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When you [fictional trigger], [interact with mechanics]. On a hit [you more or less get what you want]. On a 7-9, choose 1. On a 10+, choose 2.

-[You get more of what you wanted]

-[You get something else you want]

-[You avoid paying a price]

When you [fictional trigger], [interact with mechanics]. On a 10+, [you get what you want]. On a 7-9, [pay a resource and get what you want] or [pay fictional price and get part of what you want].

When you [fictional trigger related to gathering information], [interact with the mechanics]. On a 7-9, [get 1]. On a 10+, [get 3]. Take [mechanical advantage] when you use this information.

-[What will happen if I do nothing?]

-[What can I do for free?]

-[I'm interested in involving an NPC I care about]

-[I want an advantage against the most difficult part of this interaction]

(Not happy with the formatting of that last one, but quite happy with the accuracy)

Maybe a couple of playbook moves...

When you [act in a way that is fictionally disadvantageous], [interact positively with a game currency].

When you [spend a currency], [get a specific fictional outcome without GM or other mechanical interruption].

When you [fictional trigger to effect a character choice], [interact with mechanics]. On a hit, [NPCs do it, PCs either do it or spend currency]. On a 10+, [gain a currency yourself].

Briefly off topic:

This is just the shape of some moves. It may look like dark secrets, but it's honestly just different ways to basically say the same things! If you use these formats, your moves will likely work.

Some things are left really intentionally vague.

Interact mechanically, for example. This could be rolling, pulling cards, or whatever. Use stats or questions in here, spend luck currencies, whatever.

I regret already using the 7-9/10 setup for not being generic enough... Spend 2 or Spend 1 or Advantageous Card would also work

This is largely an exercise for me to think of the structure of moves and how they can work. Already I'm seeing how much some games fail to include currencies in enough places. Too many is a mistake, too few is a mistake. RADCrawl currently has too few, I think.

Oh, also, this is a thread of generic PbtA moves, [#RPGTheoryJuly](#). Scroll up and down!

When you [fictional trigger], [interact with mechanics]. On a hit, you [do what you wanted] and choose one. On a 7-9, [pay a fictional or mechanical cost].

- [Gain a currency]
- [Gain a currency]
- [Gain a currency]

Dang, that's a WEIRD one. Super functional though.

When you [interact fictionally to change someone], [interact with mechanics]. On a hit, [they are changed]. Pick one:

- [They give you something]
- [You learn something]
- [You gain a fictional currency]

On a 7-9, pick one

- [You spend a currency]
- [You spend a currency]

When you [fictional trigger], [interact with mechanics]. On a hit, they choose one. On a 10+, [gain currency].

- [They give you something now]
- [They promise you something later]
- [They spend mechanical currency to avoid the situation]

(Monsterhearts 2 uses fictional currency to avoid the situation instead)

Hey, if you think this thread is rad and would like more of these to keep happening...

ko-fi.com/drcaptainkobold

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Or if you want to get involved with my game design (which is a PbtA game that uses a LOT of moves) consider backing:

patreon.com/bleongambetta

Here's some RADCrawl shapes:

When you [fictional trigger], [interact with mechanics]. On a hit, [trade currencies]. On a 7-9, choose 1. On a 10+, choose 2.

- [Don't lose currency]
- [Gain fictional positioning]
- [Give fictional positioning to an ally]

Additionally, each [#RADCrawl](#) move has at LEAST one of:

- When [your randomizer is maxed], [additional mechanical or fictional result]
- [Spend currency] to [additional mechanical or fictional result]
- When [more specific fictional trigger], [additional mechanical effect]

Those can also just slot in like playbook moves, see Dungeon World for a Lot of those.

Speaking of Dungeon World...

When you [fictional trigger], [interact with mechanics]. On a hit, [mechanical effect]. On a 7-9, choose 1.

- [Your effect is lessened]
- [You spend a currency]
- [You lose fictional positioning]

That's REAL distinct from Hack & Slash.

Okay, taking a break for a bit on this. I'm glad to have spent some time thinking about it!

What I think I've found:

- Later gen PbtA has more shape variety
- Shape variety seems to help
- RADCrawl has bad shape variety, but that may be unavoidable
- Currency use is GOLD.

I talk often about the importance of currencies, but i probably even undersell it. Your currencies are as important as your moves at LEAST. Every move should touch at least one currency and if they can hit 2, that's better.

Oops, they may keep happening.

Whenever time passes, [interact with mechanics]. On a hit, [gain an immediate fictional advantage]. On a 7-9, [a threat is set up that will cause problems in the short term].