

# Basic Moves

## 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 at an enemy at range, roll+Dex.

On a 10+ you have a clear shot—deal your damage.

On a 7-9, choose one (whichever you choose you deal 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.

## 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, the threat doesn't come to bare.

On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

## 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 the attacker
- Deal damage to the attacker equal to your level

## 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 on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

## 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 or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

## Parley

When you manipulate a GM character you have leverage on (something they need or want), roll+Cha.

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.

## Aid or Interfere

When you help or hinder someone you have a Bond with, roll+Bond with them.

On a 10+ they take +1 or -2, your choice.

On a 7-9 you also expose yourself to danger, retribution, or cost.

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