

Sburb World

This game is not in active development and is missing a lot. Particularly in regards to growth moves and fraymotifs, it's missing a lot of content. I heavily encourage that if you play it, you tinker with it as necessary, and make rule adjudication appropriate to your group.

- WraithDrof (Dylan)

Terminology

Roll + x: Roll $2d6 + X$, add up the result

Characters

Characters are made up of Stats, HP, Stress, Level and Moves.

Stats

There are five stats: *Dangerous*, *Chipper*, *Clever*, *Strange*, and *Awakened*.

Dangerous represents how deadly and trained you are. It's not just about how powerful or potent you are - that's measured by your HP, armor, Level and damage. It's how ruthless you can be with that ability. Sburb is, at its heart, a game - how *Dangerous* you are determines how good you are at fighting in it, even if you don't have a high level character. If you're *dangerous*, you're going to be kicking ass and probably be an important part of any plan.

Chipper is one of the more philosophical stats. Sburb, despite being a game, is stressful - there's the end of the world, and a lot of grand existential questions to be raised. It's a lot for a kid to go through, and some are better at dealing with it than others. It doesn't always literally mean you are outwardly happier or more emotionally stable, but it does mean you've got your shit together. If you're *chipper*, you're probably going to be the glue that holds the team together as you help everyone work through this weird experience together.

Clever represents your intellect, sure, but more than that it represents your willingness to apply it. It signals how analytical you are capable of being, and determined to get to the core of what's really going on. If you're *clever*, you're probably going to be skilled at directing the team towards success, and drawing knowledge out of the game wherever you can.

Strange is an unpredictable stat. It would be paradoxical to easily define it. *Strange* characters are just, well, strange. They don't die easily. They know things for bizarre and esoteric reasons - maybe your dream self has been awake and looking into the clouds of Skaia, or there's some ghost bullshit going on. And sometimes, you can see a really, really dark part of them. If you're *Strange*, you probably are a bit of a wild card, and might throw the others through a bit of a loop as to how you know exactly what you do.

Awakened is a stat that everyone starts with nothing in, as it represents your fulfillment of your mythological role, and your ability to realize the powers as a hero. If that means nothing to you, then good. It will one day.

Each character starts with a -1 in *Awakened*, and can distribute the following scores to the remaining stats: +2, +1, +0, -1

Hit Points and Stress

These are two values that measure the overall state of being for a character.

Hit Points resemble wear and tear, and how much vitality gel is left in the character. Until this reaches 0 (or is explicitly set up in the fiction) damage is only superficial and won't even leave much more than a scratch. When HP drops to 0, then the character must make the *Game Over* move if they are a player character, or simply dies if an NPC, dropping into grist if they are a game construct.

You'll often lose HP from Strife rolls below 10. However, HP damage can come from all sorts of places - falling rubble, a triggered trap, etc. If it physically hurts, it deals HP damage. You regain HP from physically resting by taking the *Rest* move.

Stress resembles the psychological damage the character has taken. It's the ticker before they reach the breaking point. It doesn't matter how small of a deal it is that pushes them over, but when they are pushed over, it's bad. But, sometimes you can use a meltdown as an opportunity to let down some *serious* smackdown. Unlike HP, the more stress you have, the worse. When a character has 15 stress, they must take the move, 'Breaking point'.

You'll often gain stress from a bad 'Stay Calm' roll. This move is triggered whenever your character must deal with something distressing - for instance, the fact that they've been transported to a whole other planet. It doesn't necessarily have to be a bad event, it could just be something that places a lot of pressure on the character. You can lose stress by talking to people - others can attempt the "Calm someone else down" move if they give you advice or try to console you. You can block them from making this move if your character isn't listening.

Each character starts with 0 stress.

Sometimes, characters will have equipment that offer protection, like a shield or armour. This does nothing to reduce damage, and mostly is a fashion statement. However, specially alchemized items can always have custom moves, and one of those could be related to protection if they're especially notable. Never say never!

Level

Each character has a level, and starts at level 1. Sburb itself measures character progress through countless bands of achievement known as 'echeladder rungs' and each is basically meaningless. In Sburb World, we use Level as a more sensible unit of measurement. Each Level in Sburb World represents a few dozen echeladder rungs. If you ever want to say to someone, "You rocketed up your echeladder!" then they've probably gone up a level.

That said, Levels are actually not that important in this game. Give them out like candy, and then just ramp up the challenges the characters face. Each level represents:

- 1 HP. (apart from your first level, which represents 18 + *dangerous* + *chipper* HP)
- +1 damage dealt
- -1 damage received

The max level for a player character is 10(?), and the max level for an NPC is 20 (which is Denizens)

Growth

Growth is a stat that measures the character's progression in growing into an adult.

Every time you roll a 6- on a roll, you mark growth. Whenever you are told to mark growth, just add 1 to your current growth amount. When you take the *Rest* move with at least 5 growth, you may take a growth move.

Character Creation

Race Moves

When you create your character, you choose a race. That race will give you options for Race Moves.

You always start with no more or less than 2 race moves. If you choose a race with a mandatory move, your other move can be one of the option moves. Otherwise, choose any two of the optional moves.

Expertise

When taking this move, name an expertise which isn't dangerous which you are competent at. You automatically succeed at *Overcome Obstacle* moves which are within the realm of your expertise.

Happy Times

Whenever you **think back to a happy time in your life and you do not have the condition 'Homesick'**, describe what you are recalling and roll +chipper. On a 10+, choose three. On a 7-9, choose two.

- You alleviate any emotional conditions you have (Angry, Afraid, etc.)
- You heal 1d6 HP
- You lose 2d6 stress

- You take +1 forward
- You do not gain the tag, *Homesick*, which is alleviated by appreciating a memento from this happy time

At the DM's discretion, a sufficient amount of distraction needs to happen before you can take this move again. You can't just sit there appreciating the good times, over and over.

Authority

Whenever you **command another character by using your social status or superiority**, roll +dangerous. On a 10+, they will do as you say if it is not suicidal or impossible. On a 7-9, they also need some promise of something they want or demonstration of why they should listen to you.

Resources

Whenever you **search your abode for an exotic or expensive item you need**, name what you are looking for and roll +strange. On a 10+, you find it. On a 7-9, you find something *almost* like it, or what you find is lacking in a capacity defined by the GM.

Overload

When you use a psionic power, you may take 1d6 damage ignoring armor to gain +2 forward to either the roll or the damage. This may be done after rolling. Overloaded powers are capable of far more than their standard counterparts.

Toughness

When you take the move, *Game Over*, on a 10+, you may choose to instead fall to 1 HP and ignore the rest of the 10+ result. If you do, the GM will tell you some physical sacrifice you must make - a limb, a sense, a limp - and you take that as a permanent condition. You cannot choose this if you were already at 1 HP before taking damage.

Close bonds

When you take the move, *Calm someone else down*, the person you are giving advice to loses 2d6 stress on a 7+ instead of 1d6.

Down to Clown

When you **look to your juggalo gods in search for an answer**, name what you are looking for and roll +strange. On a 10+, you experience lucid visions, and you carry +1 ongoing to addressing them. On a 7-9, you experience confusing and alarming visions, but you get your answer nonetheless.

Apex

When you take the move, *Avoid Danger*, on a 12+ you also turn the danger back onto itself somehow - the GM will tell you how.

Powerful Psion

If you put your full, undivided attention into using a psionic power, you gain a +1 to any rolls made with it. You also gain access to a very small, superficial amount of power from any of the other psionic powers.

Please for the love of god stay calm

You may use the move, *Calm someone else down*, on any subject capable of understanding you, even if they are unwilling to listen to you. You may also treat a 10+ result of this move as leverage for the move, *Parley*.

Commoner

You may use the move, *Avoid Danger*, with +clever if you leverage a greater threat to distract an attacker.

Cavalreaper bravery

In *Strife*, you may choose to roll +chipper instead of +dangerous in the face of great odds.

Goldblood Wits

You may use the move, *Avoid Danger*, with +clever by using quick thinking and reaction time.

Instincts of the Hunted

When you **must make a snap decision to escape a dangerous situation**, you may roll +clever. On a 7-9+, the GM will tell you the quickest and easiest way to safety. On a 10+, you also receive +1 ongoing until you are safe on all actions made in getting away From the danger - *not* fighting it.

Threatening

You may use the move, *Parley*, with +dangerous if that nature of the leverage involves a threat.

Threshecutioner execute

After dealing damage with *Strife*, if you dropped at least one enemy to 0 HP, you may choose one of the following:

- You recover 1d6 + level HP
- You lose 1d6 stress
- The event is terrifying to anyone watching

Daywalker

You see well in almost complete darkness and in extreme light.

Matriarch

You may use the move, *Calm someone else down*, with +clever for anyone who is being unreasonable, if you provide sound reasoning and judgement to them.

Rainbowdrinker

When you are about to take the move, *Game Over*, you may instead decide to voluntarily die with most of your body intact, if possible. You then wake up shortly after the conflict is over.

After the first time you do this, you may illuminate your skin to the strength of a desk lamp, and drink blood in replacement for standard food and drink.

Killer

You may use the move, *Stay Calm*, with +strange if the nature of the event is violent.

Legislacerator

When you **gain a 7+ result on the move, *Gleam Understanding*, when targeting a person or creature**, you may give them the condition, *Marked*. You deal +1d4 damage on targets you have marked. You may only have one target marked at a time - if you mark a new target, the old one loses the condition.

Ruffiannahilator

You may use the move, *Overcome Obstacle*, with +dangerous if you brute force your way through the problem.

Effortless

Psionic abilities and otherwise mentally taxing tasks do not require concentration for you to perform. You may retroactively say that you took the *Gleam Understanding* move on a subject you were given an opportunity to study in the past, although this cannot let you retroactively change your other actions.

Cruel

When you **brutally injure someone**, you may choose to lose or gain 1D6 stress.

For the greater good

Whenever you **sacrifice your safety, wellbeing or resources for a cause larger than yourself**, you reset to 1D6 stress. The sacrifice must be significant and something different to what you have sacrificed before, as determined by the GM.

Mature

Take a growth move.

Relatable

Whenever you take or have the move taken on you, *Calm someone else down*, then whoever is making the roll also recovers 1d6 stress on a 10+.

Races

Race	Mandatory Moves	Optional Moves	Tags
Human		Expertise, Happy Times, Resources, Relatable, Mature	
Burgundy	Powerful Psion	Effortless, Commoner, Overload	Lowblood
Bronze	Powerful Psion	Close Bonds, Cavalreaper bravery, Commoner	Lowblood
Gold	Powerful Psion	Overload, Goldblood Wits, Effortless	Lowblood
Lime	Please for the love of god stay calm	Instincts of the Hunted, Close Bonds	Lowblood
Olive		Threshecutioner, Killer, Close Bonds, Relatable	Midblood
Jade	Daywalker	Rainbowdrinker, Matriarch	Midblood
Teal		Threatening, Legislacerator, Resources, Relatable	Midblood
Cerulean	Toughness	Threatening, Resources, Threshecutioner	Midblood
Indigo	Toughness	Authority, Resources, Ruffiannihilator	
Purple	Toughness	Authority, Down to Clown, Killer	
Violet	Toughness	Authority, Resources, Killer	Seadweller
Fuschia	Toughness	Apex, Authority, Resources	Seadweller
Cherub	Apex	Cruel, For the greater good	

Tags

Tags are minor effects that do not count as moves that may come with your race.

Lowblood - You may choose to take a psionic discipline. If you do, you start with 4 less HP.

Midblood - You may choose to take a psionic discipline instead of an optional move.

Seadweller - You can breathe in water as well as air, and may swim as effortlessly as you may run.

Basic Moves

Neutral

Rest

When you **rest to recover from combat or physical exertion**, you can recover 3d6 HP. The GM will tell you what draws you out of your rest.

Growth

When you **sleep and have at least 10 growth points**, choose a growth move and remove 10 growth points. You may only take this move once per sleep.

Aid

When you **assist another character in something risky**, choose an appropriate approach and roll the listed stat. On a 10+, you give them a +2 to their roll. On a 7-9, you may give them a +2 if you accept a cost offered by the GM.

- If you defend them, or threaten something else with violence, roll +dangerous.
- If you inspire them, or make another character trust them, roll +chipper.
- If you trick someone, roll +clever.
- If you tap into a mysterious and unexplained power, roll +strange.
- If you manipulate your aspect, roll +awakened.

Dangerous

Strife

When you **engage an individual or group in combat**, roll +dangerous. On a 10+, deal damage. On a 7-9, you also expose yourself to an attack.

Defy Danger

When you **attempt to prevent physical injury by acting fast, strong or smart**, roll +dangerous. On a 10+, you avoid the danger, no questions asked. On a 7-9, your GM will offer you a hard bargain, worse outcome or ugly choice.

Chipper

Calm someone else down

When you **give advice or attempt to console someone**, roll +chipper. On a 10+, choose 3. On a 7-9, choose 1:

- Your subject loses 2d6 stress.
- Your subject takes +1 forward.
- You take +1 forward.
- Your subject's platitudes are soothed, and they lose any violent urges they may have had.
- You do not gain 1 stress.

On a hit, you can choose to take an additional option if you take 1d6 stress.

Stay Calm

When you **experience a traumatic or stressful event you have not experienced before**, roll +chipper. On a 10+, you take +1 forward. On a 7-9, you take 1d6 stress. On a miss, you take 1d6 stress *and* the GM gets to make a move.

Victory

When you **achieve a significant goal**, roll +chipper. On a 10+, choose three. On a 7-9, choose two. On a miss, choose one anyway instead of marking growth, but the GM does not make a move.

- You lose 2d6 stress.
- You mark growth.
- You gain +1 xp. You may spend your current level in XP to increase your level by 1.
- You gain a lead or advantage on a different goal you were pursuing.

What a significant goal is will depend on how significant it is for the character. Most combats won't classify as a victory unless they have some fictional importance, such as the first time you defeat a certain type of enemy.

Clever

Gleam Understanding

When you **closely study a situation or person**, roll +clever. On a 10+, ask 3 questions. On a 7-9, ask 1 question. Either way, take +1 forward when acting upon the answer.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?

- Who's really in control here?
- What here is not what it appears to be?

Perform skill

When you **attempt to overcome an obstacle using skill where danger is not immediately imposed upon you**, roll +clever. On a 10+, you do it, no questions asked. On a 7-9, you do it, but your GM will offer you a hard bargain, worse outcome or ugly choice.

Execute Plan

When you **execute a plan which may or may not have been explicitly formulated**, roll +clever. On a 10+, hold 3: the GM starts with the plan in a 'cautious' situation. On a 7-9, hold 1: the GM starts with the plan in a 'dangerous' situation. On a miss, it's a disaster: your GM cuts to the plan going terribly wrong in a 'desperate' situation. Spend hold, 1-for-1, on the following list:

- Add +1 to any roll you or an ally involved in the plan is making. You may take this option more than once on the same roll.
- Double your level or halve the enemy's level for the purpose of dealing damage.
- Ask any question you may ask from Gleam Understanding. You do not take +1 forward when acting upon the answer.

Strange

Mysterious Knowledge

When you **begin to spout knowledge you have no clear way of knowing**, roll +strange. On a 10+, the GM will tell you something useful you know, and allude to how you know it. On a 7-9, the GM will tell you something *interesting*, but it may not be particularly useful without some ingenuity. Your GM may then explain how you know this.

Weirdness

When you **do something weird like manifesting psychic abilities for a purpose other than fighting**, roll +strange. On a 7+, it solves a problem you are currently facing. On a 7-9, choose one:

- Someone watching is forever perturbed.
- It also creates a problem for someone else who cares about you or matters to you.
- The GM demonstrates a downside to your method of weirdness.

Weirdness is best established, but it doesn't have to be clear. Sollux has eyelasers, but he can also make bees sleep and can fly. Maybe your character is cursed by a witch, but it's only until she's activating an ancient portal that we realize she still carries some of that energy for her own purposes.

Breaking point

When you **reach the breaking point of your will or if you reach 15 stress**, mark growth and roll +strange. On a 10+, choose 3. On a 7-9, choose 1. On a 6-, still choose 1, but the GM will make sure this ends very badly for you.

All effects last while you are freaking out - you recover automatically if you fall below 15 stress, your character reaches 0 HP, or if the GM decides you run out of steam. After recovering, you reset to 10 stress.

- You double damage you deal.
- You half damage you take.
- You reset to 3 stress after freaking out.
- You will not lash out at someone you care about.
- Define a goal which you immediately gain in your meltdown. Mark growth and recover from the meltdown if you accomplish this goal.

A meltdown is always dramatic, but it isn't always violent. A meltdown is never, "you just sulk about it for a bit". If the GM sees you attempting this, they shouldn't let you recover. Instead, find a way your character needs to vent about this stress. Sometimes, it's not visible at all - but under the surface, it needs to be heavily affecting how you think and operate.

You can't deny a meltdown. Characters are only human, they can only take so much psychological punishment before things go poorly. You cannot play a character incapable of melting down in the same way that you cannot play a character who is incapable of dying.

Game Over

When you **fall to 0 HP or lower**, you are taken out of the conflict, and roll +strange. On a 7-9, you are knocked out and in bad shape, but not dying. On a 10+, you are taken out of the fight, but still conscious and alive - you may crawl, cry out for help, or even walk a short distance in search of help. On a miss, you are unconscious, bleeding out and in big trouble. If someone doesn't start coming to save you immediately, you'll die. You may perform one small action before passing out.

Any physical condition you have as a result of this move (bleeding out, knocked out, etc.) goes away once you are no longer at 0 HP.

Awakened

Latent Power

When you **reach out for help from your latent mythological powers out of desperation, and they answer your call**, roll -Awakened (e.g. a -1 becomes +1). On a 10+, they solve your

problem, although it isn't clear that it was anything but coincidence. On a 7-9, they *almost* solve your problem - you'll need to act if you want to really overcome it.

Do the thing

When you **manifest a power of your mythological role which you've learnt**, roll +Awakened. On a 10+, you perform the power flawlessly - it is up to the GM to determine the effects. On a 7-9, you fail to control or adequately harness your power, and your GM will tell you what goes wrong.

Psionic Abilities

Psionic abilities are very useful to have. They can extend the users capabilities to solve problems in new ways. However, they do not introduce any new moves alone. If you use a psionic ability to fight, then that is still just the Strife move, with a different context. However, Psionic abilities might make some moves possible which weren't before - for example, telekinesis means that a character is capable of deftly maneuvering quite heavy objects.

Telekinesis: Move objects with your mind. Can carry substantially more than your character - anything larger than a car might require a roll. Can also move your character themselves.

Mind Control: Psionically take control of another's will. This only works characters with the Lowblood or Midblood tag, or creatures in Sburb.

Animal Commune: Can psionically communicate with creatures. This is not mind control - it only allows one to talk to the animals.

Anything from homestuck: Come on, just read the comic.

Growth moves

Growth is a stat given out when your character experiences great hardships. Note that this is separate from the Levels stat, which goes up as your character overcomes obstacles which test their skills. Growth is about testing emotions, and tracking change over time.

Growth moves

Race move

Take a non-mandatory race move, if it makes fictional sense. This can be of a race different to your own.

Dangerous

Cut off your emotions (Nothing personnel kid)

When you **have no more than 10 stress**, you gain +1 to dangerous.

Feed off the anger

When you **have no less than 8 stress**, you gain +1 to dangerous.

Exploit

If you would get +1 to a *Strife* roll due to forward, ongoing or hold, you may instead choose to roll twice the dice you would normally roll for damage.

Resolute

Once per fight, you may take stress instead of the damage you would have taken (after adjusting for level difference).

Chipper

Deal with your own damn problems

After taking the *Rest* move, if you have more than 8 stress, then reset your stress to 8.

Longer fuse

You now need at least 20 stress to be forced into making the *Breaking Point* move. Additionally, whenever you remove stress, you remove 1 more than you normally would.

Heroic strike

When you **roll 12+ when taking the move, *Strife***, you and all allies who witnessed it lose 1d6 stress.

Bottling it up

When you **are about to take the move, *Breaking Point***, you may instead gain the condition, *Bottled Up*, and reset to 14 stress. If you take *Breaking Point* again before alleviating this condition, you automatically get a miss result. You can remove *Bottled Up* if anyone gets 10+ on their roll when taking the move, *Calm someone else down*, with you as the subject.

Clever

Think longer, not harder

When you **are under no time pressure** (GMs call), you gain +1 to clever.

Connect the dots

When you are told useful information, you may hold 1 which may be spent to add 1 to any roll.

Strange

Going overboard

When you are damaged at full health, and you immediately retaliate, you may roll +strange instead of +dangerous on the move, *Strife*. This attack deals double damage and also gives 1 stress to anyone (including you) who witnessed it.

Psionic Discovery

Gain 1 psionic discipline. You may take this even if you ordinarily are not able to be psionic.

Unnerving defense

You may roll +strange to Defy Danger if you defy the danger by doing something which leaves you completely open - such as calmly smiling in the face of it. On a 10+, you take +1 forward as well as avoid the danger. On a 6-, you take double damage.

Awakened

Become one with your Role

Gain 1 Awakened.

Game lore

You may roll +awakened instead of +clever for *gleam understanding*, or +strange for *mysterious knowledge*, if the subject is a purely game entity.

GM stuff

Determining Damage

When a move prompts a character to deal damage, the player rolls a die according to the nature of the damage. When a character takes damage, the GM determines the die size. When a character suffers damage from an environmental hazard, the GM always rolls a number of dice equal to that character's level.

When a character with a level deals damage to another character with a level, then the attacker adds their level to the damage, and subtracts the defender's level from that total. You cannot deal less than 1 damage on any attack, no matter how outclassed you are. Any character which has help in an attack adds half the combined levels of all the helpers.

Anything without a level, like an environmental hazard, is not affected by this. There is no way to reduce it's damage, and it does not increase it's damage.

The GM assigns damage die sizes based on the below table. In the case of weapons, once it's damage has been established, it cannot change unless the weapon is modified or damaged significantly.

Die Size	Weapon	Environmental Hazard
d4	Shouldn't be used as a weapon, really. Fists, improvised weapons, broken, dilapidated or small weapons.	Nothing to be sent to the hospital over, but it's pretty obvious and hurts. People will gossip.
d6	Solid weapon. Nuff said.	Requires medical attention. Breaks bones, causes bleeding, although you're unlucky if you die from it.
d8	Great weapon. May have been modified, but otherwise could pass as mundane. Psionic attacks use this damage die.	Lesser mortals might die from this.
d10	Fantastic weapon. Incorporates complex sciences, magicks, or	Even greater mortals might die from this.

	aspects to deal its damage. Likely has limitations or drawbacks, and is difficult to come by.	
d12	Legendary weapon. One of a kind in all parallel existences. Obviously unspeakably rare. Often can cause undesirable collateral damage, or even has a will of its own.	Nobody should be able to survive this if they aren't a player character.

Underlings

Underlings are a standard enemy type in sBurb. Different underling types have different levels, but they are also heavily influenced by their prototypes. With exception to any carapacean wearing either of the session's rings, any underling has 2 prototypes. However, for the purpose of the table, consider how they combine. Two prototypes that interact in a particularly dangerous way could bump up the tier of the underling.

Prototyping	HP	Damage die size
Actually makes it harder for the Underling to do its job. Cushions-for-fists, blind, sickly, etc.	x0.75	d4
Nothing notably dangerous, nothing notably safe. Most random crap.	x1	d6
Whatever was prototyped was probably already dangerous. Swords, wolves, etc	x1.5	d8
Prototyping this was a dumb idea. This probably represents a particularly dangerous combination of prototypes, like stretchy arms and a sword hand. It could just mean someone threw a grenade launcher into the kernelsprite.	x2	d10
Probably the worst thing that could possibly have been prototyped. Divine entity, legendary weapon, etc.	x4	d12

GM moves

When a player hits a move, and it resolves a problem which was immediately present, the situation can become less intense.

Safe

Reveal an opportunity

Reflect on something stressful which just happened.

Describe a situation the character must be Cautious in

Cautious

Signal an oncoming threat

Present an obstacle which must be overcome

Reveal something stressful that a character must cope with.

Take away their stuff

Escalate the situation to be Dangerous

Dangerous

Present a threat which imposes physical harm.

Deal damage.

Threaten a plan.

Put the character in a Desperate situation.

Desperate

In addition to another dangerous move, inflict stress.

Ruin a plan.

Separate them from something important.

Tell the player the consequences and ask.

Deal damage, ignore the character's Level - it cannot be resisted.

Powers and Fraymotifs

There are two ways a character can advance outside of normal levels. The first is through the fulfillment of their mythological role, which is some combination of a Class and an Aspect. These abilities are latently tapped into by the *Awakened* stat. The second is through abilities which can be purchased at the worlds the characters visit.

Mythological powers

There are two moves which use the awakened stat.

The first is strongest when the character is not in tune with their abilities at all, and allows something miraculous to help them. Any character can be put into a situation where they are relying on what is essentially Deus Ex Machina to save them, but unless their powers could feasibly help in the given situation, nothing will actually happen. So it's dangerous to rely upon.

The second is never given moves and is vague.

Fraymotifs

Make up moves