

# Standard Moves

## Take a Risk / Act Under Pressure

When you do something risky, or act in the face of immediate danger, roll:

- On a 10+, you succeed at what you are trying to do. If appropriate, you may create or destroy a **story tag**, give or remove a **status**, or burn a **power tag**.
- On a 7-9, things get messy. The MC chooses one:
  - You get a worse outcome.
  - You have to pay a price.
  - You must make a tough choice.

## Investigate / Read a Situation

When you look for information that is not obvious, or judge a situation with very little time, roll:

- On a 10+, you may ask the MC three questions. They must give you either a straight answer or a solid lead to each.
- On a 7-9, you may ask only two questions, and the MC chooses one:
  - Your investigation exposes you to danger.
  - The answers are fuzzy or unclear.
  - The MC refuses to answer one question.
  - The MC asks one question back.

## Convince

When you persuade, threaten, or deceive someone into doing or believing something, roll:

- On a 10+, they choose one:
  - They accept.
  - They reject, but **Face a Consequence** for doing so.
- On a 7-9, they choose one:
  - They give in, at least a little.
  - They ask for something more.
  - They reject, but **Face a Consequence** for doing so.

## Duke it Out

When you're locked in a head-to-head fight with an enemy, roll:

- On a 10+, you each inflict an **injury** on each other, with harm equal to the number of **power tags** you each used. You may also choose one:
  - You get them good (+1 **harm**).
  - You avoid their attacks (-1 **harm**).
  - You gain the advantage. If appropriate, you may create or destroy a **story tag**, give or remove a **status**, or burn a **power tag**.
- On a 7-9, you each inflict an **injury** on each other, as above.

## Help Out

When another player is about to make a move and your character helps, roll:

- On a 10+, you grant them +1 on their roll.
- On a 7-9, you grant them +1, but also expose yourself to trouble or danger.

## Face Danger

When you do something stupid or fail to respond to a threat, roll:

- On a 10+, you narrowly avoid the danger.
- On a 7-9, you face a less serious consequence than you would otherwise.

## MC Moves

### Face a Consequence

When you roll a 6 or below on a standard move, the MC chooses one:

- You receive an **injury**.
- You receive or lose a **status**.
- One of your **power tags** is burnt.
- The situation takes a turn for the worse. If appropriate, the MC may create or destroy a **story tag**.

### Activate a Weakness

When one of your weaknesses introduces complications for you, the MC may have you immediately **Face a Consequence**. In return, you may mark **attention** on the associated card.

## Character Moves

### Act in Character

When you do something particularly in-line with one of your character's identities, you may mark **attention** on the associated card.

### Make a Hard Choice

When you do something contrary to one of your character's identities, you may mark **crack** on the associated card.

### Character Development: Level Up

When you mark three **attention** on one of your cards, reset the tracker and choose one:

- You gain a new **power tag**.
- You replace a **power tag** with a new one.
- You gain a **weakness tag**, and may reset the **crack** tracker.
- You lose a **weakness tag**, and may immediately mark **attention**.
- You gain a **unique move**.

### Character Development: Fade Away

When you mark three **crack** on one of your cards, that side of your life fades away, and something new takes its place.

Replace the card with a new card. This card begins with only a single **power tag**, but the first time you mark **attention**, you gain the benefits of the move **Character Development: Level Up** immediately.

### End of the Road

When one of your character's identities no longer applies, choose one:

- Replace the identity with a new one, and mark **attention**.
- Immediately use the move **Character Development: Fade Away**.

## Cinematic Moves

### Flashback

Once per session, you may describe an action you took in the past whose effect becomes significant now. Make a relevant move for it. The outcome affects the current situation.

### Montage / Downtime

When your character has some downtime, choose one:

- You spend time upholding one of your identities. Describe how, and mark **attention** on the associated card.
- You work the case. Describe how, and then ask the MC two questions, as if using the **Investigate** move.
- You recover from your last activity. You receive four points, which you may spend one-to-one reducing the harm of any **injuries** or restoring burnt **power tags**.
- You prepare for your next activity. Describe how, and if appropriate, you may create or destroy a **story tag**, give or remove a **status**, or burn a **power tag**.

### Geek Out During Credits

At the end of the session, each player chooses one:

- Comment on an interaction between your character and another player's. Mark a **help point** or a **hurt point**.
- Comment on a scene in which your character (or another player's) stuck to or neglected one of their identities. Mark **attention** or **crack** on the associated card.
- Comment on what you're excited to do or see happen next. You may reduce the harm of any **injury** by one or restore a burnt **power tag**.