Catch The Devil

Name _____ Pronouns _____

Tough

Sharp

Steady

Quick

History

Take A Risk

When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7–9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

Suffer Harm

When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage. On a 10+ you tough it out. On a 7–9, it's not too bad, yet. Take -1 to suffer harm until you receive medical attention or spend a few days recuperating. On a 4–6 your injuries catch up to you. The GM will wound one of your moves. On a 3-, it's life-threatening. The GM will wound two of your moves. If you don't have two unwounded moves, you're dying.

Keep It Together

When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you're in control. You can do as you please. On a 7–9 you choose which you do from the list below. On a 6- the GM chooses and you wound this move.

- Scream and panic
- Lash out violently
- Beg and plead
- Curl up and shut down

No matter the roll, take -1 to keep it together until you have a few hours to calm down

Study

When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7–9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

◊ Wounded Take ARisk

◊ Wounded Suffer Harm

◊ Wounded Keep It Together

◊ Wounded Study