

## New Basic Moves

### ○ Balance Sheet

- At the end of each month, sum up your Monthly Debts and Monthly Income. Subtract your debts from your income and apply that to your Balance. If your Balance is negative, fate intervenes.

### ○ Get Some Respect

- When you fight people's preconceptions or strive to build trust, roll Charm, Spirit, or Cunning. You take a penalty to this roll based on your appearance. Human: 0. Nearly Human: -1. Non-biped/bestial: -2. Monstrous: -3. You also take a -1 penalty if your clothes and grooming are not up to the standards of the

person you are talking to. **S:** You get what you want, but just barely. **T:** Either you manage not to offend anyone, or you get what you want, choose 1. **F:** You don't get what you want and fate intervenes.

### ○ Pub Crawler

- When you go out drinking, roll Charm or Power. **S:** choose 3 **T:** choose 2 **F:** choose 1, and fate intervenes on your bender.
- Your hangover only *kind of* sucks.
- You've made new friends, heaven help you.
- The collateral damage is limited in scope.
- Several people have new Relationships with you.
- No videos of your escapades go viral.

## Special Powers

As with HFA archetypes, HFA Special Power Moves are also available, but are often looked down as barbaric, dangerous, or criminal. There are also some new Special Powers.

### ○ Gaterider

- When you encounter a Gate, you can actually leap *into* it, which then deposits you at the output of some other random Gate, often very far away. When you leap into a Gate, roll Spirit. **S:** You can pick any active Gate to come out of. **T:** You can choose a region to end up in, but not which Gate. **T:** You can pick a region, but fate intervenes.

### ○ Natural Resources

- Your body naturally makes things that others might find valuable, like feathers, scales, horns, or venom. When you harvest your resources, suffer 1 harm past armor and roll Charm or Alertness. **S:** choose 3. Base value is \$1000. **T:** choose 2. Base value is \$100. **F:** choose 1, but fate intervenes. Base value is \$10.

- Good Harvest: Multiply your harvest by 1d6.
- Perfect Resources: Double the value of your harvest.
- Solid Deal: Nothing goes wrong with the trade.
- Active Buyer: You've already got a buyer, no need to track one down.
- Easy Harvest: You don't suffer harm from your harvest.

### ○ Utility Magic

- You can use any of your Moves at a very low level of power. When you do so, you can do simple tasks with it, like boiling water with fire breath, or spicing the chili with your venom. Doing so doesn't require you to roll the move. With people you don't know, you may have to Get Some Respect to prevent them from being weirded out.

### ○ Hot Blooded Declaration

- When you make a declaration of your passion for a lover or your wrath upon an enemy, roll Power. **S:** You take +1 ongoing with those who viewed the declaration. **T:** You take +1 forward with them. **F:** Fate intervenes, someone probably thought your declaration was embarrassing, cringeworthy, or poorly timed.