

BASIC MOVES

Move	Action	Test	Description
Aid Another	«R		Skill 2+ only. Aided gets +2 (edge if 3+ aiding).
Arrest Fall	«R	Acrobatics (Diff)	Stop yourself or another from falling.
Catch	«R	Acrobatics (Diff)	Catch item thrown/falling/passing by.
Communicate	Ø		Simple messages (10 words or less).
Drop Item	Ø		Drop something you are holding.
Drop/Shoulder Kit	>>>		Drop all but weapons and armor/pick up again.
Elucidate	>		Pass along complex information (2-3 sentences).
Interact	>		Use object or environmental feature (e.g., open door, kick branch, trigger mechanism).
Interfere	«R		Interfered gets -2 (vex if 3+ interfering).
Mount Steed	>		Get on steed.
Point Out	>		Indicate known location; undetected becomes hidden; hidden becomes visible.
Stand Up	>		Stop being prone.
Sustain	>		Maintain an ongoing task or effect.

SKILL MOVES

Move	Action	Test	Description
Assess Others	>/Ω	Insight (SD)	Glimpse emotional state, truthfulness, unspoken intents, motivations, hidden influence.
Awaken/ Control Spirit	>>	Conjuring (Diff)	Summon a spirit. Requires ability.
Barter	Ω	Persuasion (SD)	Convince an NPC to exchange goods/services.
Command Animal	>	Provocation (SD)	Issue commands to animal companion.
Cover Tracks	Ω	Survival (Diff)	Test result becomes Track difficulty.
Deceive	>>	Deception (SD)	Lie, dupe, impersonate, manipulate others.
Disable Device	>>	Tinker/Trickery (Diff)	Deactivate device or trap without activating.

Distract	Ω	Trickery (MD)	Target's MD at -2 for duration.
Dreamquest	⌈ (1 hour)	Sorcery (Diff)	Seek knowledge from the Dreaming.
Dreamspeak	Ω	Sorcery (Diff)	Speak to a specific mind in the Dreaming.
Heal	⌈ (Varies)	Medicine (10)	Remove 1 strain, wound, or condition. Max 1/day per person.
Hide/Sneak	Ω	Stealth (MD)	Become hidden (attacks against you have vex) or undetected.
Maneuver	>>/Ω	Acrobatics/Athletics (Diff)	Overcome obstacle/terrain, gain superior position, negate cover, or gain +2 PD.
Mingle	⌈ (Varies)	Persuasion (Diff)	Choose one: Learn useful info/bond/discord/motivation, befriend NPC, gather/spread rumor.
Perceive	>	Perception (Diff)	Spot one: danger, clue, something hidden/unusual/valuable.
Persuade	>>	Persuasion (SD)	Convince to take side, make deal, support, or take action.
Pick Lock	⌈ (Varies)	Trickery (Diff)	Open lock.
Provoke	>	Provocation (SD)	Intimidate, seduce, charm, scare, or aggravate.
Reflect	>	Chronicles/Cultures/Mysteries/Nature/Threats (Diff)	Recall lore and knowledge, learn something useful.
Research	⌈ (Varies)	Chronicles/Cultures/Mysteries/Nature/Threats (Diff)	Research in library, answer one question.
Stabilize	>>>	Medicine (10)	Stop someone from dying.
Survive	⌈ (Varies)	Survival (Diff)	Find shelter, locate food/water, avoid dangers.
Sway Relations	>>>	Deception/Persuasion/Provocation (SD)	Raise (once)/lower NPC demeanor.
Track (Short)	Ω	Survival (Diff)	Follow a target's trail (<8 hours).
Trickery	>	Trickery (MD)	Palm object, pickpocket, manipulate without detection.

COMBAT MOVES

Move	Action	Test	Type	Description
Advance	>		Zone	Move from ranged to skirmish.
Aim	>			+2 to next ranged attack.
Chase	>		Zone	Start pursuit. Must be in ranged.
Clinch	>	Acrobatics/ Athletics (PD)	Zone	Force opponent from ranged zone to skirmish.
Defend	>			+1 to Defense of your choice until start of next turn.
Deploy Shield	>			+2 PD until start of next turn.
Disarm	>	Melee (PD) w/vex	Assault	Inflicts no strain/wound, object knocked from grasp.
Disengage	>		Zone	Go from engaged to skirmish. Engaged opponents can Intercept.
Draw Weapon	Ø			Ready a weapon for use in combat.
Drop Prone	>			Fall to ground and become prone (p. XX).
Engulf	>>	Melee (PD)	Assault	Swallow target & restrain. Flickers/spirits/swarms only.
Envelop	>>	Melee (PD) at +2	Assault	Surround target with diffused form. Flickers/spirits/swarms only.
Escape	>>	Acrobatics/ Athletics (Diff/12 + FIT)	Assault	Break yourself or ally free from grab/restraint.
Fall Back	>		Zone	Switch from skirmish to ranged.
Flee	>		Zone	Must be in Ranged. Leave the fight.
Grab	>>	Melee (PD)	Assault	You become engaged, target is grabbed (p. XX). Spend > each turn to maintain grab.
Intercept	«R			When engaged opponent uses Disengage, take free Melee Attack.

Mediate	>>>	Persuasion/ Provocation (SD)		Call immediate temp pause in conflict, enabling complex negotiation.
Melee Attack	>	Melee (PD)	Assault	Attack w/ body/held weapons. Attacks after first in turn are quick.
Power Attack	>>	Melee (PD)	Assault	Take 1 jolt. Attack inflicts 1 (extra) jolt no matter results.
Protect	«R			Protect another engaged. +2 to their PD.
Quick Melee	>	Melee (PD) w/vex	Assault	Take 1 jolt. Misses do not inflict jolts.
Quick Ranged	>	Missiles (PD) w/vex	Assault	Take 1 jolt. Misses do not inflict jolts.
Ranged Attack	>	Missiles (PD)	Assault	Shoot/throw. Attacks after first in turn are Quick.
Ready	Ø			Take 1 jolt. Ready a single move for which you have unspent actions as a reaction.
Reload	>/>>			Ready a weapon with the Reload trait (p. XX) to fire again.
Restrain	>>	Melee (PD) at -2	Assault	Grabbed target becomes restrained (p. XX).
Shift Position	>>	Acrobatics/ Athletics/ Melee (PD)	Assault	Push/pull/reposition target near or into narrative enviro feature.
Skirmish	>			Stay mobile. If you end your turn in skirmish w/o taking this, take 1 jolt.
Take Cover	>			Hide behind an available enviro feature. +2 PD vs. ranged attacks.
Trip	>	Melee (PD)	Assault	Inflicts 2 jolts on success, target knocked prone on crit.99999
Withdraw	>>		Zone	Switch from engaged to skirmish without triggering Intercept.

TRAVEL MOVES

Move	Action	Test	Description
Ambush	§	Stealth (MD)	Set up ambush.
Gather Materials	§	Survival (Difficulty)	Find components for crafting. Can be made concurrent w/Journey move w/ vex.
Journey	§	Survival (Difficulty)	Cross wilderness, negate travel complications.
Scout	§	Perception & Stealth (Difficulty)	Each success = undetected, rough map, find secret, find advantage.
Track (Long)	§	Survival (MD)	Follow a target's trail.

RESPITE MOVES

Move	Action	Test	Description
Craft	= =	Medicine/ Tinker (Difficulty)	Make or repair an item. Concurrent with Repose.
Rest	= =	Endurance (10)	Recover 1 strain.
Repose	= =	Endurance (Difficulty)	Rest 6+ hours, recover Grit & strain. Endurance test to recover 1 wound.
Take Watch	= =	Perception (PD)	Spot threat during Rest or Repose.

DOWNTIME MOVES

Moves	Action	Test	Description
Closure	Ø		Resolve bonds/discords. Removing a discord earns 1 XP.
Craft	Đ	Medicine/ Tinker (Difficulty)	Make or repair an item.
Earn Experience	Ø		Get XP.
Gather Materials	Đ	Survival (Difficulty)	Find components for crafting.
Level Up	Ø		Every 20 XP, increase your level and gain new abilities.
Make Connections	Đ		Make [PER] new NPC contacts.
Prepare	Đ		You research, train, and plan for challenges ahead. Gain 1 temp Grit.
Recover	Đ		Heal all strain, wounds, and conditions.
Recruit	Đ		Find an NPC with the skills/ abilities/knowledge you need.
Relate	Ø		Acquire new bond or discord.
Study	Đ		Long-term research. 2 temp Grit for related Chronicles/ Culture/Nature/Mysteries/ Threats tests.
Supply	Đ		Gather provisions, supplies, and needed gear.
Sway Relations	Đ		Improve NPC demeanor one step.
Train	Đ		Spend XP: 5 for basic abilities, 10 for advanced.
Train Animal	Đ	Provocation (Difficulty)	Teach new commands.