

Wounded Move Cards for CATCH THE DEVIL by Sage LaTorra

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INSTRUCTIONS

These cards can be used to note which version of each wounded move your character acquires. Note that if you print only one copy of these cards and use the instructions below, each PC will have a unique type of wounded move (which differs from the original rules; let us know how it goes!).

1. Print and cut one (or several) sets of wounded move cards.
2. Sort the cards into four piles, one for each Stat (Quick, Steady, Sharp, and Tough). Shuffle each pile.
3. When a move is wounded for the first time the player draws a card from the corresponding wounded pile, and places that card face-up under that move on their character sheet. PCs will keep these wounded cards for the rest of the game. If a move is healed, the wounded card is flipped face-down.

CATCH
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WOUNDED TAKE A RISK

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WOUNDED SUFFER HARM

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WOUNDED SUFFER HARM

WOUNDED TAKE A RISK

1. When you attempt something risky, roll. The GM may tell you to add:

- Tough-1, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED TAKE A RISK

2. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick-1, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED TAKE A RISK

3. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp-1, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED TAKE A RISK

4. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady-1, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED TAKE A RISK

5. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick-1, if it requires quick decisive action
- Sharp-1, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED TAKE A RISK

6. When you attempt something risky, roll. The GM may tell you to add:

- Tough, if it requires physical power or resilience
- Quick+1, if it requires quick decisive action
- Sharp, if it requires mental acuity
- Steady, if it requires emotional fortitude and nerves

On a 10+, it goes as well as could be hoped. On a 7-9 there's a complication, the GM will give you a tough choice. On a 6-, the risk turns out badly, the GM will describe how.

WOUNDED SUFFER HARM

1. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you take -1 the next time you suffer harm. On a 7-9, you wound a move and the GM will name a part of your body that is rendered unusable until treated. On a 6- you are dying. The GM will tell you when you're dead.

WOUNDED SUFFER HARM

2. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you take -1 to suffer harm until you rest and recover. On a 7-9, you wound a move and you lose track of something important or are otherwise disoriented, the GM will say how or what. On a 6- you are dying. The GM will tell you when you're dead.

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WOUNDED SUFFER HARM

3. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you choose: take -1 to suffer harm until treated or wound a move. On a 7-9, you choose: either wound a move or reduce a stat by 1. On a 6- you are dying. The GM will tell you when you're dead.

WOUNDED SUFFER HARM

4. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you take -1 the next time you suffer harm. On a 7-9, you chose a move to wound, but as long as that move is wounded you take +1 to it. On a 6- you are dying. The GM will tell you when you're dead.

WOUNDED SUFFER HARM

5. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you're fine. On a 7-9, chose two moves to wound. On a 6- you are dying. The GM will tell you when you're dead.

WOUNDED SUFFER HARM

6. When you suffer harm the GM will describe it and tell you a number of damage. roll+Tough-damage.

On a 10+ you take -1 the next time you suffer harm. On a 7-9, you chose a move to wound, but you take +1 the next time you suffer harm. On a 6- you are dying. The GM will tell you when you're dead.

WOUNDED KEEP IT TOGETHER

1. When you are confronted by the horrendous, supernatural, or mind-shattering, choose which one you hope not to do, then roll+Steady:

- Hurt yourself
- Hurt the person closest to you
- Hurt whatever triggered this move

On a 10+ you chose which you do. On a 7-9 you do the one you hoped not to do. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

WOUNDED KEEP IT TOGETHER

2. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take -1 the next time you keep it together. On a 7-9 you decrease your Sharp by one until you leave here (wherever here is). On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

WOUNDED KEEP IT TOGETHER

3. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take +1 the next time you keep it together. On a 7-9 you decrease your Steady by one until you leave here (wherever here is). On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

WOUNDED KEEP IT TOGETHER

4. When you are confronted by the horrendous, supernatural, or mind-shattering, roll (+nothing). On a 10+ you have to get out of here, take -1 to all rolls until you do. On a 7-9 you have to get out of here now, the GM will describe how you lose control and flee. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

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WOUNDED KEEP IT TOGETHER

5. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take 11 the next time you keep it together. On a 7-9 you wound a move, but if you cannot you are not dying; instead you reduce a stat by 1. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

WOUNDED KEEP IT TOGETHER

6. When you are confronted by the horrendous, supernatural, or mind-shattering, roll+Steady. On a 10+ you take -1 the next time you keep it together. On a 7-9 you gain a break or wound a move. On a 6- you black out, the GM will describe what unfortunate circumstances you wake up in.

WOUNDED STUDY

1. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any two questions about the subject, but only one answer with be truthful. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

WOUNDED STUDY

2. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below randomly, the GM will answer it. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

WOUNDED STUDY

3. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below, the GM will answer it. On a 7-9 choose one to ask and the GM will a complication. On a 6- wound a move, but if you cannot instead of dying you reduce Sharp or Steady by one (your choice).

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

WOUNDED STUDY

4. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ choose one question from the list below randomly, the GM will answer it, and you take +1 when acting on the answer. On a 7-9 the GM will choose one question from the list below to answer. On a 6- the GM will choose one and add a complication.

- What here should I be worried about?
- What here might be useful to me?
- What's about to happen?

WOUNDED STUDY

5. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7-9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- Who is really in control here?
- What here is most beautiful?
- What here is most important?

WOUNDED STUDY

6. When you carefully observe a person, thing, or situation, roll+Sharp. On a 10+ you may ask the GM any one question about the subject. On a 7-9 you may ask the GM one question from the list below. On a 6- ask one from the list and the GM will add a complication.

- What are they feeling?/What would ____ feel about this?
- What would make me safest here and now?
- How can I get out of here?