

## ❧ *Gallant: Basic Moves* ❧

### *Fight Your Way Through*

When you use skill at arms to get what you want, roll+Puissance.

++: Choose 3, +: Choose 1

- ❧ You get what you're after (pick twice to get more)
- ❧ Stay safe
- ❧ You hurt an opponent
- ❧ You end up where you want
- ❧ Add or remove an *Effect* related to fighting
- ❧ You frighten or impress someone

### *Scrutinize Something or Someone*

When you pause and take in a situation or nearby person, roll+Reason.

++: Hold 3, +: Hold 1

Spend hold during the scene/moment to ask questions about:

- ❧ Something you see, hear, smell, feel, or taste
- ❧ The relationship between two known things
- ❧ An opportunity for action
- ❧ A way to connect with something or someone
- ❧ Something hidden or implied

### *Change Someone's Mind*

When you use the strength of your personality to induce someone to act, roll+Charm.

++: They do it, plus choose 1 from the list below

+: They do it

In both cases, you can choose (another) 1 from the list if you tell the Maestro to complicate the situation.

- ❧ They gain the *Effect* "dedicated to {the task you gave them}"
- ❧ You sway multiple people, as the fiction dictates
- ❧ You gain the *Effect* "{name} is loyal to me"

### *Risk a Bold Maneuver*

When you use strength, endurance, or athletics to strengthen your position, roll+Vigor.

++: Choose 3, +: Choose 1

- ❧ Seize control of something
- ❧ Stay safe
- ❧ Make your move in time (if applicable)
- ❧ Hold on to a tenuous position
- ❧ Add or remove an *Effect* related to position or environment

### *Look Sharp!*

When you react quickly to danger or opportunity, roll+Wits.

++: You react as desired, plus choose 1

+: You react as desired

- ❧ Your reaction puts you in a better position
- ❧ You can make a follow-up move before anyone else goes
- ❧ Take an *Effect* related to the situation

### *Keep Cool*

When you tackle a delicate or nerve-wracking situation, roll+Grace.

++: You keep your cool, plus choose 1

+: You keep your cool

- ❧ You notice something important
- ❧ You impress someone with your nerve
- ❧ Take an *Effect* related to the situation

### *Deceive Someone*

When you act with subterfuge or trick someone, roll+Guile.

++: You deception works without a hitch, take +1 on a follow-up move

+: Your deception works, but someone is on the alert