when you call upon Vulcan to bless your weapon in battle, take +1 ongoing with that weapon until the end of the battle.
- **Vulcan's Caress:** when you implore Vulcan to push a small flame, like a torch or campfire, at a close target, roll +FATUM. On a 10+, pick 2. On a 7-9, pick 1. On a miss, the source flame goes out.
  - Some of their clothes/body catch fire
  - They take 2-harm ap

## FAITHLESS

- **Careful Scrutiny:** when you observe carefully, take +1 to the roll.
- **Learned Master:** when you recall lore, take +1 to the roll.
- **Voice of Reason:** when you debate a point, take +1 to the roll.