

# Moves

Moves are rule guided outcomes to what players may do in the fiction. If the actions a player describes don't fit with a Move, the Grandfather, with the help of the other players - makes a ruling as to what occurs. If however the action fits well with (or "triggers") a Move as written in the game (usually in their Playbook), the outcomes come with prewritten consequences that the Grandfather can use. Usually these involve dice rolls and often unsuccessful results are not defined because they vary significantly with context.

In PtbP, some Moves are Playbook specific and some are general use by anyone. Some are bought through experience and learning, some by exceptional circumstances and some are paid for by marking Completion, moving your character closer to retirement.

- e.g. [shadow](#) - a Move that allows you to use your embedded shadow weapon or tool.
  - The bonding ritual used to give you the weapon costs [Completion](#). You can use this weapon at any time except in specific circumstances (absolute light or absolute dark), or if the Grandfather gives compelling fictional reasons why it's not possible (perhaps you are physically bound).
  - This Move is specific to using the function of your shadow weapon or tool. If you aren't using the function (ie not damaging something, or using the tool for its purpose) - then it's not part of the Move, and it's just part of the fiction. This means it probably just happens and you describe doing it and the outcome.
  - There is no roll associated with this Move - it just works. However if using a weapon in combat (or a tool in a high pressure situation), you will need to make the normal moves that do require dice.

## Dice Rolls

Typically a Move is a 2d6 roll to which you may choose to add one of your [approaches](#).

- Which approach you add is not specified in any move - it is up to you to justify the one you use in the fiction.
- You may choose not to use an approach

## Advantage, Disadvantage and Normal Rolls

There are three Positions of dice roll-

- **Controlled** - Rolling with Advantage. You roll 3d6 and take the best 2 dice.
- **Risky** - Normal roll. Roll 2d6
- **Desperate** - Rolling with Disadvantage. You roll 3d6 and take the worst 2 dice.

## Modifiers

- For every Tier difference between yourself and the target of your move, you receive +1/-1
- For every three [malevolence](#) you receive a -1

- For every **magnitude** difference between yourself and the target of your move, you receive +1/-1 (e.g. if you are part of a small gang attacking an individual, you get +1)

## Pushing

Before you roll for a Move you may choose to Push. Spend 2 Stress and bump up the category of dice roll:

- If with Advantage, the roll now has the tag **Potent**
- If Normal, the roll is now with Advantage
- If with Disadvantage it is now a Normal roll

## Invoking the Spirits

*Bloodline to bloodline, in constant transition. Our pattern, our flesh, and our one restoration. Conception, completion, the will of the city. The Grandfather watch me. The Grandfather know me..*

Before you roll for a Move you may increase the result by Invoking the Spirits.

- If you rolled a 10+ you now have the tag **Potent**
- If you rolled a 7-9, the result is now 10+
- If you rolled a 6-, the result is now a 7-9

To Invoke the Spirits, the Grandfather will offer you a choice of bad things that will happen in addition to the consequences of the Move. The bad thing will happen, but it will not effect the intended outcome of the Move. common bad things include-

- Collateral damage, unintended harm.
- Sacrificing gear.
- Betraying a friend or loved one.
- Offend or anger a group.
- Start and/or tick a antagonist clock.
- Add **malevolence** to one of the coterie.
- Suffer harm.

Invoking the Spirits is always a choice. If you don't like what they offer, reject it (or suggest how to alter it so you might consider taking it. If needed, the Grandfather has final say over what bad things are valid.

## Results

The end result of 6 or less (6-) is a Miss or failure, 7-9 is a success with consequences or complications and 10+ as success.

### Miss

With a Miss result you usually mark XP on the group you used for your move. There's an XP track next

to the Resistance Attribute. If you didn't use an approach you mark your playbook XP track. see [Advancement](#)

## Progress Clocks

If the move is being used to progress a [clock](#) towards completion, then a result of:

- **6-** will usually either do nothing, remove a completed segment on your clock, or add a segment to an antagonist's clock.
- **7-9** complete a segment and give some consequences to your actions - this may also include adding a segment to an antagonist's clock.
- **10+** complete a segment
- **10+** with **Potent** will complete two segments

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