

# H<sup>2</sup>O BASIC MOVES

## Come Across

When you **use the force of your personality to get what you want**, describe your approach and roll + Self.

On a 10+: You get what you want with no strings attached, and the target has no ill feelings.

On a 7-9: You get what you want but the other person is (pick one):

- Annoyed: You cannot **Come Across** with them again until you do something to apologize.
- Demanding: They want something in return, right now.
- Gossiping: Word will get out about about this.
- Stressful: Take *Stressed* to Mind or Self.
- Strenuous: You *Sweat*.
- Violent: They attack you.

On a 6-: The GM will tell you if you get what you want, and they will pick one from above.

## Check It Out

When you **observe a person, place, or object** with your senses, roll + Mind.

On a 10+: Hold 3.

On a 7-9: Hold 1.

While you're observing, spend your holds to ask the GM questions, 1 for 1:

- What is trying to be concealed?
- What is about to happen?
- What just happened here?
- What is out of place here?
- What is dangerous here?
- Where is \_\_\_\_\_?

## Getting the Lowdown

When you **search out information on a person, place, or object**, roll+Self if you are asking around or roll+Tech if you are looking things up on the Mesh. If you have reason to know the information from prior study, you can roll+Mind.

On a 10+: Hold 3.

On a 7-9: Hold 2.

You may then spend a hold to ask the GM a question from the list below.

- What is their weak point or blind spot?
- What kind of protection do they have?
- What could go wrong if I am not careful?
- What are they trying to hide?
- What can I exploit to my advantage?
- Where is \_\_\_\_\_?

## Help

*Sweat*. When you **sweat to help someone**, tell them how you help them accomplish their task and are exposed to the same risks and complications they are. Then determine what kind of neighbor they are. If you are...

... Tight with them you may give them a +1 or grant them Advantage.

... Cool with them you grant them a +1.

... Neutral with them, grant them a +1 and *Sweat* again (total 2).

... Putting Up With them, grant them a +1 and *Sweat* again (total 2) and they *Sweat* too.

## In Harm's Way

*Sweat*. When you **act despite being under imminent threat or suffer a major setback**, say how you deal with it and roll. If you do it...

...with raw physical power, roll + Body

...with speed and grace, roll + Agility

...with mental resolve and willpower, roll + Self

...with a plan, roll + Mind

...using some technology, roll + Tech

On a 10+: Pick 3.

On a 7-9: Pick 2.

- You do what you set out to do, and the threat doesn't come to bear.
- The GM doesn't offer you a worse outcome, hard bargain, or ugly choice.
- You don't *Sweat*.
- Your actions benefit someone else on your team or put them in an advantageous position to act. They get a +1 forward to their next move if they follow up on your action.

## Make a Grab

*Sweat*. When you **want to possess and control an object or area using force**, roll + Body.

On a 10+: You control the object or area but choose 1 from below.

On a 7-9: You control the object or area but choose 2:

- It took considerable effort, *Sweat* an extra water.
- You had to hurt someone to get it done, inflict damage on an NPC.
- You used too much force and damaged something important.
- You made too much noise and someone has taken notice.
- You got hurt in the process, take 1 damage.

On a 6-: You fail to control the object or area, the GM selects one of the above, and the GM can make a move.

## Operate Tech

When you **use a piece of technology to accomplish a task**, roll + Tech.

On a 10+: The tech does what you intended in either less time or using less resources than expected.

On a 7-9: The tech does what you intended.

## Sneak Around

*Sweat*. When you use **stealth to do something under observation**, roll + Agility

On a 10+: You do it with no trace. No one is the wiser.

On a 7-9: You can do it, but at a cost. The GM offers you a consequence, such as dropped gear or leaving evidence. If you accept, you do it. If you do not accept, you can still do it and be detected, or choose not to do it.

## Throw Down

*Sweat*. When you **bring violence on another person or thing** with the intent to do harm, roll + Body if you are doing it in melee or roll + Agility if you are using a ranged weapon.

On a hit, you deliver damage to your opponent.

On a 10+: Pick 2 things from below that you avoid, but the rest occur.

On a 7-9: Pick 1 thing you avoid, but the rest occur:

- You take damage from your opponent.
- You are noisy and attract unwanted attention.
- You are pinned down and can't get away.

## What's Up

When you **read a person by interacting with them personally**, roll + Self.

On a 10+: Hold 3.

On a 7-9: Hold 1.

While you're interacting with them, spend your holds to ask their player (or the GM) questions, 1 for 1:

- Is your character telling the truth about \_\_\_?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to \_\_\_?

## Work As a Team

*Overlay*. *Sweat*. When you **lead the group in a coordinated action**, determine who is following your lead. Followers determine their neighbor status with the leader - those who are Tight or Cool with the leader *Sweat*, and those who are Neutral or Putting Up With *Sweat* twice. The leader makes the move as normal, and all followers share in the results.

## THE WATER MOVES

### Find Water

When you need to **find a source of drinkable water** to refill your Reserve, roll + Mind (+1 if you are in your neighborhood). On a Hit, you find a source of green water that you can drink. The GM will tell you what it is and where it is located.

On a 10+: The source of water is good, and there are no problems getting what you need. Refill your Reserve to full capacity.

On a 7-9: The source of water is problematic. Choose 1 from the following:

- There is less water than you hoped. Add 3 to your Reserve.
  - There is a problem with your account. Refill your Reserve to full capacity, but you cannot use this move again until the next story.
  - You run into someone unexpected. Refill your Reserve to full capacity. That person (pick one):
    - Is someone you wronged in the past
    - Is someone who wronged you in the past
    - Is ready to collect on something you owe them
    - Needs your help...now
    - Can help you with your current problem...for a price
  - Some trouble is about to go down. The GM tells you what it is. If you get some water and run, refill 3 units to your Reserve. If you deal with it, you can fill your Reserve to capacity.
- On a 6-, the GM tells if you find any drinkable water, and then makes a move.

### Drink Water

When you **drink water**, say how many units of water you drink and roll + type of water (blue +3, green +0, red -3). On a 10+: You replenish your Internal Hydration by an amount equal to the number of units you drank, and the water has no side effects.

On a 7-9: You replenish your Internal Hydration, but (choose 1):

- You underestimate your needs, replenish 1 less than you drank.
- The water is not as pure as you hoped, and you are sick. Take the *Sickened* condition.
- Drinking the water has drawn unwanted attention from someone who is thirsty.
- You underestimate your supply, so you replenish what you need but have used up your source.

On a 6-: The GM will tell you how much water you replenish and picks one from the list above.

### Share Water

Once per story, when you **offer someone water**, say how much water and to whom you are giving it. If they decline, you both reduce your relationships by 1 rank.

If they accept, do the following:

They truthfully tell you what they believe about you and you can ask them one question about themselves they truthfully answer. Then roll + water (blue +3, green +0, red -3) + their relationship with you.

On a 10+: You both pick one.

On a 7-9: Only you pick one.

- You may change your relationship with them 1 rank and they get +1 forward with you.
- You get +1 forward with them and they may change their relationship with you by 1 rank.

On a 6-: The GM either makes a move or says you both get a -1 forward ongoing on **Help** with the other. You don't know them as well as you thought.

## FAST HYDRO HACK MOVE

### Boost Some Water

**Sweat.** When you go and **score a few units of water to get by**, choose one member to find a source of water (*Augur*), one to steal the water (*Bandit*) and one to look out for trouble (*Sentry*). It takes a day to pull this off, and everyone Sweats. Each should describe the means by which they perform their job, and the GM will determine the stat to roll.

For each character: On a Hit you acquire a unit of green water.

On a 10+:

- The Augur found better water than expected; trade your green for a blue.
- The Bandit was able to steal the water in a few hours.
- The Sentry spots any trouble early enough to let you get the drop on it.

On a 7-9: each performs their job as expected: the water is green, the hack takes as long as expected, no one gets the drop on you but you don't get the drop on them either.

## Agenda

Describe a world of haves and have-nots

Make everything a struggle

Entangle the players in the survival of their neighborhood

Play to find out what happens

### Principles

- Always tell them why someone is thirsty
- Make the Authority's presence felt everywhere
- Remind them of their place in the world
- Begin and end with the fiction
- Play to find out what happens
- Sometimes, disclaim decision-making
- Name everyone, make everyone human
- Address yourself to the characters, not the players
- Make your move, but never speak its name
- Be a fan of the players' characters

### Moves

- Move in on their water supply
- Put the Authority on their trail
- Make them sweat
- Have someone get desperate
- Make them acquire stuff
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Offer an opportunity, with or without a cost
- Put someone in a spot
- Tell them the requirements or consequences and ask
- After every move ask "What do you do?"

### Neighborhood Moves

- Contaminate their water
- Spend their water
- Advance a threat
- Create a new threat
- Show signs of an approaching threat
- Create discord in the community
- Offer an opportunity, with or without a cost
- Tell them the requirements or consequences and ask
- Stall a project
- Fail a project