

# BASIC MOVES REFERENCE

## HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

## VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

## DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option. Redirect an attack from the thing you defend to yourself.

- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

## DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. 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 to me?
- Who's really in control here?
- What here is not what it appears to be?

## SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. 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 up to you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

## PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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## DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

## AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

NOTES

# The Mutable

## V.09 Most of the way there.

NAME: \_\_\_\_\_

Kairael, Niri'ev, Sariel, Zerremrai, Isorsane, Virarel, Telasia, Thalis, Lurassa, Asiurin, Adal, Dust, Bel-zize, Leyam, Pi'ara

### LOOK

#### Choose one

Choose one for each, or write your own:

EYES: Mad, Alien, Confused, \_\_\_\_\_

HAIR: Cropped, Unkempt, Tied back, \_\_\_\_\_

CLOTHING: Patchwork, Tattered, Singed, \_\_\_\_\_

BODY: Frail, Tough, Weathered, \_\_\_\_\_

RACE: \_\_\_\_\_

Ask your GM which of the following you are using:

### DRIVE

#### Choose one

MUTABLE: Gain a new power or relinquish one.

CARELESS: Cause serious collateral damage with your powers.

CONTROLLED: Avoid hurting anyone else with backlash.

### BACKGROUND

#### Choose one

NATURE: You were born this way. Start with either *Made of Magic* or *Magic Sink*.

ACCIDENT: Choose an Advanced Move, but take -1 to any Backlash rolls.

EXPERIMENT: Someone did this to you. Start with *Malleable* and one extra starting power in your repertoire.

### BONDS

Fill in at least one, but no more than four:

I put \_\_\_\_\_ in danger while pursuing a new power.

\_\_\_\_\_ has seen me lose control.

\_\_\_\_\_ knows where a powerful monster lairs.

I feel more in control when \_\_\_\_\_ is around.

### KEYS

#### Choose one

MUTABLE: Hit this key when your powers cause you hardship or trouble. BUOFF: Find a cure for your condition.

CHAOS: Hit this key when you act selfishly or with wanton disregard for the consequences. BUOFF: Do something selfless to your own detriment.

SEEKER: Hit this key when you seek out a new creature to study. BUOFF: Pass up the chance to do so.

Other people cast magic; they study it, channel it, shape it like a tool.

You are magic. It's part of you, infused into your bones, coursing through your blood, and it demands that you release it...

A Mutable is shaped by the traumas and horrors they have witnessed, and gains the powers of the creatures that they encounter. Over time, this growing collection of powers warps them into something more – or less – than human.

A Mutable's powers are erratic and often dangerous to foes and allies alike; you can never quite trust a Mutable.

Choose this playbook if you want to have decent fighting ability augmented with a flexible repertoire of effects and abilities that you seek out in play, and if you want the strength of your abilities to be directly predicated on your creativity in using them.

HIT POINTS  
\_\_\_\_\_

ARMOR  
\_\_\_\_\_

DAMAGE  
**d6**

LEVEL							
	2	3	4	5	6	7	8

LEVEL WHEN XP = CURR LEVEL + 7

STR MOD  
\_\_\_\_\_

DEX MOD  
\_\_\_\_\_

CON MOD  
\_\_\_\_\_

INT MOD  
\_\_\_\_\_

WIS MOD  
\_\_\_\_\_

CHA MOD  
\_\_\_\_\_

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your maximum HP is 8+Constitution.

