

Woah!

The Principles of Play

Your principles are the rules that you must follow. Do not break them.

- **Be Driven** Whatever your character believes in, whatever their drive may be, pursue it. If you're here to be a hero and save the world, go for it; if you're a paragon of all that is Good and Just, show it; if you're a heartless bastard, revel in it.

- **Be Brave, Take Risks** Your adventures will be dangerous. You will get hurt. So do dangerous, crazy things. Take risks, and deal with the fallout. Your character is ultimately imaginary, so don't be afraid of the consequences; make the story interesting.

- **Embrace the fantastic** Don't let the world be boring. Do fun things, make the world weird, commit to acting and being fantastic.

- **Begin with the fiction** During play, describe what your character does within each scene. If you notice that someone's actions (your own or someone else's) trigger a move, call it out.

- **Make a move that follows** You can only make a move you meet the trigger for, and the results of your move will tell us how the story plays out. You cannot make a move if you don't fulfill the trigger.

- **End with the fiction** End each move by describing what the results look like, and then move on to what happens next (and the moves that follow it).

- **Remind us of your moves** Everyone shares the same basic moves, but everyone has their own moves to call upon when they need them. Be clear which move you are using when you trigger it, and let us know exactly what happens as a result.

- **Always ask questions** If you don't know, ask. If someone asks you, answer.

- **Don't steal the spotlight** ... When another player is taking action, let them do so. Don't interrupt, don't take over, don't get in their way. If they don't know what to do, you can give them some suggestions, but your hero shouldn't jump in and take their moment from them. It's their turn to shine, not yours.

- **... But shine on when you have it** When you have the spotlight, use it. Do something cool. Do something fun. Do something wild. It doesn't matter, so long as you do something.

The Spotlight

In times of high-stakes action, play in Woah! uses the Spotlight to determine turn order. The Spotlight is flexible, and it goes where it needs to go, as follows:

When someone is in Danger, they get the Spotlight to tell us how they deal with that.

When someone hasn't done anything in a while, they get the Spotlight to tell us what they were up to.

When someone has an idea, leaps into action, speaks for the group, or does something noteworthy, they get the Spotlight to do their thing.

When someone's own actions put them directly into danger, they lose the Spotlight, leaving their moment on a cliffhanger.

When a player has the Spotlight, they will describe what they are doing, and the GM will describe how the world reacts to their actions. You may need to make Moves to perform certain actions; the GM will say. The Spotlight is a dialogue, going back and forth until something has happened.

When their moment has been long enough, or when the danger shifts elsewhere, or when another player has something to do, or when it would be a good cliffhanger, swing the spotlight.

Don't let anyone keep the Spotlight for too long. Share the Spotlight often, and share the Spotlight with everyone. Most of the game will be played while the Spotlight is swinging, so manage it well.

Moves

Chart a Course When you travel by a safe route... how long will it take and how many resources did you spend?

Undertake a Perilous Journey When you travel through dangerous lands... Who will Scout Ahead? Who will Navigate? How long will it take? Who will Make Camp?

Scout Ahead When you take point and look for anything out of the ordinary... Do you get the drop on a threat? Do you discern some benefit? Do you discover something grim or dangerous?

Navigate When you plot the best path through dangerous or unfamiliar territory... Do you avoid danger? Do you get where you are going? Do you take too long?

Make Camp When you settle to rest... What precautions do you take? Do they work? Do you get enough sleep?

Stay Sharp When you take watch and something approaches... Do you notice the danger? Do you have time to prepare?

Forage When you spend the day looking for resources... Do you find anything? Do you run into trouble?

Hack and Slash When you engage an enemy in melee and open yourself up to their attack. On a partial, you hurt them, but... On a success, you avoid their attack against you.

Volley When you take aim and attack an enemy at range. On a success, you have a clear shot. On a partial, you hit, but (1) you have to move to take the shot and put yourself in danger; (2) you have to take what you can and your shot is less effective; or, (3) you have to take several shots and you lose a resource.

Defend When you stand in defense of a person, item, or place under attack (including yourself), on a success do three things but on a partial just do one: (a) redirect an attack to yourself; (b) decrease the effect of the attack; or (c) open up the attacker to a reprisal.

Defy Danger When you act despite an imminent threat or suffer a calamity, say how you deal with it. On a success, you do what you set out to do. On a partial, the GM will offer you a worse outcome, hard bargain, or ugly choice.

Discern Realities When you closely study a situation or person. On a success, ask three questions. On a partial, ask one or ask two and get one correct answer. What happened here recently? What is about to happen? What should I be on the look out for? What here is useful to me? Who or what is really in control here? What here is not as it appears to be?

Spout Lore When you consult your accumulated knowledge about something. On a success, the GM will tell you something interesting, useful, and relevant about the subject, or ask you to make something up. On a partial, you'll only get a statement with two attributes. You'll have to explain how you know this.

Parley When you try to press or entice someone into a course of action, say what you want them to do (or not to do) and give them a reason. On a success, they'll do it until some fact or action betrays the reason you gave them. On a partial, they'll want some reassurance up front. A reason might be a threat, a promise, a bribe, an ideal, or something else entirely.

Buy Stuff When you try to get something you don't already have in civilization... Do you get it? Can you afford it after you get it? Do you lose something? Is there a problem with it? Do you attract unwanted attention?

Run Away When you try to escape from a threat... Do you leave something behind? Do you get caught? Are you noticed? Was the escape temporary?

A 2 3 4 5 6 7 8 9 10 J Q K

Success: Face AND Greater
Partial: Face XOR Greater

Toughness (♣) vs Intellect (♦)

Agility (♠) vs Spirit (♥)

Toughness Strength, Vitality, Constitution, Bend, Absorb, Pry, Throw, Hack, Slash, Flex, Endure, Break, Bust, Jump, Climb, Swim, Chug, Sprint, Crush, Push, Pull, Lift, Carry, Hard, Athletics, Survival

Agility Dexterity, Finesse, Escape, Elude, Deflect, Shoot, Skewer, Dodge, Parry, Balance, Tumble, Roll, Flip, Dance, Weave, Catch, Pick, Disarm, Stun, Tie, Awareness, Stealth

Intellect Intelligence, Insight, Study, Solve, Riddle, Cast, Think, Remember, Ponder, Deduce, Reason, Decipher, Invent, Search, Convince, Debate, Hypothesize, Heal, Deception, Lore

Spirit Wisdom, Charisma, Disrupt, Channel, Commune, Sense, Pray, Motivate, Appeal, Empathize, Persuade, Convince, Intimidate, Intuit, Order, Command, Provoke, Seduce, Manipulate, Barter, Sanity, Leadership