

# Shipping Moves

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## About Shipping Moves

These Moves are intended to be soft romance Moves. They are written in a way where they are meant to imply relationships or affect other mechanics that imply relationships in the game. Depending on the players and the desired tone and setting of the game, they can be interpreted in intimate, romantic, or platonic ways. This is by design; in a setting like *Avatar* where all the main characters (and players) can be children, it would be inappropriate to have Moves that triggered solely off of physical intimacy, but it can still be interesting to see friendships and attractions spark between characters. At the same time, a mature group of players is free to interpret the results of these Moves however as they see fit.

Many of the Moves trigger off the actions of other characters instead of your own character. This is because it felt strange to have Moves that are intended to trigger off a moment that would spark a connection or attraction be triggered off your own actions. It seemed more natural to have attraction spark from something someone else does around you, and write the Moves to imply certain personality types that might be attracted to one another. However, it's often true that Moves triggered by other players can be difficult to use, as they usually require other players to be aware of information that's not in front of them and on someone else's page. It can also be frustrating when a player is trying to make a Move happen but can't get anyone else to trigger it and the Move is written in a way where they can't trigger it on their own.

With that in mind, most of the Moves that trigger off the actions of other characters are meant to have a trigger that the player can still play or push towards relatively easily. For example, the Airshaper's *Emotional and Sensitive* Move can be played towards by asking people about their feelings and trying to get them to open up about their sadness or pain. The *Speak Honorably* Move is a useful tool here since it can be used to persuade, convince, or manipulate another character to do something that will trigger your Move. In addition, the *Meditate* Move could be used to add details to the fiction that help your Moves trigger.

Also, it is fine to simply tell the other players that you're trying to trigger a Move. You might say, "Oh hey, this might be a good time for you to trigger my Shipping Move, if you want." or maybe, "My character is acting like that cause I'm trying to trigger my Shipping Move, let me read it." It's also possible that your character will keep trying to get people to open up about their feelings (or whatever) and no one will want to, but that's okay, the Move is still pushing the fiction in an interesting way. And some ships just aren't destined to sail.

### **Using Shipping Moves**

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook. The Shipping Moves you pick can be different than the Chakras you selected, but it usually makes sense for them to be the same, and it could help your Chakras trigger if they are.

When a Move says someone or something, it could be a person, animal, spirit, or whatever makes sense. If someone would Respect you as the result of a Move but you already have their Respect, instead gain 1 Chi.

# The Airshaper's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Airshaper's Shipping Moves**

*Emotional and sensitive:* When someone talks to you about their sadness or pain, they choose either:

- ~ They earn your Respect.
- ~ You make an Oath to them to help them with the cause of their sadness or pain.

*Fickle and indecisive:* When your attention is caught between two characters (when two characters compete for your attention), gain two Oaths, one to each of them, to spend time alone with them (separately) to get to know them better.

*Hasty and quick-to-react:* When someone you Respect tells you about a problem they have, gain an Oath to them to solve the problem immediately (within 24 hours). If you complete the Oath, gain an extra Chi.

*Spacey and whimsical:* When someone tries to make you be more serious or bring you back to reality, gain an Oath to them to teach them how to have fun. If you complete the Oath, you Respect them as well.

# The Aristocrat's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Aristocrat's Shipping Moves**

*Commanding and inspiring:* When someone obeys your commands, they earn your Respect. When they break an Oath based on a command you gave, they must pick an extra option from the 7, 8, or 9 list no matter what they rolled.

*Honorable and trustworthy:* When you Speak Honorably to a player character, after you roll the dice you may make an Oath to them to add 2 to the roll.

*Insufferable and privileged:* When you pity someone who has less than you, make an Oath to them to give them a taste of your good life. When you give someone an expensive gift, they must make an Oath to you to repay your generosity.

*Manipulative and treacherous:* When someone you Respect catches you in a lie or a deception, they can make an Oath to you to not tell anyone. If they do, gain an Oath to them to find out something they want and get it for them. Add 1 to any rolls made to do so if they involve lies or deception.

# The Earthshaper's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Earthshaper's Shipping Moves**

*Dedicated and stubborn:* When you break an Oath and you make a new Oath to try to redeem yourself, gain 1 Chi. If you wish you can make the same Oath over again.

*Dependable and hard-working:* When you find a leader of an honorable cause, make an Oath to them to work for them and/or help their cause succeed. Add 1 to any Stand Fast rolls you make to do so.

*Unmoving and cautious:* When someone you Respect is scared, make an Oath to them to watch over and protect them until they are safe. Add 1 to any Observe Carefully rolls you make to do so.

*Vengeful but forgiving:* When someone hurts someone you care about, make an Oath to the offender to make them regret it. If you show the attacker forgiveness, you gain their Respect.

# The Fireshaper's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Fireshaper's Shipping Moves**

*Excitable and energetic:* When you are bored and someone suggests something fun or exciting to do, gain an Oath to do it with them. When you are bored and you suggest something fun or exciting to do, add 1 to rolls to Speak Honorably when convincing others to join you.

*Honorable and disciplined:* When you avoid distractions or deny temptation to stay true to a duty or promise, add 1 to your next roll to progress on the duty or promise. When you allow yourself to be tempted or distracted, something goes wrong or gets worse, and the person who tempted or distracted you gains an Oath to you to help fix it.

*Restrained and peaceful:* When someone makes a first strike against you, and you don't strike back, make an Oath to them to make them a friend instead of an enemy, and add 1 to any Speak Honorably rolls to do so.

*Volatile and explosive:* When you Act Dishonorably or Commit Open Violence in front of someone you Respect, ask them if they approve or disapprove. If they disapprove, they get an Oath to you to help you learn self control. If they approve, at the next opportunity ask them what they hate, then gain an Oath to them to destroy that thing.

# The Hunter's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## The Hunter's Shipping Moves

*Brash but wary:* When someone you Respect asks your thoughts, feelings, or opinions, tell them the full unembellished truth. When someone you don't Respect asks, avoid answering, embellish the truth, or tell an outright lie.

*Passionate and cocky:* You may give yourself the Tag *Headstrong* in order to improve a roll of 6 or less to a 7, 8, or 9 result or a roll of 7, 8, or 9 to a 10 or greater result.

*Predatory and secretive:* When you watch someone who is unaware of your presence, if it's a player character they can choose to roll +Natural. On a 7 or greater, they tell you how you glimpse a side of them you've never seen before. On a 10 or greater they also gain your Respect. If it's an MC character automatically treat it as a 7 or greater, but you get to choose whether or not you Respect them.

*Wild but kind:* When you bring someone a trophy or meal made from something you hunted yourself, the next time you make a Move where their Respect would matter, do it as if you had their Respect. If you already had their Respect, get 1 Chi.

# The Monk's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## The Monk's Shipping Moves

*Calm and reserved:* Your objectivity helps you with understanding others. When you spend time alone in quiet contemplation about someone, on a 10 or greater you may choose two of the following questions to ask them, and they must answer truthfully. On a 7, 8, or 9 choose 1.

- ~ What are you feeling about \_\_\_\_?
- ~ What do you wish I'd do?
- ~ What do you plan to do next?

Discuss with them what observations led you to this conclusion.

*Faithful and preachy:* When you debate with someone about the ways in which your beliefs are superior to theirs, gain 1 Chi if you get them concede the argument, and give them your Respect if you convert them to your beliefs.

*Hard and jaded:* Say what the worst breaches of your moral code are. Pick some of these, or name your own: Stealing, Lying, Bullying, Killing, Slavery, Infidelity, Usury, Laziness, Greed, Lust, Recklessness, Lawlessness, Filthiness, Compassion, Weakness, Pride, Modesty, Irrationality, Treason. When you witness someone committing one of these breaches, choose:

- ~ They lose your Respect.
- ~ Gain an Oath to your order to bring the one who made the breach of justice, or make them repent or give penance.

Whenever you make a breach of your own moral code, treat it as breaking an Oath to your order.

*Sensitive but disciplined:* When you go to the spirit world for personal advice, roll +Natural and ask a question. On a 7 or greater, they give you guidance and advice, and on a 7, 8, or 9, add 1 to your next roll to follow through on their answers. On a 10 or greater they stay with you to assist you and you may add 1 to all rolls to follow through on their advice as long as they are with you (until the matter is solved).



# The Peasant's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Peasant's Shipping Moves**

*Cautious and superstitious:* When you advise someone based on a superstitious belief, they choose either:

- ~Ignore the advice and have the consequences of an associated failure land on you instead of them.
- ~Follow your advice and add 1 to their next roll.

*Generous and faithful:* When you give someone a sentimental gift, make a note that you are Faithful to them. Add 1 to all rolls to help anyone you are Faithful to with their moves. If you abandon someone you are Faithful to, or allow harm to come to them without trying to stop it, erase or cross out their name and treat it as if you broke an Oath to them.

*Ignorant but sly:* Add 1 to your next roll when you blindly follow someone into danger. If you come out of it unscathed, earn their Respect.

*Quick-to-anger but forgiving:* When someone disrespects you or someone you Respect, gain an Oath to them to help them earn your forgiveness. If you break the Oath by Acting Dishonorably or Committing Open Violence towards that person, add 2 to the roll.

# The Scholar's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## The Scholar's Shipping Moves

*Absent-minded and unaware:* When you're alone and someone else arrives, they overhear you thinking out loud. Choose one to talk about:

- ~ What you secretly feel about someone.
- ~ An eccentric daydream.
- ~ What you wish you had done.

*Detail-oriented and haughty:* When someone disrupts your plans or routine by doing the unexpected, choose either:

- ~ You lecture them on the problems they'll cause and add 1 to the next roll +Hot you make.
- ~ You are impressed by their ability to improvise and add 1 to the next roll +Fluid you make.

*Excited and reckless:* When you initiate a crazy scheme, you have 3 Plans. You can spend a Plan anytime while carrying out the scheme to:

- ~ Have a new obstacle or complication appear.
- ~ Give yourself or someone assisting the plan a Tag.
- ~ When you or another person assisting the plan makes a roll, you may reduce a 10 or greater result to a 7, 8, or 9 result, or reduce a 7, 8, or 9 result to a 6 or less result.

Once you've spent all your Plans, you and everyone assisting you add 1 to all rolls to make the plan succeed.

*Quiet and reserved:* When you seclude yourself to be alone and away from other people, add 1 to all rolls until you see another person. When someone interrupts your seclusion, make an Oath to them to do something you've never done before.

# The Spiritshaper's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## The Spiritshaper's Shipping Moves

*Arrogant and zealous:* When someone shows their ignorance of your wisdom or power, you may make a one-time (once each time this Move triggers) use of a Spiritshaper Move you don't have in order to show them their error.

When someone flatters your wisdom or power, make an Oath to them to help them with something beyond their ability. You may make a one-time use of a Spiritshaper Move you don't have to do so.

*Intimidating and secretive:* When someone seeks your audience, they choose:

- ~ They interrupt a strange ritual and gain an Oath to you to remain ignorant to what you are plotting.
- ~ They find you talking to a spirit who takes an interest in them and begins following them everywhere.
- ~ They choose a secret about themselves that you mysteriously have knowledge of.

*Pacifistic and understanding:* When you try to break up a fight, pick someone in the fight and choose:

- ~ They accidentally hurt you or someone serving you. Apply Tags as appropriate. They gain an Oath to you to repair the damage they caused.
- ~ You or someone serving you accidentally hurts them and gives them a Tag. You gain an Oath to them to stay out of their affairs next time you have a moral objection.

*Principled and immovable:* When you stand in defense of someone you care about, you may sacrifice a spirit to negate all harm done to them. If you do, make an Oath to a more powerful spirit to complete the unfinished business of the spirit you sacrificed.

# The Warrior's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Warrior's Shipping Moves**

*Honorable and fair:* When you engage someone in an honorable competition or duel, you may choose to subtract 1 from all rolls for the conflict and say how you ensure you play or fight fairly. If you do, the loser Respects the winner, gains an Oath to them to beat them in a fair rematch, and you gain 1 Fortune.

*Intense and unflinching:* When you knowingly go into a situation where the odds are stacked against you, say what the worst thing that can happen is, and add 1 to all Stand Fast rolls in that situation. Then say who the one character who can save you is. If they don't come to your aid by the time the situation resolves, the worst thing that can happen *does* happen.

*Ruthless but respectful:* When you ask someone for a temporary truce in order to hold a civil discussion, roll +Natural and add 2 if they Respect you. On a 7 or greater they must accept. On a 10 or greater they bring you a gift in order to show their good will, or concede to at least one of your demands. On a 7, 8, or 9 they choose 1 or both:

- ~ They make an Oath to someone else to betray you.
- ~ They make an Oath to you to continue meeting with you until a lasting truce can be made.

*Violent and frightening:* When you Commit Open Violence, on a 10 or greater you may also force your target or someone watching to gain an Oath to you to never oppose you.

# The Watershaper's Shipping Moves

When you create a character or switch playbooks, pick one Shipping Move from the list for your current playbook. You can spend an Improvement to pick another one from your current playbook.

## **The Watershaper's Shipping Moves**

*Calm and kind:* When you mediate a problem between two other people, suggest a compromise and roll +Fluid. On a 10 or greater you are able to smooth things out for now, and both sides gain an Oath to you to repay your kindness. On a 7, 8, or 9, one side is satisfied with your help and you gain their Respect, but the other is offended somehow; if they Respect you, lose their Respect, and if not, they now see you as part of the problem. Everyone involved should decide which side is offended.

*Enthusiastic and impatient:* When you work as part of a team to show your support for someone else's plan, you boost morale. Everyone else adds 1 to their next roll to carry out the plan. When you jump into action before your allies are ready, or leave your allies to deal with a problem on your own, choose: you add 1 to your next roll and they all subtract 1 from their next roll, or you subtract 2 from your next roll and they all add 1 to their next roll.

*Mothering and parental:* When you tend to someone's wounds, they must promise you something they think you want.

*Vindictive and tempestuous:* When someone betrays you, add 1 to all rolls against them until they make an Oath to never betray you again.