

Move Types

Combat Moves

Defend	2020/05/29 21:37
Melee	2020/05/26 21:07
Recover	2020/05/27 18:08
Sucker Punch	2020/05/26 21:07

Completion Moves

Negative Event	2020/05/26 22:58
Negative Personal Change	2020/05/26 22:58
No Shadow	2020/05/26 21:17
Positive Event	2020/05/26 22:58
Positive Personal Change	2020/05/26 22:58
Sombras Que Corta	2020/06/01 19:58
The Wild Hunt	2020/06/01 20:03

Coterie Moves

Each Coterie provides a safe base, a method of transport and resources to further your goals. They also share common moves

Architectural Usurpation	2020/05/26 20:20
Bigger on the Inside	2020/05/26 20:20
Blood rites	2020/05/26 20:19
Isomorphic Controls	2020/05/26 20:21
Metatime	2020/06/01 20:09
Protection of the Spirits	2020/05/26 20:18
Shapeshifting	2020/05/26 20:22
State of Grace	2020/05/26 20:21

Downtime Moves

These Moves are actions that can be made only during [downtime](#) - when you are not actively out completing a mission, investigating a problem, troubleshooting or otherwise away from the safety of your [base](#).

Acquire Asset	2020/05/26 18:30
Commune with the Spirits	2020/06/02 19:43
Hack Biodata	2020/05/26 18:30
Heal	2020/05/26 18:33
Relieve Stress	2020/05/27 17:36

Train	2020/06/02 19:22
Visit the City	2020/05/26 18:31
Work on a Project	2020/05/26 18:31

Faction Moves

Generic

Entropic Shift	2020/06/06 06:40
Faction Knowledge	2020/06/01 20:12
Metaphrase	2020/05/26 18:34
Ritualist	2020/06/06 06:57
Shadow Dance	2020/06/06 06:34
Umbraception	2020/06/06 21:22

Sibling

Better Lucky than Good	2020/06/13 00:06
Dissociate	2020/06/01 19:57
Reverse the Polarity	2020/06/01 19:57

Cousin

Sombras Que Corta	2020/06/01 19:58
Technical Savant	2020/06/13 00:11

Parent

All Part of the Plan	2020/06/01 20:16
Gambit	2020/06/01 20:02
Lethal Gambit	2020/06/01 20:15
Misdirection	2020/06/01 20:14
Motivation	2020/06/01 20:14
Playing the Long Game	2020/06/01 20:15
Risky Gambit	2020/06/01 20:14

God Parent

The Wild Hunt	2020/06/01 20:03
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General Moves

Act under Pressure	2020/05/27 17:33
Discern Reality	2020/05/26 21:03
Helping or Hindering	2020/08/03 21:46
Resist	2020/06/03 15:50
Spout Lore	2020/05/29 22:09
Spout Technobabble	2020/06/01 23:29

The Catechism	2020/05/27 17:45
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Signature Moves

Every playbook has one or more signature moves that distinguish it from the other playbooks. Here is a list of those moves.

Ad Vitem	2020/05/27 05:42
Change Tactics	2020/05/29 21:48
Oncoming Storm	2020/06/01 22:08
Regeneration	2020/05/26 19:07
RUN!	2020/06/02 02:22
Savvy	2020/05/27 05:45
Silver Tongued	2020/06/02 01:49
Tactics	2020/05/29 21:49
That's Lord to you	2020/05/26 19:07
Touched by the Spirits	2020/05/27 05:33
Tough as nails	2020/05/27 05:46
Two Hearts	2020/06/13 00:35
Your Whole Life Behind You	2020/05/27 05:37

Social Moves

Convince a Person	2020/05/26 20:58
Read a Person	2020/08/03 22:05

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