

There are secrets out there, vast and powerful. Knowledge that few hold and fewer still can master. Your power can wield those secrets like a sword. You can create with that power, and destroy just as easily. People know that. They respect that. They fear that. You're either the story that parents use to scare their children when they put them to bed at night, or what they secretly hope those children will become when they grow up. You are one of The Adept.

Creating an Adept

To create your Adept, start by giving them a name, then complete each section that follows.

Names

† Storm, Mattius, Way, Sevem, Oxus, Care, Crow, Theresa, Vlad, Stranger, Old One, Lock, Will, Shanasi

† Something otherworldly. Something simple. Something unassuming.

Stats

Choose one set:

Steady+1 Fierce+1 Wily-2 Sly+1 Arcane+2

Steady+0 Fierce+0 Wily+1 Sly+0 Arcane+2

Steady+1 Fierce-2 Wily+0 Sly+2 Arcane+2

Steady+2 Fierce-1 Wily-1 Sly+1 Arcane+2

Look

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Simple robes, Elaborate robes, Tight leather, Princely clothes, Plain clothes

† Bleak face, Bony face, Serene face, Old face, Happy face, Nondescript face

† Shining eyes, Kind eyes, Mischievous eyes, Tired eyes, Haunted eyes, Shimmering eyes

† Slender body, Fat body, Broken body, Useless body, Old body, Average body

Gear

You start with:

- The clothes on your back.
- A staff.
- Whatever item you need (if you need one) for Arcane Malice.
- A small dagger, if you want.
- A few books on The Unspeakable Power and other arcane sorts of things.
- A pack full of oddments worth 1 Barter.
- 1 magical object (see Your Magical Object on other side).

The Adept



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:

Sex With The Adept

When you and another character have sex, you both may Whisper Into The Unspeakable Power as if you rolled a 10+.

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Adept has relationships with. To do this, pick two options from the list below to tell two other characters.

- You think me wise and sagely.
- You have seen me do great and terrible things with my power.
- You want to be like me, maybe more than you realize.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Sell your arcane power for a price to someone rich or important.
- Threaten or coerce someone powerful with your magic.
- Reveal the extent of your power to someone who may covet or hate your abilities.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One

(Available from the start of the game)

- Get +1 Steady (max +3).
- Get +1 Wily (max +2).
- Get +1 Sly (max +3).
- Get a new Adept Move.
- Get a move from another class.
- Get a Patron (roll+Arcane at beginning of session).
- Get a 2nd attack option from the first list for Arcane Malice, if you have it. You may take an option you already have for double the effect.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two

(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.
- Get a 3rd attack option from the first list for Arcane Malice, if you have it. You may take an option you already have for double the effect (but not a third time).

ARMOR:

BARTER:

Moves

You get all the basic, peripheral, and Honor moves, plus Harness The Unspeakable Power, and one additional Adept move.

◆ HARNESS THE UNSPEAKABLE POWER

You are a magic user and have an ability to tap into The Unspeakable Power in a way that normal people cannot. When you try to harness The Unspeakable Power to achieve an aim, roll+Arcane. On a hit, you may change the world in some minor but tangible way. On a 7-9, the MC will also hold 1 and may spend it on one of the following.

- † The Power knows what you're doing and why you're doing it.
- † The Power asks for something minor in return.
- † The Power requests some small show of loyalty.

Use your talents wisely.

◇ ARCANE MALICE

You can inflict Harm with your magic power. You roll+Arcane instead of +Fierce to Engage in Combat and Threaten with Force if you attack with magic. Detail how you use magic to deal Harm. Your attack has a base of 1 Harm. Pick 2 from the following list to describe exactly how your magic works:

- † Your attack is powerful. Add +1 Harm.
- † Your attack is inconspicuous. Add quiet tag.
- † Your attack has incredible range. Add far tag.
- † Your attack can Harm from within. Add armor piercing tag.
- † Your attack shakes the nerves and inflicts s Harm.

Also, pick 1 from the following list:

- † Your attack is violent. Add messy tag.
- † Your attack is short ranged. Add close tag.
- † Your attack is conspicuous. Add loud tag.
- † Your attack takes a lot out of you. You take s Harm or 1 Harm (your choice) each time you use it.

Note: you may not take conflicting tags (i.e. you may not take close and far or loud and quiet).

◇ COURSING WITH MAGIC

Get +1 to Arcane (max 3).

◇ DREAM QUEST

When you want something at any cost, roll+Arcane. On a hit, you fall unconscious and commune with The Unspeakable Power in evocative dreams to get your desire. On a 10+, The Power will provide you with a clear path to your goal. Take +1 ongoing acting on this information until you achieve your desire. On 7-9, you have terrible nightmares about the obstacles that stand in your way. Take +1 forward on your next roll to get your desire. On a miss your dreams are unclear, but you wake to find that The Power has brought you what you wanted. However, the MC will pick one:

- † Someone had to be forever altered for the worse to get it to you. Maybe someone you needed or cared about.
- † What you want has been somehow twisted, perverted, or tainted.
- † Someone wants what you have received. Maybe more than you do.

◇ JUST A SIMPLE OLD FOOL...

Use +Arcane instead of +Wily to Persuade With Leverage.

◇ POWER, HORRIBLE POWER

You have achieved arcane mastery over something. Pick one of the following: stone; plants; air; fire; water; metal; illusion; beasts; or the dead. When you command what you have mastered, roll+Arcane. On a hit, hold 1. Spend your hold to bend what you master to your will (examples: shatter stone, create a powerful wind, feed a fire, raise a skeleton, calm a beast). On a 7-9, the MC will also pick a consequence from the following list:

- † Your control is weak. The effect is less than or not exactly what you desire.
- † Your control is erratic. There may be unexpected consequences.
- † Your control is exhausting. You take s Harm.

On a miss, you lose control of what you command. What that looks like is up to the MC.

◇ ARCANE ADVISOR

When you counsel someone, describe the rituals you perform to gain insight and roll+Arcane. On a 10+, any who follow your advice will have good fortune. If a PC, they will take +1 forward on any roll directly following your suggestions. If an NPC, they will be fortuitous in their endeavors and credit you. On a 7-9, the same as above, but the MC holds 1. They may spend it to have a minor complication or malady related to your advice befall your target later. Whether or not they blame you is up to them. On a miss, The Unspeakable Power is not happy that you have tried to use it for your tiny, human concerns. They may find a way to let you know this. They may find a way to let those you advise know this, instead.

◇ TEAR REALITY

When you create and maintain a magical portal to move a person or object through, roll+Steady.

If moving a person (including yourself): on a 10+, you get all 3 below. On a 7-9, you get to pick 2 below and the MC may decide about the 3rd. On a miss, the MC chooses: either the portal doesn't open or it does, but one of the things below definitely doesn't happen if someone goes through it.

- † You/your target shows up exactly where you want to go instead of somewhere slightly off.
 - † You/your target get there instantly, instead of a short amount of time later.
 - † You don't/your target doesn't take s Harm from the experience.
- If moving an object: on a 10+, you get both below, on a 7-9, pick 1.
- † It is exactly where you want, instead of somewhere slightly off.
- You may have to **Whisper Into The Unspeakable Power** to ask where it is if you don't take this option.
- † No one, or no thing, you might not want to sees where you put it or ascertains where it is.

On a miss, someone or some thing may have found the object and might want to make a deal with you for you to get it back.

Your Magical Object

You have a bizarre magical object.

Choose 2 from this list to describe it:

- ◇ It lets you view things remotely (once per session, you may **Study a Situation** on a scene you are not currently in).
- ◇ It lets you see into people's hearts (once per session, you may **Study a Person** on someone you know but are not in sight of).
- ◇ It masks reality (once per session, when someone makes a **Study a Person** roll against you, after you answer their questions you may also tell them one plausible lie they now believe).
- ◇ It makes promises binding (when an NPC promises something upon the object, they are compelled to follow through. If a PC, they must make a **Refuse an Obligation, Duty, or Debt** roll to resist fulfilling the promise).
- ◇ It stands between you and chaos (once per session when **Whispering Into** or **Harnessing The Unspeakable Power**, it will absorb or shield you from the consequences of a failed roll).

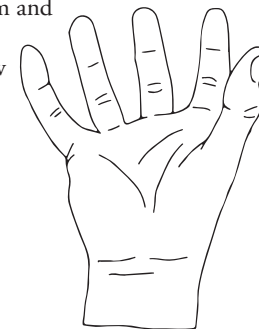
Now pick 1 from this list:

- ◇ It exacts a cost (requires 1 Harm worth of blood from someone per use).
- ◇ It hates you (you must make a **Persuade With Leverage** roll against the object to make it comply, treating it like a named NPC that talks only to you).
- ◇ Its use requires time consuming preparation.
- ◇ Its use requires the destruction of valuable objects: ground diamond, shattered valuables, things you love, usually about 1 Barter worth, or something personally significant to you.
- ◇ It attracts the attention of something horrible (roll +Steady to not be noticed when you use it).

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ◇ Shaken (-1 Steady)
- ◇ Weakened (-1 Fierce)
- ◇ Tentative (-1 Wily)
- ◇ Clouded (-1 Sly)



The gods smile upon you, or at least something does. While others try to tame *The Unspeakable*, you feel it flow inside of you. While others try to understand *It*, you know *It*, and *It* knows you. You commune differently with *It*; *It's* like a lover, a friend, a competitor, an enemy, and your beating, bloody heart before you. Some worship *The Power*, others fear *The Power*, but you... you are beloved by the *Power*. Now how shall you make *Its* voice, that beautiful voice that sounds like so much thunder and honey in your brain, echo throughout this world?

Creating a Beloved

To create your Beloved, start by giving them a name, then complete each section that follows.

Names

† Lady, Petra, Say, Ransom, We, Sunfall, Slate, Scar, Andoly, Pembrook, Hash, Silence, Dusk, Serene

† Something humble. Something beautiful. Something alluring.

Stats

Choose one set:

Steady+0 Fierce-1 Wily+2 Sly+0 Arcane+2

Steady+1 Fierce-2 Wily+1 Sly+1 Arcane+2

Steady+0 Fierce+0 Wily+1 Sly+0 Arcane+2

Steady+1 Fierce-2 Wily+0 Sly+2 Arcane+2

Look

= Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Grey robes, White robes, Plain clothes, Comfortable clothes, Loincloth, Tribal wear

† Calm face, Scarred Face, Stern face, Long face, Bony face

† Piercing eyes, Distant eyes, Knowing eyes, Evil eyes

† Thin body, Old body, Bent body, Decrepit body, Weird body, Athletic body

† Shaved head, Matted hair, Pointed beard, Polite smile, Toothy grin

Gear

You start with:


◆ A staff (1 Harm, close).


◆ Oddments worth 1 Barter.

◆ The clothes on your back.

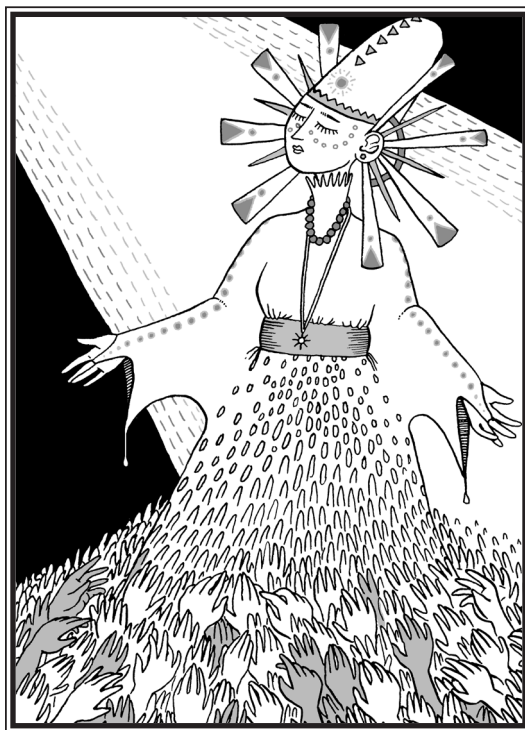
◆ Some small item which is sacred or important to you.

And that's it. You're not one for worldly possessions.

ARMOR: 

BARTER: 

The Beloved

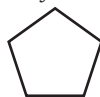


Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:



Sex With The Beloved

If you and another character have sex, you share *It* with them. Hold 1. You may spend it at any time to have them spread knowledge, fear, or worship (their choice) of *It*.

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that *The Beloved* has relationships with. To do this, pick two options from the list below to tell two other characters.

- You have heard me speak my love for *It* and were moved.
- I listened to you when no one else would.
- You have encountered me and fear me. And fear *It*.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Willingly take Harm on behalf of your beliefs.
- Publicly mock and denigrate the authorities of this world where all can hear you.
- Openly denounce someone powerful as an enemy of *It* to their face, or in a way that they will hear about.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One

(Available from the start of the game)

- Get +1 Wily (max +3).
- Get +1 Sly (max +3).
- Get +1 Arcane (max +3).
- Get a new Beloved Move.
- Get a move from another class.

Get a Patron (roll+Arcane at beginning of session).

Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two

(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Moves

You get all the basic, peripheral, and Honor moves, plus Harness The Unspeakable Power, and one additional Beloved move.

◆ HARNESS THE UNSPEAKABLE POWER

You are a magic user and have an ability to tap into The Unspeakable Power in a way that normal people cannot. When you try to harness The Unspeakable Power to achieve an aim, roll+Arcane. On a hit, you may change the world in some minor but tangible way. On a 7-9, the MC will also hold 1 and may spend it on one of the following.

- † The Power knows what you're doing and why you're doing it.
- † The Power asks for something minor in return.
- † The Power requests some small show of loyalty.

Use your talents wisely.

◇ I DO NOT SHAKE BEFORE *IT*...

Roll+Arcane instead of +Steady when you Face Duress.

◇ *IT* PROTECTS ME...

When The Beloved wears no armor but, rather, wears sacred vestments or carries an important sacred symbol, relic, or object of her faith, she has +1 Armor. When she additionally performs the rites of her faith (chanting, preaching, rituals, prayers, etc.) she has +2 Armor.

◇ *IT* KNOWS YOU...

When you confront an NPC's inner demons, roll+Arcane. On a hit, you see and can interact with manifestations of their worst actions, fears, thoughts, etc. and engage them alone in interaction. If you best your target's demons in some way through persuasion, combat, trickery, etc., pick one of the following to happen to the target character:

- † They are freed of doubt, fear, or sadness.
- † They forget something awful they have done.
- † They are moved to forgive a wrong that someone did to them.
- † They are filled with mercy or concern for someone.

On a 10+, the change is permanent. On a 7-9, the change will fade. On a miss, the target's inner demons are let loose. What sorts of things will they whisper to you? What sorts of things will they whisper to your target?

◇ *IT* IS EVERYWHERE...

When you call upon *It*'s help during a battle, roll+Arcane. On a 10+, hold 2. On a 7-9, hold 1. During the battle you can spend your hold 1 for 1 to:

- † Name an NPC in the battle. *It* takes them out of the fight (detail how with the MC).
- † Name a character in the battle. *It* protects them from an attack.
- † *It* shields you. Ignore all Harm to yourself from an attack.
- † *It* inspires those around you. Compel an observer to join the battle on your side or escape the melee.

On a miss, *It* rebukes your pleas. Take -1 forward for the combat.

◇ *IT* DEMANDS BLOOD

Once per session, when you speak a request or prayer to *It* and ritually sacrifice a living thing, roll. If the thing was an animal, add +1 to your roll. If the thing was human, add +2 to your roll. If the thing was a human that you truly love, add +3 to your roll. On a 10+, you have pleased *It* greatly, and *It*'s divine hands will guide your actions. Hold 3 and spend them to accomplish anything below. On a 7-9, *It* smiles upon you. Hold 2 and spend them to accomplish anything below.

- † *It*'s hand assists you: take +1 on a roll relating to your prayer or request.
- † *It*'s voice guides you: **Whisper Into The Unspeakable Power** as if you rolled a 10+ on something related to your prayer or request.
- † *It*'s love protects you: ignore the consequences of a failed roll related to your prayer or request.

On a miss, *It* is displeased with your sacrifice. Take -1 forward to your next roll relating to your prayer or request. Regardless of your success or failure, the dead may remember what you did.

◇ *IT* LIVES WITHIN ME

When you force your body to birth something unspeakable and unnatural into the world, mark 4 notches of Harm and describe the thing you have given bloody, writhing form to. You have created a new, horrifying NPC and you are a mess. The thing you have created is savage and hideous (2 Harm, 1 Armor, messy, close). Name it, then pick 2 from this list to describe it:

- † It is under your control (add tag: discipline).
- † It inflicts truly terrible Harm (add +1 Harm).
- † Its body has natural defenses (+1 Armor).
- † It is capable of clear communication and interpretation.

Then pick 1 from this list:

- † It is ravenously hungry (add tag: hunger).
- † You are not its only master.
- † It curses its birth and blames you for its miserable existence.

May the gods have mercy on you.

◇ PREACHER

Once per session, when you speak of your beliefs about *It* to a crowd of people, roll+Wily. On a hit, they listen to your words. Pick 1.

- † They offer their precious things up to you. Gain +1 Barter.
- † They are moved to rage by your words. They will act as a small Militia at your command for a brief period.
- † They will confess their sins and secrets to you. Gain interesting rumors and information you seek from them.

On a 7-9, the MC picks 1, in addition:

- † The crowd becomes riled and unruly- rioting, fornicating, dancing, screaming, etc.
- † Your preaching attracts the attention of someone who might not like it.
- † Some in the crowd challenge your beliefs loudly and publicly.

◇ TOGETHER, AS ONE

You have a small group of around 10-15 Followers. They are loyal to you, but may also have their own lives apart from you. Characterize them: your cult, your family, your students, your attendants, etc. By default, your followers start with: surplus: 1 Barter, want: desertion. See section on tags for more information.

Choose 2 from this list:

- † Your Followers are exceptionally dedicated to you. Surplus: +1 Barter, and replace want: desertion with want: hunger.
- † Your Followers constitute a powerful arcane force. Surplus: +ritual.
- † Your Followers are joyous and celebratory. Surplus: +party.
- † Your Followers are educated and wise. Surplus: +insight.
- † Your Followers are hard-working and no-nonsense. Surplus: +1 Barter.
- † Your Followers are enthusiastic and proselytize on your behalf. Surplus: +growth.
- † Your Followers are rough and combative. They may fight as a Militia (2 Harm, small).

Additionally, choose 2 from this list:

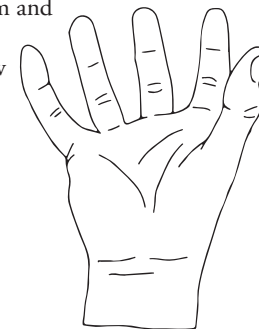
- † You have few Followers, only 5-8. Surplus: -1 Barter.
- † Your Followers aren't really yours, you're theirs. Want: +judgment.
- † Your Followers rely on you for their needs. Want: +desperation.
- † Your Followers are typically intoxicated. Surplus: +stupor.
- † Your Followers disdain luxury and convention. Want: +disease.
- † Your Followers disdain law and reason. Surplus: +violence.
- † Your Followers are decadent and perverse. Want: +savagery.

At the beginning of each session, roll+Wily. On a 10+, your Followers are content and you gain whatever you have listed under "surplus" for the session. On a 7-9, things are mixed: you have your surplus, but the MC will choose one tag from your want list to activate. On a miss, your Followers are in want. All want tags are active this session. If you have this move, you may twice choose to spend an advancement to add a surplus option to or remove a want option from your Followers instead of taking a normal advancement.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ◇ Shaken (-1 Steady)
- ◇ Weakened (-1 Fierce)
- ◇ Tentative (-1 Wily)
- ◇ Clouded (-1 Sly)



While some storm arrogantly at walls or dawdle with the dark mysteries of the universe to eliminate their enemies, others stay in the shadows and take a more elegant approach. After all, if disreputable folks are willing to part with good coin for a clean death here and there, you might as well be the one to fill your purse, right? So if you're one of those unlucky people, the ones with something that someone wants or the ones whose mouth someone needs shut, well then, I'm sorry to say that it's probably too late. The Black Hood is already right behind you....

Creating a Black Hood

To create your Black Hood, start by giving them a name, then complete each section that follows.

Names _____

† Grendel, Horus, Frenza, Lucy, Metal, Ulster, Y, Pen, Wraith, Umbra, Rain, Shadow, Legion, Feather

† Something mysterious. Something subtle. Something somber.

Stats _____

Choose one set:

- Steady+2 Fierce+1 Wily+0 Sly+1 Arcane-1
- Steady+2 Fierce+0 Wily-1 Sly+2 Arcane+0
- Steady+2 Fierce+1 Wily-1 Sly+0 Arcane+1
- Steady+2 Fierce+1 Wily+1 Sly+1 Arcane-2

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Black clothes, Fancy clothes, Nondescript clothes, Flowing cloak, Comfortable clothes

† Peaceful face, Scarred face, Sinister face, Innocent face, Pointy face

† Gangly body, Strong body, Twisted body, Corpulent body, Small body, Thin body

† Empty eyes, Knowing eyes, Bright eyes, Cruel smile, Toothless smile, Meticulous hair, Thin hair, Fierce frown

Gear _____

You start with:

- ◆ A black, hooded cloak, of course. Very dashing.
- ◆ Leathers worth 1 Armor.
- ◆ 1 small, short-range weapon (a dagger or short sword, for example).
- ◆ 1 long-range weapon (throwing knives or a small crossbow).
- ◆ The tools of your trade (lockpicks, caltrops, a garrote, etc.).
- ◆ Some clothes, personal items, and oddments worth 1 Barter.

ARMOR: BARTER:

The Black Hood



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:

Patron

You almost certainly have a Patron, who is most likely a guild or secret society. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Black Hood has relationships with. To do this, pick two options from the list below to tell two other characters.

- I have done something awful for you.
- I have you wrapped around my finger.
- I scare you, just a little bit.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Steal something valuable or important from someone powerful.
- Spread rumors about the actions you take as the Black Hood to grow your legend.
- Murder an enemy to better your own situation.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Sly (max +3).
- Get +1 Fierce (max +2).
- Get +1 Wily (max +3).
- Get a new Black Hood Move.
- Get a move from another class.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Sex With The Black Hood

For PCs: you may choose to act as though you have rolled a 10+ on **What's Mine is Mine and What's Yours is Mine** with the character you had sex with as your target, even if you don't have the move.

For NPCs: you may choose to act as though you have rolled a 10+ on **What's Mine is Mine and What's Yours is Mine or Their Eyes Never Open** with the character you had sex with as your target, even if you don't have those moves.

Moves

You get all the basic, peripheral, and Honor moves, two additional Black Hood moves.

○ LIKE A SHADOW IN THE DARKNESS

When you are being chased, searched for, or otherwise trying to make yourself scarce or unseen, roll+Steady. On a hit, you are out of sight and may choose from the list below. On a 10+, choose 2 of the following, on a 7-9, choose 1.

- † Those looking for you position themselves within striking distance.
- † Those looking for you mistake someone else for you.
- † Those looking for you are distracted by something else that's equally pressing.
- † You stumble across something interesting or important as you hide or escape.

On a miss, The Black Hood draws unwanted attention. It's an occupational hazard.

○ HAWKEYE

Get +1 Steady (max +3).

○ JUST A SPOT OF INDIGESTION....

When you poison a victim, roll+Sly. On a 10+, you get all three below for the qualities of the poison, on a 7-9, choose 2.

- † It deals Harm within the exact time frame you want, up to 1 day.
- † It looks like something else happened to the victim.
- † It does the exact amount of Harm you intend (from 1-4 Harm ap).

Regardless of what you select, the victim will feel sick for at least a day or two (if they're not dead). On a miss, pick one of the above qualities, but the MC also chooses one or two below:

- † Someone sees you do it.
- † Someone else unintended ingests it.
- † It does something you never would have guessed.
- † You lose track of where you slipped it. Pray no one buys you a drink....

Whether the move succeeds or fails, you must spend 1 Barter.

○ WHAT A TANGLED WEB WE WEAVE

Once per session, take +1 on any roll where you're lying to, deceiving, or cheating someone. Lies are easy. Truth? That you're not so good with.

○ ESCAPE ARTIST

When you attempt to escape from bonds, a cell, or some other kind of restraint, roll+Steady. On a hit, you're gone. On a 7-9, pick 1:

- † You left something important behind.
- † Someone notices you're gone immediately.
- † Someone can track where you went.
- † You run into someone inconvenient.

On a miss, you pick: you don't escape, or you do but the MC will select 2 from above.

○ WHAT'S MINE IS MINE AND WHAT'S YOURS IS MINE

When you try to take a possession owned by another character, roll+Steady. When the target is an NPC: on a 10+, "what, you mean this thing of theirs I've got right here in my pocket? Silly me! How did that get there?" On a 7-9, you pick: either you get the thing but select one trouble from below, or you don't get the thing but there's no trouble. On a miss, you don't get the thing and the MC will pick one trouble:

- † Someone saw you.
- † You left something behind.
- † The thing isn't exactly right or it's damaged (unavailable on a miss).

When the target is a PC: On a 10+ your target picks two of the following. On a 7-9 they get all three.

- † They notice it's gone right away.
- † They notice a clue that points them towards you.
- † They know someone who knows where it might be now.

On a miss, you didn't get it and they definitely saw you trying to get it.

○ THEIR EYES NEVER OPEN

Once per session, when you attempt to silently abduct or kill an NPC who is reasonably within your ability to reach, roll+Steady. On a 10+, choose 2, on a 7-9 choose 1:

- † It is clean and quiet, no one sees or hears a thing.
- † It goes exactly as planned, your target is killed/abducted exactly as you want.
- † You didn't leave anything behind or you leave behind a calling card.

On a miss, you don't achieve your goal and are seen or heard. Prepare for a world of trouble.

Patron

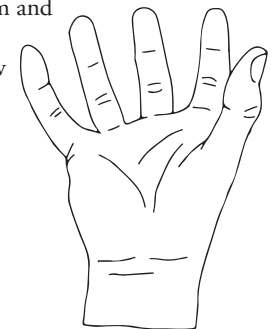
You almost certainly have a Patron, who is most likely a guild or secret society. Describe them. The Black Hood may be called on to act on behalf of the group they work for. The Black Hood must roll+Steady at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll.

Other Notes

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)



When you were a child, you were different, weren't you? Wanted to take things apart and see what made them tick. Rats, dogs, rabbits, whatever you could get your little mitts on. A person can learn a lot about how a body works by doing that. A lot about how to fix that which is broken. A lot about what it feels like to hold a life in your hands. And most of all, a lot about all that wonderful, wonderful blood.

Creating a Bloodletter

To create your Bloodletter, start by giving them a name, then complete each section that follows.

Names

† Alain, Saint, Doc, Love, Grall, Rail, Alanna, Pill, Down, Pound, Lamb, Rope, Sasha, Niall

† Something noble. Something kind. Something haughty.

Stats

Choose one set:

Steady+2 Fierce+0 Wily-1 Sly+1 Arcane+1

Steady+2 Fierce+0 Wily-2 Sly+2 Arcane+1

Steady+2 Fierce-1 Wily+0 Sly+1 Arcane+1

Steady+2 Fierce+1 Wily+1 Sly+0 Arcane-1

Look

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Dirty robes, Black robes, Simple clothes, Fancy clothes, Bloody apron, Plague mask

† Kind face, Cruel eyes, Fierce face, Haunted eyes, Knowing eyes, Charming smile, Cherubic face, Serious eyes, Terse frown

† Lanky body, Plump body, Fierce body, Decrepit body, Stout body, Small body

Gear

You start with:

- A healer's bag with a handful of tools and medicines to heal people (see other side).
- Your infirmary (see other side).
- A small blade you may defend yourself with (1 Harm, hand).
- Oddments and currency worth 1 Barter.
- Some kind of armor (detail) worth 1 Armor. Perhaps a thick, leather apron?

ARMOR: BARTER:

The Bloodletter



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:

Patron

You may have a Patron. If you do, describe them.

Your Patron may be another PC. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Bloodletter has relationships with. To do this, pick two options from the list below to tell two other characters.

- We were friends when we were young.
- I helped you when no one else would.
- You need me to keep someone you care about alive.

Entanglements

The MC selects one of the options below at the start of the session.

Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Heal someone powerful or important for a price.
- Refuse to help someone to advance your own interests.
- Help someone, even to your detriment.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Fierce (max +2).
- Get +1 Sly (max +3).
- Get +1 Arcane (max +3).
- Get a new Bloodletter Move.
- Get a move from another class.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Sex With The Bloodletter

If you and another character have sex, hold 1. Spend your hold to gain +1 on a roll of Healer, Diagnosis, or Healing Touch with them as your target.

Moves

You get all the basic, peripheral, and Honor moves, plus Healer, and one additional Bloodletter move.

HEALER

When you have your healer's bag or are in your infirmary and attempt to perform surgery, roll+Steady. On a 10+, the person heals 2 notches. On a 7-9, the person heals 1 notch, but the wound becomes infected.

If they are a PC: the MC holds 1. If they spend it, the target must roll+Steady. On a 10+, the infection is gone and they heal 1 more notch. On a 7-9, the infection is gone but they heal no more. On a miss, the infection spreads and they take s Harm, and feel ill for a short period of time.

If they are an NPC: the MC holds 1. They may spend it, if they choose, to have the NPC fall ill from their infection. They will not die, but may be weak, tired, or out of commission for a short time.

The MC must spend their hold before significant in-game time has passed.

On a miss, there's nothing the Bloodletter can do to help.

Regardless of the outcome of the roll, you may ask one **Study a Person** question of your target.

DIAGNOSIS

When you physically examine another character, roll+Sly. On a hit, you know exactly what's wrong with them and how to fix it. Additionally, on a 10+, you have the exact right tool, instrument, or salve already in your possession. You take +1 ongoing when acting on your diagnosis.

INTENSE FOCUS

You get +1 Steady (max +3).

BLOOD FOR BLOOD

When you have your healer's bag or are in your infirmary and sacrifice an NPC to save a mangled, ill, or dying person using methods beyond what mortals comprehend, detail how you are doing this (ritualistic mystical healing, ancient surgeries, etc.) and roll+Arcane. On a 10+, the NPC is dead and your target goes to full health. On a 7-9, the NPC is dead (you think?) after some effort, and your target heals 3 notches. On a miss, your target heals 1 notch of Harm, but the NPC has become some strange thing between life and death. You might not know what. They might not know either....

COLLECTOR OF SOULS

Whenever someone in your care dies, you gain +1 Arcane (max +3). Anyone you kill while using **Blood for Blood** counts.

GOD COMPLEX

You know how bodies work. You can fix them. Perhaps you could even make them better? When you set out to do something terrible and miraculous (improving upon life, reanimating the dead, implanting something on someone) describe how you are doing it, and the MC will pick 1 or 2 conditions you must fulfill, first.

- † You need to get a special object. An esoteric tome on arcane surgery, a special tool, some rare ingredient for a medicine, etc.
- † You're going to need help beyond what you've got, maybe someone with a specific skill.
- † It's going to cost you X Barter. Brilliance isn't cheap.
- † It's going to take a practice run first, on someone/something that isn't your target.

When you fulfill the condition(s) and are ready to begin, go to your infirmary and roll+Steady. On a hit, you do it. You have changed your target permanently. If your target is a PC, they may remove a Debility, mark an advancement point, or heal three notches (their choice). If your target is an NPC, they will be altered: healthier, more able, invigorated, alive, etc., and will credit you.

Additionally, on a 10+, pick one:

- † Word of your genius spreads. Pick someone to hear about what you've done.
- † You took extensive notes and could do this again, you're fairly sure.
- † It's completely need-to-know. News of what you've done does not reach anyone you wouldn't want it to.

On a miss, you have made a mess of it. It's not going to be pretty. The MC has the final say on what that means.

HEALING TOUCH

Once per session, when you tap into The Unspeakable Power to try and heal someone, roll +Arcane. On a 10+, you heal them two notches. On a 7-9, you heal them one notch, but you also **Whisper Into The Unspeakable Power** as if you rolled a miss, as well. On a miss, you both **Whisper Into The Unspeakable Power** and miss, and they heal no Harm.

Healer's Bag

Your healer's bag has the tools of your trade: scalpels, clamps, medicine, herbs, bandages, a saw, a jar of leeches, and a leather strap for your patient to bite on. When you use a Bloodletter move that requires you to have your healer's bag or be in your infirmary (see below), you use up some of your supplies. Every 2 times you do this, you must spend 1 Barter to restock or you are too low on supplies to use it. Perhaps you might wish to charge for your services?

Infirmary

You have a small room you practice medicine out of. It is stocked with what you need to perform surgeries. You have two assistants- Block and Salane, perhaps? When in your infirmary, with no immediate threat distracting you, you gain +1 (max +3) on any Bloodletter move. As detailed above, you must spend 1 Barter every 2 times you use a move that requires you to have your bag or be in your infirmary to restock.

USED SUPPLIES/INFIRMARY: ○○

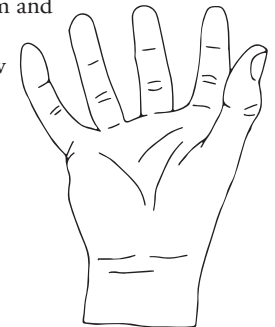
Patron

You may have a Patron. If you do, describe them. Your Patron may be another PC. The Bloodletter may be a royal physician, for example, or be on staff at a military hospital, but may also be independent. If you have a Patron, the Bloodletter must roll+Steady at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)



The land is covered in horrible, horrible things. Wretched forests with vines that will kill you and forest-dwellers that will do much, much worse. Heathens in the mountains who will gnaw on your bones for their supper. Foul creatures that can crush a kingdom beneath their feet as easy as most folks piss in a pot. And that's just what's outside the walls of the city. It's not much better here in what we call civilization. Someone has to keep all this mess in order. Not necessarily a friendly order, but order nonetheless. Someone has to wear the crown. It might as well be you.

Creating a Crown

To create your Crown, start by giving them a name, then complete each section that follows.

Names _____

† Halbrook, Generous, Anna, Keeper, Rex, Han, Verona, Mother, Felicitous, Thorstein, Veyal, Father, Hilt, Amana

† Something powerful. Something regal. Something gorgeous.

Stats _____

Choose one set:

- | | | | | |
|-----------------------------------|-----------------------------------|---------------------------------|--------------------------------|-----------------------------------|
| <input type="checkbox"/> Steady-1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+1 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+0 |
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+1 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane-2 |
| <input type="checkbox"/> Steady-1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+0 | <input type="checkbox"/> Sly+2 | <input type="checkbox"/> Arcane+0 |
| <input type="checkbox"/> Steady+0 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+1 | <input type="checkbox"/> Sly-1 | <input type="checkbox"/> Arcane+1 |

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Regal robes, Plain robes, Fancy clothes, Ceremonial garb, Military uniform, Terrifying cape

† Loving face, Horrible face, Jovial face, Fleshy face, Glorious face

† Sad eyes, Wise eyes, Calculating eyes, Fierce eyes, Inviting eyes

† Long beard, Pointy beard, Strong jaw, Pursed mouth, Full lips, Flowing hair, Curly hair, Thin hair

† Sturdy body, Gluttonous body, Aged body, Powerful body, Sickly body, Gorgeous body

Gear _____

You start out with pretty much whatever you want, within reason, and 2 Barter immediately on hand. You're The Crown. Who's going to say no?

ARMOR: BARTER:

The Crown



Honor

You're The Crown. You start with 2 Honor. Everyone knows your name.

CURRENT HONOR:

Sex With The Crown

If you and another character have sex they gain 1 Barter in gifts at no cost to you if a PC. If an NPC, you may request something or convince them of something as if you have made a **Persuade With Leverage** roll at a 10+.

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Crown has relationships with. To do this, pick two options from the list below to tell two other characters.

- You think me a great and wise ruler.
- You see me as an opportunity for a better life.
- You fear I know the sorts of things you get up to.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Give a command to a jealous rival or insubordinate subject to humiliate them.
- Seize greater power, no matter how petty, though it may put someone off.
- Let someone you care about in on secrets you are privy to that they probably should not know.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One

(Available from the start of the game)

- Get +1 Sly (max +3).
- Get +1 Wily (max +3).
- Get +1 Steady (max +2).
- Get a new Crown Move.
- Get a move from another class.

- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two

(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Moves

You get all the basic, peripheral, and Honor moves, plus Heavy is the Head, and one additional Crown move.

HEAVY IS THE HEAD...

You rule over a group of people in some sort of a Stead.

Choose 1 of the following as your symbol of authority and describe it:

- † a crown; a vestment; a scepter; scarification or tattooing; a unique eye color; a birthmark; a haircut or beard; something else
- By default, your Stead is medium, with a number of inhabitants appropriate for the scale of your game. You subsist on a mix of hunting and agriculture (surplus: +1 Barter, industrious. Want: hungry). You have a small armory of average quality weapons and armor and an army you can call upon to defend the Stead (by default: +0 Military, tags: medium, untrained).

Choose 3 (you cannot take conflicting choices, i.e. large and small):

- Your population is large. Surplus: active. Want: crowded.
- Your population is small. Remove want: hungry.
- For work, add raiding. Surplus: +1 Barter. Want: reprisals.
- For work, add protection tribute. Surplus: +1 Barter. Want: obligation.
- For work, add a bustling market. Surplus: +1 Barter, lively. Want: idle.
- Your army is large instead of medium. Change medium tag to large for army. +1 Military.
- Your army is well trained. Change untrained tag to disciplined for army. +1 Military.
- Your armory is sophisticated and extensive. Add tag well armed to army. +1 Military.

SURPLUS: **WANT(S):**

MILITARY:

And choose 2 (once again, no conflicting choices— i.e. army can't be sophisticated from above list and poor from this list):

- Your population is filthy and unwell. Want: disease.
- Your population is lazy and drunken. Want: stupor.
- Your population is decadent and perverse. Want: deviance.
- Your Stead is remote. Want: isolation.
- Your Stead owes protection tribute. Who is it to? Surplus: -1 Barter.
- Your army is a pack of rabid dogs. Add tag savage to army.
- Your army is small. Change medium tag to small for army. -1 Military.
- Your armory is poor. Add tag poorly armed to army. -1 Military.

At the beginning of each session, while your rule is secure, roll+Fierce. On a 10+, you gain all surplus bonuses selected above for the session. On a 7–9, you have the surplus bonuses, but the MC will choose 1 want to activate. On a miss, or if your Stead is compromised or your rule contested, your Stead is in want. You have no surplus bonuses and the MC will activate 1 or 2 wants. When you have this move, you may twice choose to spend an advancement to remove or add an option to or from your Stead instead of taking a normal advancement.

When your army stands in defense of your Stead, roll+Military. On a 10+, you get all 3. On a 7-9, pick 2:

- † Your army suffers few casualties (they don't move down a size).
- † You won't need to spend X Barter (MC's call) repairing the damage to the Stead.
- † No one important to you was harmed.

COMMANDER OF THE GUARD

When you personally command your army in combat from the battlefield, roll+Military. On a 10+, pick 3. On a 7–9, pick 2.

- † Your army stands victorious (you win the battle).
- † Your army suffers few casualties (they do not move down a step in size).
- † Your army shows mercy to their defeated enemies (you will gain prisoners from the opposing force).
- † Your army rallies around someone in defense (you or someone you name emerges from the battle completely unscathed).

On a miss, pick 1, and expect trouble.

Note: If you do not have this move, your command of your Stead's army is tenuous. They are led on the battlefield by someone else, and will fight for you if it is in their interests, but you cannot "command" them like can with this move.

...OF OMELETS AND EGGS

Once per session, when you miss a roll, before taking any negative consequences, roll+Fierce. On a hit, you sacrifice an NPC that is present and one of your subjects to negate the effects of your miss by having them take the brunt of your failure. The sacrifice of the NPC may be physical, social, mental, etc. Whatever makes sense in the fiction.

On a 10+, name a subject. They will volunteer themselves to suffer the consequences you face. They will take credit for your faults, shield you from violence, direct The Unspeakable Power away from you, etc. The MC describes how the NPC is permanently and horribly destroyed in some way to help you.

On a 7-9, name a subject. You *command* them to suffer the consequences that would befall you. The MC describes how the NPC is permanently and horribly destroyed in some way to help you, and the MC chooses one side effect below.

On a miss, no one helps you, even if you command them. The original failed roll stands, and the MC chooses one side effect below.

Side effects:

- † A member of your circle leaves because of your actions.
- † You have to make an example of a subject later to quell discontent.
- † Someone in your circle changes their allegiance from you to one of your rivals.
- † You are advised to put on a public display of your power to reassert your authority.

IRON FIST

Get +1 Fierce (max +3).

BOUNTY

When you put out the word that you want something or someone (an NPC), roll+Fierce.

On a 10+, it shows up in front of you, like magic, no questions asked.

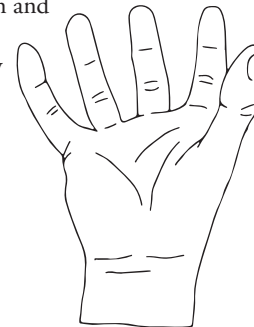
On a 7-9, choose one:

- † Something or someone close shows up, no strings attached.
 - † The correct person or thing shows up, with some strings attached.
- On a miss, someone can tell you exactly where it is, but you're going to have to work to get it, and the fact that you're looking for it might not have gone unnoticed....

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)



We all need to work for our supper. Some bake bread. Some sing songs. Some run cities from their comfy little chairs. You? You put swords through people, as long as the gold keeps glittering. Perhaps you're loyal to your boss, hell maybe she's your dear ol' sister. Or perhaps your loyalty is only to the coin. You've maimed, robbed, and killed, and probably done some good on the way a few times as well. Maybe those few times have gotten to you and you're starting to grow a conscience. Maybe. Or maybe the money is just too damn good to worry about that sort of thing, especially when everyone from here to the ocean either wants to hire you or hang you, and a few of them for pretty good reasons.

Creating a Gauntlet

To create your Gauntlet, start by giving them a name, then complete each section that follows.

Names

- † Bastard, Fist, Church, M, Guess, Quinn, Ossa, Pandy, Sena, Sarn, Bear, Illa, Crow's Eye, Entana, Nobody, Blade
 † Something blunt. Something strong. Something sensitive.

Stats

Choose one set:

- | | | | | |
|-----------------------------------|-----------------------------------|---------------------------------|--------------------------------|-----------------------------------|
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+0 | <input type="checkbox"/> Sly+0 | <input type="checkbox"/> Arcane+0 |
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily-2 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+1 |
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+0 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane-1 |
| <input type="checkbox"/> Steady+2 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily-1 | <input type="checkbox"/> Sly+0 | <input type="checkbox"/> Arcane+0 |

Look

= Highlighted

Choose a look by picking a handful of traits with the following as guidance:

- † Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing
 † Worn armor, Elaborate armor, Blood-spattered leather, Well fitting robes, Tribal clothing
 † Scarred face, Handsome face, Missing teeth, Poorly groomed, Bushy beard, Wild hair, Strong jaw
 † Lost eyes, Sad eyes, Smiling eyes, Hard eyes, Missing eye
 † Strong body, Gargantuan body, Body like a whip, Curvy body, Aging body

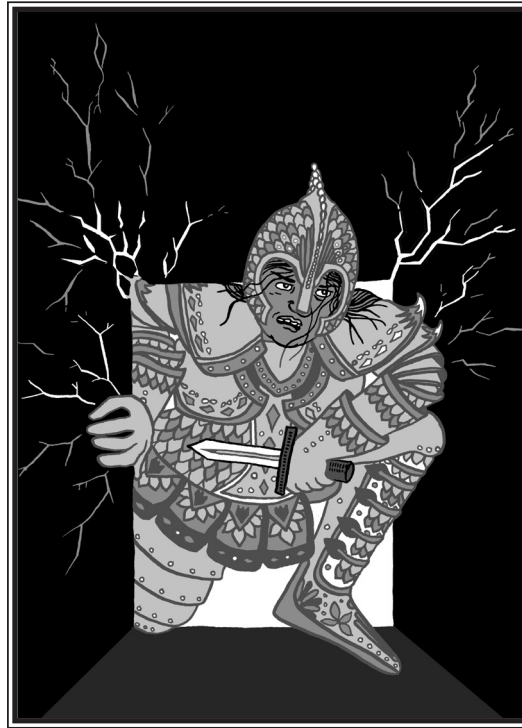
Gear

You start with:

- ◆ Your signature weapon (see other side).
- ◆ 1 or 2 additional normal weapon(s) of your choice.
- ◆ Armor worth either 1 or 2 Armor, as appropriate.
- ◆ Your Calling Card (see other side).
- ◆ Oddments worth 1 Barter.

ARMOR: BARTER:

The Gauntlet



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:

Patron

You almost certainly have a Patron, who is your Lord. Your Patron may be another PC. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Gauntlet has relationships with. To do this, pick two options from the list below to tell two other characters.

- I did right by you when I didn't have to.
- You have seen me follow through on a well-deserved threat.
- You once betrayed me and suffered my wrath.

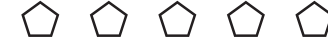
Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Publicly challenge someone tough to combat over a matter of honor.
- Sell your steel to someone important besides your Patron.
- Intimidate common folk on behalf of someone powerful.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One (Available from the start of the game)

- Get +1 Sly (max +2).
- Get +1 Steady (max +3).
- Get +1 Wily (max +2).
- Get a new Gauntlet Move.
- Get a move from another class.
- Create, with the MC's approval, a fourth Entanglement for yourself.

(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Tier Two

Sex With The Gauntlet

When you and another character have sex, hold 1. Spend your hold anytime to appear, ready for combat, when the person you had sex with is in danger.

Moves

You get all the basic, peripheral, and Honor moves, plus two additional Gauntlet moves.

⊞ FEARSOME

+1 to Fierce (max 3).

⊞ SEND AN ARMY, FOR I WILL NOT RELENT

In combat, you count as a small Militia. You take no penalties for fighting a small Militia by yourself, and medium and large Militias count as one size smaller against you.

⊞ LIKE A RABID DOG LET OUT OF ITS CAGE

When you set out to undertake an act of violence that someone has tasked you with, roll+Fierce. On a 10+, pick 2. On a 7-9, 1:

† You may use Fierce instead of Sly to **Study a Person** and **Study a Situation** until your order is completed.

† You get +2 to act on information from **Study a Person** and **Study a Situation** rolls instead of +1 until the order is completed.

† You may inflict +1 Harm when inflicting Harm related to your order.

On a miss, you're distracted or conflicted. Detail why and take -1 forward.

⊞ TOO LONG IN THE KILLING FIELDS

When you **Whisper Into The Unspeakable Power**, roll+Fierce instead of +Arcane.

⊞ MY DEBTS SHALL BE PAID...

When you are owed money or a favor of any kind by another character, take +1 ongoing on all rolls against that character until the debt is repaid or forgiven.

⊞ THE SMELL OF BLOOD AND STEEL

At the beginning of the session, roll+Fierce. On a hit, hold 1. Spend your hold to arrive at the scene of a battle (a real fight, not private violence between a small group of people). On a 10+, also take +1 forward in your first move upon arriving at the battle. On a miss, the MC holds 1, and can spend it to have you pinned down somewhere, unable to escape without a fight.

⊞ I DON'T MIND THE PAIN

When you are severely wounded in the heat of combat (2 Harm or more, after armor), you gain +1 ongoing for the remainder of the combat.

Signature Weapon

You have a signature weapon. It is, by default, 2 Harm. Choose from the following lists to complete it.

Kind (Choose 1):

† Staff, Axe, Sword, Polearm, Mace, Knife, Exotic.

Look (Choose 1):

† Ancient, Unblemished, Foreign, Mystical, Blood-stained, Ornate, Ceremonial, Tribal.

Options (Choose 2):

† Antique (+valuable).

† Dangerous (+1 Harm, detail why).

† Heavy (+2 Harm, add messy, counts as two options).

† Hidden (+surprise).

† One of many (+infinite).

† Unbreakable (+ap).

Whether your weapon has the tag “hand” or “close” is dependent on the type. See the weapons section for more details.

Finally, give your weapon a name. She is your closest friend, after all.

Patron

You have a Patron, who is your Lord. Describe them. Your Patron may be another PC. The Gauntlet is a weapon- a weapon that belongs to someone else. The Gauntlet must roll+Fierce at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll.

Calling Card

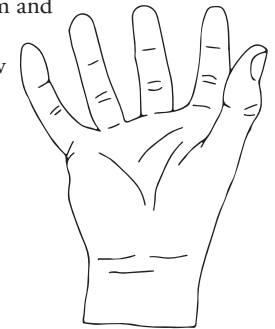
Choose 1 calling card that others recognize you by. A calling card is a distinctive feature of your outfit or weapon. It could be a fancy hat, dusty boots, a horned helmet, a jewel encrusted scabbard, a fearsome mask, a dashing cape, anything that makes you stand out. When people see you coming, they know you because of your calling card.

Other Notes

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ⊞ Shaken (-1 Steady)
- ⊞ Weakened (-1 Fierce)
- ⊞ Tentative (-1 Wily)
- ⊞ Clouded (-1 Sly)



Last Stand

When you reach 5 notches of harm in a battle, you may declare that you are taking your last stand. While taking your last stand, you inflict +1 Harm and may fight until either you take another five notches of harm (to a total of 10) or the combat is over, whichever comes first. At that point, you expire in spectacular fashion. Give them something to remember. Become a legend.

Out in the bog, or maybe beneath a castle. Perhaps someone's best friend, an advisor to the Crown, or even a foreign dignitary. Whoever she is, The Hex straddles the chaos and power of The Unspeakable, turning it to her own ends and devices. Just don't fail to uphold a deal with her, or you might find that there are fates worse than death.

Creating a Hex

To create your Hex, start by giving them a name, then complete each section that follows.

Names _____

† Gerdy, Velma, Haze, Pattern, Aunty, Bog, Elder, Wevery, Chander, Gox, Tal, Rev, Longtooth

† Something wizened. Something visceral. Something alluring.

Stats _____

Choose one set:

- | | | | | |
|-----------------------------------|-----------------------------------|---------------------------------|--------------------------------|-----------------------------------|
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce-1 | <input type="checkbox"/> Wily+0 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+2 |
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+0 | <input type="checkbox"/> Wily-1 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+2 |
| <input type="checkbox"/> Steady-1 | <input type="checkbox"/> Fierce+1 | <input type="checkbox"/> Wily-1 | <input type="checkbox"/> Sly+2 | <input type="checkbox"/> Arcane+2 |
| <input type="checkbox"/> Steady+2 | <input type="checkbox"/> Fierce+0 | <input type="checkbox"/> Wily-2 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+2 |

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Black robes, Tattered robes, Arcane Clothes, Simple garb, Revealing clothes, Dirty clothes

† Hideous face, Loving face, Plain face, Flawless face, Angular face

† Promising eyes, Milky eyes, Off-putting eyes, Tired eyes, Piercing eyes



† Stringy hair, Wild hair, Crooked smile, Tantalizing smile, Wispy beard

† Twisted body, Stunning body, Compact body, Simple body, Sickly body, Enormous body

Gear _____

You start with:

- ◆ The clothes on your back.
- ◆ A staff or small dagger, if you want.
- ◆ A few potions.
- ◆ A small collection of other people's things.
- ◆ A few books on The Unspeakable Power and other small, arcane sorts of things.
- ◆ A pack full of oddments worth 1 Barter.

ARMOR:  BARTER: 

The Hex



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR: 

Sex With The Hex

When you and another character have sex, hold 1.

Spend your hold to use **Fairest of Them All** to imitate that character as if you rolled a 10+, even if you don't have that move.

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Hex has relationships with. To do this, pick two options from the list below to tell two other characters.

- You think me useful and powerful.
- I have something you own.
- You want something from me.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Double cross someone powerful or important who trusts you.
- Take out someone who has become inconvenient to you using your magic.
- Grow your infamy through a public display of your frightening power.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One

(Available from the start of the game)

- Get +1 Steady (max +3).
- Get +1 Sly (max +3).
- Get +1 Wily (max +2).
- Get a new Hex Move.
- Get a move from another class.
- Get a Patron (roll+Arcane at beginning of session).
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two

(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.
- Get a second familiar

Hex's Mark

Pick a Hex's mark (a wart, mole, strangely shaped scar, streak in your hair, etc.). Detail. Someone in the know will be able to identify the sorts of things you get up to by your mark.

Moves

You get all the basic, peripheral, and Honor moves, plus Harness The Unspeakable Power, and one additional Hex move.

◆ HARNESS THE UNSPEAKABLE POWER

You are a magic user and have an ability to tap into The Unspeakable Power in a way that normal people cannot. When you try to harness The Unspeakable Power to achieve an aim, roll+Arcane. On a hit, you may change the world in some minor but tangible way. On a 7-9, the MC will also hold 1 and may spend it on one of the following.

- † The Power knows what you're doing and why you're doing it.
 - † The Power asks for something minor in return.
 - † The Power requests some small show of loyalty.
- Use your talents wisely.

◇ MOLOCH

When you curse another character, hold something of theirs and roll+Arcane. On a 10+, the target takes the tag "cursed" and puts 2 notches next to it. On a 7-9, the target takes the tag "cursed" and puts 1 notch next to it. For each scene the cursed character is in, they add 1 notch next to the cursed tag.

For PCs: When they reach three notches, hold 1. Spend your hold to interfere with a roll your target makes as if you rolled a 10+.

For NPCs: When they reach three notches, hold 1. Spend your hold to have a minor malady befall the character, stymying or humiliating them.

You do not have to be present to spend your hold. When you have spent your hold, your target erases the notches and starts over.

There are four ways to remove the tag "cursed."

- † You die.
- † You choose to remove it.
- † You lose possession of the target's object.
- † When the curse was cast, you set a requirement that the cursed character must meet. When the requirement is met, the curse is removed.

◇ DARK HARVEST

When you literally devour the heart of your enemy, hold 1. You may spend that hold to automatically receive a full hit on any basic move that was something your enemy was good at. For example, if you devour the heart of a charming person, you can succeed at a **Persuade With Leverage** move, the heart of a warrior for an **Engage in Combat** move, etc.

◇ WISE IN THE WAYS

Gain +1 to Arcane (max +3).

◇ FAIREST OF THEM ALL

When you hold a piece of someone's physical person (hair, skin, a tooth, a nail, a finger, etc.) and try to magically imitate their appearance, roll+Arcane. On a 10+, you look, talk, and even smell like the other character for a brief period of time. On a 7-9, you still change, but the MC chooses (without telling you) one of the following:

- † The voice isn't right.
- † The smell isn't right.
- † The walk isn't right.
- † Your perspective is off (you move as if you're still in your normal body instead of the one you're imitating).

If you lose possession of the piece of the target, the illusion is shattered instantly.

◇ DEVIL'S ANTE

When you strike a bargain with another character, they may give you a piece of them- a year of their life, their memories of their mother, their beautiful voice, etc. Something meaningful. If they are a PC, they mark an advancement point, but they must either take a Debility or cross out a future advancement. If they are an NPC, they are permanently changed somehow. Either way, you trap what they give you in a small object (a gem, a bottle, whatever). When someone destroys the object, they automatically succeed at any one move they are attempting as if they rolled a 10+. If either you or the other party fail or refuse to complete the bargain, the wronged character gets +1 ongoing to act against the character who backed out of the deal until the situation is rectified.

◇ BEND THE BONE

Once per session, when you use your magic to transform a target NPC in your presence into an animal or creature, roll+Arcane. On a hit, your target is physically (not mentally) transformed into the animal or creature. The effects are generally short, lasting a scene or so. On a 7-9, the MC chooses 1 of the following:

- † The transformation is partial. Use your imagination.
- † The transformation lasts shorter than usual. Just a minute or two.
- † The intended form doesn't come out quite right. They may be a different creature than you intended, for example.

On a miss, the magic backfires. You take s Harm or are transformed into the creature you intended your target to turn into for a brief time (MC's choice). If you die or choose to remove the spell, the move is undone completely and immediately.

◇ BLACK ICHOR

When wounded by a weapon with the tag messy or harmed in a typically messy way, PCs near you must **Face Duress** to avoid being sprayed by the black sludge that flows in your veins. NPCs probably aren't so lucky. Your devil blood is 2 Harm, ap, corrosive.

◇ BREAK THE BACK

When you take Harm directly from another character, roll+Arcane. On a 10+, hold 1. Spend your hold to inflict the same amount of Harm done to you back to the character who inflicted it, whenever you want, after the character has left your presence. You do not have to be near them. On a 7-9, hold 1. Spend it the same as above except inflict 1 less Harm than was done to you (if this reduces Harm to zero, the target will take s Harm). On a miss, the target character gets 1 hold over you. The character may spend the hold at any point to prevent you from acting against them as if you are blocked by an unseen force. You may only roll this move once per scene with a character.

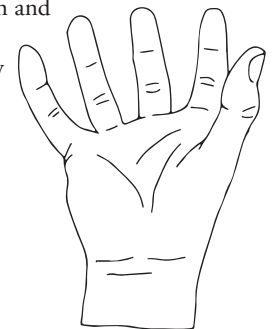
Familiar

You have a familiar. What kind of animal is it? Bird, cat, dog, snake, rodent, bat, something else? Your familiar is completely loyal to you, and you see what it sees and hear what it hears. If it dies, you take 2 Harm (ap). You may then perform a ritual to select a new familiar.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ◇ Shaken (-1 Steady)
- ◇ Weakened (-1 Fierce)
- ◇ Tentative (-1 Wily)
- ◇ Clouded (-1 Sly)



Never able to put down roots, were you? You just started walking the land, singing your songs, telling your stories, and cracking your jokes. Some might say you're lucky. After all, you got no responsibilities, a life of travel and adventure, and the privilege to speak truth to power. But will anyone stand up for you when that power gets tired of hearing your truth? Just how beautiful will that voice of yours be when it's being choked out of your pretty neck, I wonder...?

Creating a Lyre

To create your Lyre, start by giving them a name, then complete each section that follows.

Names _____

† Songbird, Horatio, Meadow, Pine, Ce'ana, Tongue, Blue Eyes, Jawbone, Wheel, Mug, Zolar, Starfall

† Something pretty. Something sensual. Something exotic.

Stats _____

Choose one set:

Steady+1 Fierce-1 Wily+2 Sly+0 Arcane+1

Steady-1 Fierce+0 Wily+2 Sly+2 Arcane+0

Steady+1 Fierce-2 Wily+2 Sly+1 Arcane+1

Steady+0 Fierce+1 Wily+2 Sly+0 Arcane+0

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Red cape, Feathered cap, Fancy clothes, Seductive outfit, Leather boots, Gold medallion

† Brilliant eyes, Disarming eyes, Shifty eyes, Charming Smile, Sly smile

† Glorious face, Soft face, Fleshy face, Sad face, Rosy cheeks, Dashing mustache, Flowing hair, Braided hair

† Thin body, Tall body, Athletic body, Corpulent body, Compact body, Beautiful body

Gear _____

You start with:

- ◆ The tools of your trade (an instrument, cards, make-up, puppets, etc.).
- ◆ Oddments worth 1 Barter.
- ◆ The clothes on your back.
- ◆ A trusty weapon that does no more than 2 Harm.

ARMOR: BARTER:

The Lyre



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR: _____



Patron

You very well might have a Patron. If you do, describe them. Your Patron may be a PC. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Lyre has relationships with. To do this, pick two options from the list below to tell two other characters.

- I tend to come and go a lot. You miss me when I'm gone.
- You and I? We just get each other.
- You would do anything to be with me.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Privately perform your talents for someone powerful or important.
- Charm someone powerful to gain useful information.
- Publicly mock the high and mighty where all can hear you.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Sly (max +3).
- Get +1 Arcane (max +2).
- Get +1 Steady (max +2).
- Get a new Lyre Move.
- Get a move from another class.
- Get a second Patron.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Sex With The Lyre

If you and another character have sex, choose one:

- † It meant little to you, and a lot to them. They take +1 forward (PCs only).
- † You are inspired. Take +1 forward on your next Lyre move.
- † Things get complicated. Make a Charmed, I'm Sure roll, even if you don't have it.

Moves

You get all the basic, peripheral, and Honor moves, plus two additional Lyre moves.

⊞ VOX POPULI

When you rile a crowd (a group of NPCs that are not comprised entirely of a PC's Militia or Followers), roll+Wily. On a 10+ you get 3 from below. On a 7-9, you get 2. On a miss, the crowd turns on you.

- † You rally the crowd to your point of view. What do they now believe?
- † The crowd will act to defend you as a small Militia.
- † You stir a righteous anger in the crowd. Pick a target for their rage.
- † You cannot be identified as the source of the commotion.

⊞ SOOTHSAYER

When you attempt to see an NPC's future, roll+Arcane. On a 10+ you have actually gazed into The Unspeakable Power and seen a brief, ambiguous glimpse of what's to come. The MC will detail a hazy, future event you see that will happen to this character unless there is intervention. You are under no obligation to be truthful about what you have seen, and whatever you say to your target will sound convincing. On a 7-9, you don't actually see their future, but you may spin a golden web of lies to convince them that you do. On a miss, you are unconvincing. You hesitate or get details wrong. Your target may turn on you, demand their money back, etc.

⊞ I'M THE BEST AT WHAT I DO

Get +1 Wily (max 3).

⊞ ROGUISH

When doing something in which your talents could somehow serve as a benefit (pickpocketing, athletics, cheating, lying, disguise, etc.), roll+Wily instead of +Steady to **Face Duress**.

⊞ A SONG IN YOUR HEART

When you perform your talents before an audience, roll+Wily. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to name a member of the audience and declare...

- † This person must meet me.
- † This person has a job for me.
- † This person loves me.
- † This person will offer useful information to me.
- † This person admires my Patron.
- † This person will try to buy my services.

On a miss, you perform adequately but something amiss in the audience distracts you. The MC will detail what it is.

⊞ CHARMED, I'M SURE

When you spend time alone with someone and work your charm on them, roll+Wily. On a 10+, they hold 3. On a 7-9, they hold 2. They spend their hold, 1 for 1, when they:

- † Give you something you want.
- † Act as your eyes and ears.
- † Fight to protect you.
- † Do something you would want them to do.

While your target has this hold, they cannot act against you except to defend against Harm. On a miss, they hold 1, but you find yourself fixated on your target, as well. You hold 1 and can spend it on one of the above actions. All hold from a role of this move must be exhausted before the move can be performed again on the same target.

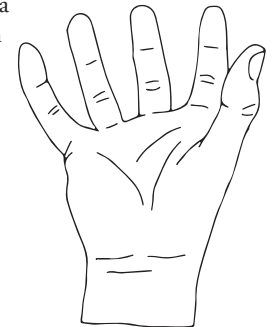
Patron

You very well might have a Patron. If you do, describe them. Your Patron may be a PC. For a Lyre, the Patron most likely finances their art while requiring them to provide services, objects of beauty, or performances for them. The Lyre must roll+Wily at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ⊞ Shaken (-1 Steady)
- ⊞ Weakened (-1 Fierce)
- ⊞ Tentative (-1 Wily)
- ⊞ Clouded (-1 Sly)



Other Notes

Information is valuable in a dangerous world and you know how to get it, even if folks aren't always terribly willing to part with it. People often wonder aloud how you do it. Perhaps you talk to them in an extra special way, or maybe you tickle their toes until they just can't take it anymore? Who are we kidding, we all know what you do: you keep turning the screws until they would stab their own mothers to get you to stop. It's all in a day's work, provided you get what you need.

Creating a Screw

To create your Screw, start by giving them a name, then complete each section that follows.

Names _____

† Throttle, Pick, Twill, Fallow, Sebastian, Helena, Want, Pretty, Luck, Eyeball, White, Me, Night, Gregor

† Something small. Something dark. Something pointed.

Stats _____

Choose one set:

Steady+1 Fierce+0 Wily+1 Sly+2 Arcane-1

Steady+1 Fierce+0 Wily-1 Sly+2 Arcane+1

Steady+0 Fierce+0 Wily+0 Sly+2 Arcane+1

Steady+1 Fierce-1 Wily+1 Sly+2 Arcane+0

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Black robes, Fancy clothes, Nondescript clothes, Bloody apron, Comfortable clothes

† Peaceful face, Scarred Face, Sinister face, Innocent face, Pointy face

† Knowing eyes, Empty eyes, Bright eyes, Cruel smile, Toothless smile, Thin hair, Meticulous hair, Fierce frown

† Gangly body, Solid body, Twisted body, Plump body, Small body, Useless body

Gear _____

You start with:

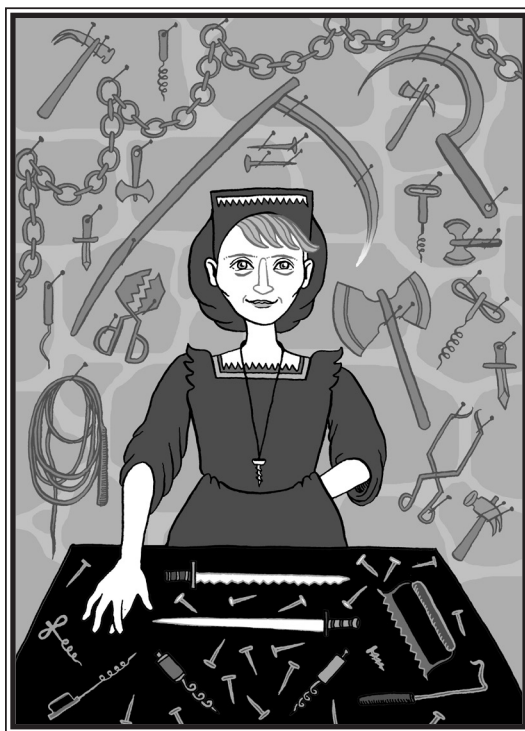
● Oddments worth 1 Barter.

● The clothes on your back.

● Your bag of tricks (see "Causing Pain" on other side), containing all manner of tools for causing pain and discomfort.

● A small defensive weapon that fits in your bag of tricks (maybe a knife, spiked knuckles, or something similar).

The Screw



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR:

Patron

You may have a Patron. If you do, describe them. Your Patron may be another PC. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Screw has relationships with. To do this, pick two options from the list below to tell two other characters.

- I have caused you pain, and you never want to feel that again.
- I know a secret about you that you'd never want to get out.
- You think I could never hurt a fly.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Sell information for a price to someone dangerous or nefarious.
- Harm someone on behalf of an important person.
- Indulge in a secret pleasure with another.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Sly (max +3).
- Get +1 Wily (max +2).
- Get +1 Steady (max +3).
- Get a new Screw Move.
- Get a move from another class.
- Get a second Patron.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.
- Get the third Causing Pain option.

Sex With The Screw

When you and another character have sex, you may ask one of the Pretty Please questions of them.

ARMOR: BARTER:

Moves

You get all the basic, peripheral, and Honor moves, plus *Pretty Please*, and one additional Screw move.

◆ PRETTY PLEASE?

When you have another character at your mercy and cause pain to get them to confess something, roll+Sly. On a 10+ ask them 3, on a 7-9, ask them 2.

- † How are they/someone they're close to most vulnerable?
- † Who have they betrayed or who would they betray?
- † What are they/someone they're close to most afraid of?
- † Who do they trust/love the most or the least?
- † What useful secret do they have about another person?
- † What have they/someone they're close to done that could get them in terrible trouble if someone found out?

If The Screw acts on this information, or passes it on to another player character to act on, the character acting on the information gains +1 forward (you may apply this to **And What if I Say the Sky is Red?**). On a miss, the Screw still gets to ask 1 question, but if they ask it, the other character may ask the same question of The Screw. Pain is such a personal thing, after all.

◇ A WONDERFUL MACHINE, THE BODY

You may roll+Sly instead of +Fierce when you **Threaten With Force or Engage in Combat**. You know how all the pieces fit together.

◇ AND WHAT IF I SAY THE SKY IS RED?

When you cause an NPC pain to persuade them to do or say what you want, roll+Sly. On a 10+ choose 2. On a 7-9 choose 1:

- † They will agree to say out loud (or in writing) exactly what The Screw wants them to say.
- † They will agree to perform one action of The Screw's request.
- † They don't have any permanent, visible scars or marks after you're done with them.
- † They won't tell anyone what you did to them.

◇ BRINGER OF DEATH

When you lay your hands on someone, skin-to-skin, to deal them supernatural Harm, roll+Arcane. On a hit, you tap into The Unspeakable Power and channel it into your target. On a 10+, you cause them 2 Harm (ap) and take +1 forward against them (non-cumulative). On a 7-9, you cause 1 Harm (ap). On a miss, you have lost control of The Unspeakable Power and it turns on you. The person you are touching takes 1 Harm (ap) but you also take 1 Harm (ap) and are physically knocked away from your target.

◇ I KNOW YOU BETTER THAN YOU KNOW YOURSELF

Gain +1 forward to your next **Persuade With Leverage** or **Study a Person** roll on a character after you have inflicted any Harm on them (non-cumulative).

◇ IS THAT YOUR BEST?

Once per session, when The Screw takes Harm directly from another character, roll+Steady. On a 10+, pick 2. On a 7-9, pick 1.

- † You feel so, so alive. Take +1 forward.
- † You see the one who hurt you for who they are. Ask 1 **Pretty Please** question of them.
- † It all becomes clear. **Whisper Into The Unspeakable Power** as if you rolled a 10+.

On a miss, you get an unpleasant taste of what it's actually like. Take -1 ongoing until you scare, intimidate, hurt, or spy on someone to right the scales.

◇ A POUND OF FLESH

When you inflict Harm on a character, hold 1 (non-cumulative). If the character is a PC, spend your hold at any later time, whether The Screw is present or not, to automatically interfere with a roll they are making as if you rolled a 10+. If the character is an NPC, spend your hold to deal immensely painful s Harm to them. How nice of you to leave them a little surprise....

Patron

You may have a Patron. If you do, describe them. Your Patron may be another PC. For a Screw, the Patron pays them to get useful information for them. The Screw must roll+Sly at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll. Without a Patron, The Screw is an independent agent, selling information to the highest bidder.

Causing Pain

As a Screw, your job is to cause pain. When you use a Screw move that requires you to cause pain to a character, you inflict 1-2 Harm (ap) on them (your choice) per sitting. Spend 1 Barter every two times you ply your trade. Bone will do terrible things to metal, you see. You also start the game with your choice of 2 of the 3 following things helping you to do your job:

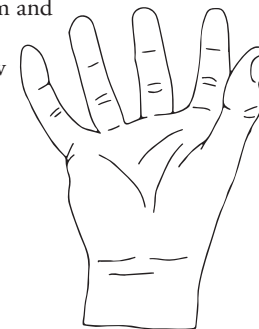
- ◇ Two assistants (maybe named Snake and Nalla) who are loyal to you and will follow your orders. When you devise a plan to grab an NPC who it would be reasonable for them to be able to nab given the circumstances (MC's call), and give them the order to do so, roll+Sly. On a 10+ they get them, no problem. On a 7-9, either they get them but not quietly or they don't get them but no one knows, MC's choice. On a miss, neither. Without this option, getting people to do your thing to may be difficult.
- ◇ A room with no view. Nice, dark, somewhere that only people who need to know about know about. Without this option, getting characters at your mercy for Screw moves should prove to be a challenge.
- ◇ An endless supply of tools and devices for causing pain and discomfort. If you select this, you never have to spend Barter to restock your bag of tricks. Without this option, your profession may start to get costly.

USED SUPPLIES: ◇◇

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- ◇ Shaken (-1 Steady)
- ◇ Weakened (-1 Fierce)
- ◇ Tentative (-1 Wily)
- ◇ Clouded (-1 Sly)



You've got a mess of greedy, hungry bastards on horses at your back, and a small, defenseless farmstead on the horizon. Your crew are waiting for you to tell them what to do. "Right" and "wrong" are the emptiest of words when you're the one in charge of all that muscle and steel. Go ahead. Give the order...

Creating a Spur

To create your Spur, start by giving them a name, then complete each section that follows.

Names _____

† Dirge, Drum, Flail, Star, House, T, Yessta, Falcon, Thunder, Remy, Boss, Mace, Rook, She

† Something blunt. Something stern. Something predatory.

Stats _____

Choose one set:

- | | | | | |
|-----------------------------------|-----------------------------------|---------------------------------|--------------------------------|-----------------------------------|
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily-1 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane+0 |
| <input type="checkbox"/> Steady+1 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+1 | <input type="checkbox"/> Sly+0 | <input type="checkbox"/> Arcane-1 |
| <input type="checkbox"/> Steady+0 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+1 | <input type="checkbox"/> Sly+1 | <input type="checkbox"/> Arcane-1 |
| <input type="checkbox"/> Steady+2 | <input type="checkbox"/> Fierce+2 | <input type="checkbox"/> Wily+0 | <input type="checkbox"/> Sly-1 | <input type="checkbox"/> Arcane+0 |

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

† Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing

† Leather hides, Flashy cloak, Mismatched armor, Worn armor, Military garb

† Old face, Broken face, Bony face, Open face, Careless face, Stern face



† Blank eyes, Angry eyes, Kind eyes, Tired eyes, Narrow eyes, Missing eye

† Thick body, Wiry body, Striking body, Utilitarian body, Old body, Brutal body

Gear _____

You start with:

- ◆ Your horse (see other side).
- ◆ Armor worth 1 armor or 2 armor (your choice, as appropriate).
- ◆ Two weapons (one for close combat, one ranged).
- ◆ Some clothes and gear for riding and camping.
- ◆ Oddments worth 1 Barter that you can fit into a pack.

ARMOR:  BARTER: 

The Spur



Honor

Your starting Honor is 1.

Add 1 if you are some combination of rich, noble, famous, notorious, or well-connected.

CURRENT HONOR: 

Patron

You may have a Patron, who is your Lord. If you do, describe them. Your Patron may be another PC.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Spur has relationships with. To do this, pick two options from the list below to tell two other characters.

- You have seen me show mercy when it was deserved.
- You have dreamt of riding with my Militia and I.
- You have seen me bully someone weaker than me.

Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Sell your Militia's power for a high price.
- Threaten someone powerful with a fight without considering the consequences.
- Offer mercy to someone, though it makes you look weak.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Sly (max +2).
- Get +1 Wily (max +2).
- Get +1 Steady (max +3).
- Get a new Spur Move.
- Get a move from another class.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Sex With The Spur

When you and another character have sex, hold 1. Spend it to compel them to provide support, cover, or resources for your Militia. A PC can resist with a **Refuse an Obligation, Duty, or Debt** roll. An NPC will just do it.

Moves

You get all the basic, peripheral, and Honor moves, plus Leader of the Pack, and one additional Spur move.

◆ LEADER OF THE PACK

You're in charge of a Militia of about 20 hard, violent, and armed bastards. By default they are:

◆ 2 Harm, 1 Armor, small, want: unruly.

Choose 2 from this list:

- Your Militia is 40 instead of 20. Replace small with medium.
- Your Militia is well-armed. +1 Harm.
- Your Militia is well armored. +1 Armor.
- Your Militia is trained and disciplined. Drop unruly.
- Your Militia is well-paid or otherwise in your debt. Surplus: +loyal.
- Your Militia has well-bred horses and knows how to tend to them. Surplus: +mobile.
- Your Militia is self-sufficient, able to provide for itself by raiding, scavenging, guard duty, etc. Surplus: +1 Barter.

And choose 1 from this list (may not take options that conflict with choices above):

- Your Militia's horses are in bad shape and not fit to ride very far. Want: immobile.
- Your Militia is loose-knit, with members coming and going. Want: desertion.
- Your Militia is in significant debt to someone else. Want: obligation.
- Your Militia is filthy and unwell. Want: disease.
- You Militia are bullies who throw their weight around. Want: savage.

FORGED OF STEEL

Get +1 Fierce (max +3).

TACTICIAN

You may roll+Fierce instead of +Sly to Study a Situation.

DAREDEVIL

If you charge straight into danger without thinking, hesitating, or hedging your bets, you get +1 Armor. If you are leading your Militia, they get +1 Armor as well.

YOU'RE EITHER WITH US OR YOU'RE AGAINST US

When you revel or commune with your Militia in preparation for combat, roll+Fierce. On a 10+ your Militia fights a step up in size (i.e. a small Militia fights as medium, etc.). On a 7-9, your Militia fights a step up in size, but the MC may also activate one of your Militia's wants after the fight. On a failure, your Militia is divided. Take -1 forward for the combat and the MC may immediately activate one of your Militia's wants.

At the beginning of each session, roll+Fierce. On a 10+, you gain all surplus bonuses during the session. On a 7-9, you have the surplus bonuses, but the MC will activate 1 want. On a miss, or if your leadership is contested, your Militia is in want. You have no surplus bonuses and the MC will active 1 or 2 wants. When you have this move, you may twice choose to spend an advancement to remove or add an option to or from your Militia instead of taking a normal advancement.

Also: when you order your Militia to do something they are not immediately inclined to do, roll+Fierce. On a 10+, you get all 3 below. On a 7-9, choose 2 below and you definitely do not get the other:

- † They do what you want.
- † They don't fight back over it.
- † You don't have to make an example of one of them later.

On a miss, your leadership of the Militia will be contested by one or several of them, and you will have to deal with them before you can get your Militia to do what you want.

SURPLUS:

WANT(S):

MILITIA:

MORE MOUNTAIN THAN MORTAL

Take -2 on all **When You Suffer Harm** rolls. You're not one to be knocked over.

DID I STUTTER?

When you give an NPC that is smaller, weaker, or lower in status than you a direct order, roll+Fierce. On a hit, they'll do what they're told, quickly, no questions asked. On a 10+ pick 1 below, as well:

- † You get +1 forward against them.
- † They will do an extra favor or task for you in the future without you asking.

On a miss, they *may* be willing to do what you want, but the MC picks 1 or 2 below:

- † They'll make a horrible fuss about it, complaining to everyone who will listen.
- † They'll only do it if you push them, hard.
- † They'll only do it if you make an example of someone else, first.

Horse

You have a horse. First, select a name for your horse from the list below, then pick their looks, strength, and weakness.

Names:

† Swift, Last, Dreadnought, Wind, Vandal, Pride, Friend, Beauty, Horse, You, Blood, Death

Looks (choose 1):

† Sleek, Great Breed, Massive, Fat, Muscular, Ghostly.

Strength (choose 1):

- Fast (you are nigh impossible to catch you on your horse)
- Rugged (your horse can traverse nearly any terrain)
- Aggressive (your horse never hesitates or fears combat)
- Tough (your horse can withstand just about anything)

Weakness (choose 1):

- Slow (your horse cannot catch or outrun anything fast)
- Bucking (your horse is easily startled and as been known to throw you)
- Unreliable (your horse may take some coaxing to do things)
- Weak (your horse is not in top shape and can be hurt easily)

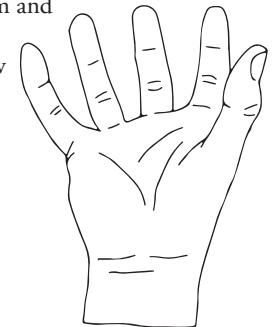
Patron

You may have a Patron, who is your Lord. If you do, describe them. Your Patron may be another PC. The Spur may be the captain of someone's guard, or the leader of a Militia that works for someone. The Spur must roll+Fierce at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll. Without a Patron, The Spur and their Militia are independent-mercenaries, bandits, etc.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)



You always manage to find yourself on the edge of important things: sitting there next to the throne, watching the battle unfold comfortably from a tent, or maybe whispering to fearful servants in some obscure hallway somewhere. Do you like the influence that comes with having the attention of folks with power and authority, or do you just enjoy watching it all burn from the comfort of a distant tower? Maybe someday you want to be right in the center of it all yourself, sitting on that throne or on the front lines of that war. But more than likely you just like to pit the little people against each other and watch them tear the world apart. Either way, all you ever need is an ear or two, ready to listen...

Creating a Voice

To create your Voice, start by giving them a name, then complete each section that follows.

Names _____

- † Pax, Issma, Snake, Friendly, Uncle, Aunt, Savina, Candle, Bird, Fellow, Holler, Frost, Doll, Wort
- † Something meek. Something lowly. Something inviting.

Stats _____

Choose one set:

- Steady+1 Fierce+0 Wily+2 Sly+1 Arcane-1
- Steady+0 Fierce+0 Wily+2 Sly+0 Arcane+1
- Steady+0 Fierce-1 Wily+2 Sly+1 Arcane+1
- Steady+1 Fierce-2 Wily+2 Sly+2 Arcane+0

Look = Highlighted

Choose a look by picking a handful of traits with the following as guidance:

- † Man, Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing
- † Dirty robes, Shimmering clothes, Unassuming clothes, Official garb
- † Twisted face, Strange face, Seductive eyes, Pudgy face, Thin face, Sad face
- † Crooked teeth, Greedy smile, Curly hair, Stringy hair, Endless hair, Pug nose, Pallid skin, Pointed beard
- † Thin body, Bent body, Voluptuous body, Horrible body, Tiny body, Lovely body

Gear _____

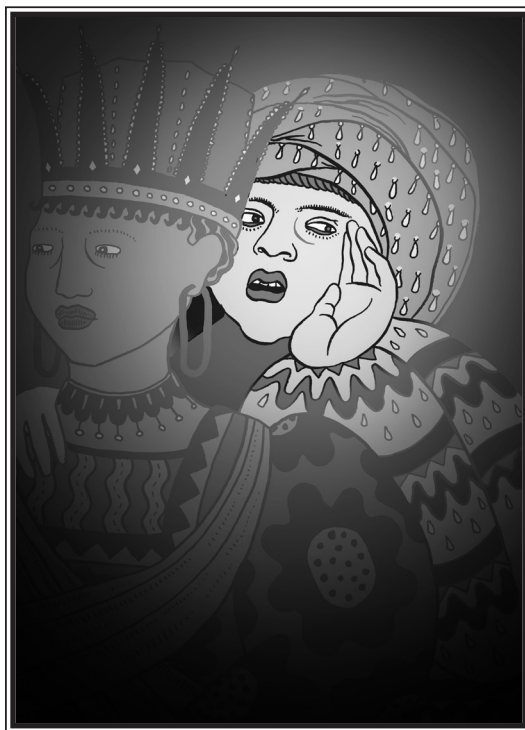
You start with:

- ◆ Some clothes.
- ◆ Oddments worth 1 Barter.
- ◆ A letter from an important person (detail).
- ◆ A dagger or other small weapon.

And that's it. One never knows when one might have to leave quickly.

ARMOR: BARTER:

The Voice



Honor

You know everyone who's anyone. You start with 2 Honor.

CURRENT HONOR:

Patron

You *absolutely* have a Patron. A Voice is nothing without someone to hear their magnificent, beautiful words. Your Patron may be another PC. See other side for details.

PATRON: _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers here.

KIND: _____

STATUS: _____

BENEFITS: _____

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Voice has relationships with. To do this, pick two options from the list below to tell two other characters.

- You have followed my advice to your benefit.
- You and I have a little partnership going.
- I've heard rumors about you that you wouldn't want out.

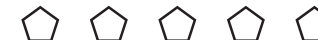
Entanglements

The MC selects one of the options below at the start of the session. Once per session, when you perform an action that satisfies your selected option, mark an advancement point.

- Pass along someone else's secrets to help yourself.
- Double cross someone who trusts you.
- Lie, nakedly, to someone powerful, even if being found out would put you in peril.
- _____

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.



Tier One
(Available from the start of the game)

- Get +1 Sly (max +3).
- Get +1 Steady (max +3).
- Get +1 Arcane (max +2).
- Get a new Voice Move.
- Get a move from another class.
- Get a new or second Patron.
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two
(Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.
- Change character to a new class.

Sex With The Voice

When you and another character have sex, hold 1. You may spend your hold to act as though you have rolled a 10+ on **Whisper Darkness** or **An Ear at Each Door** and **An Eye at Each Hallway** with the character you had sex with as the target. You do not need to have the move you pick for it to work.

Moves

You get all the basic, peripheral, and Honor moves, plus *Whisper Darkness*, and one additional Voice move.

◆ WHISPER DARKNESS

When you whisper counsel into someone's ear (literally or figuratively), roll+Wily.

For NPCs: On a 10+, choose 2 of the following.

- † You convince them someone is for/against them.
- † You help them see a solution to a problem.
- † You shift their attention to something else you present to them.
- † You make them forget something important.
- † You convince them to give up on their current goal.

On a 7-9, choose 1 above, but the MC also chooses 1 consequence from below. On a miss, the MC just chooses 1 consequence.

- † They question your motives, now or later.
- † They decide to seek a second opinion from someone else.
- † They give you a task to complete.
- † They regain focus, hope, or concern on something you'd rather they not.
- † They misinterpret your words.

For PCs: On a 10+, hold 2. On a 7-9, hold 1. Spend 1 hold to give your target an advancement point when they do or say something you approve of, whether you're present or not. On a miss, they hold 1 on you with the same conditions.

If you miss, you cannot use this move on your target again unless you do something to get back into their good graces.

○ WORDS LIKE SILK

Get +1 Wily (max +3).

○ AN EAR AT EACH DOOR AND AN EYE AT EACH HALLWAY

You can get information about people. Maybe you warm someone's bed, slip someone coin, or have spies all around. When you want to know how someone is doing, roll+Wily. They do not have to be present. On a 10+, ask 3. On a 7-9, ask 1:

- † What is currently holding their interest?
- † Who are they spending time with, lately?
- † Who do they love or trust?
- † When next should I expect to see them?
- † What sorts of goals do they have?
- † How could I make them happy/mad/sad?

Take +1 forward when you use this information to undermine your target in some way. On a miss, your interest in the affairs of others might not go unnoticed....

○ PULSE OF THE CROWD

When you examine the state of a group or crowd, roll+Sly. On a 10+, ask 3 questions. On a 7-9, ask 2 questions.

- † What type of person is dominant or high status in this group?
- † What is their mood?
- † Who are their leaders/outcasts?
- † What could I give to them or take from them that would appease/enrage them?
- † What words would sway them?
- † Where do their loyalties lie?

You gain +1 forward on any roll to use this information to your own ends.

○ LIKE PIECES ON A CHESSBOARD

When you spread rumors through your networks, roll+Wily. On a 10+, pick 2. On a 7-9, pick 1.

- † Name someone. They hear exactly what you want them to.
- † Name someone. They don't hear a thing.
- † It is impossible to trace the start of the rumor back to you.

On a miss, the rumor still spreads but you lose control over what, exactly, is being said, and anyone who tries would be able to trace it back to you.

○ I'VE SUDDENLY JUST REMEMBERED THAT I HAVE SOMEWHERE TO BE....

When you try to leave in a hurry, roll+Steady. On a hit, you're gone and no one sees you go. On a 10+, choose 3 from the following list, as well. On a 7-9, choose 1:

- † No one notices you're not there for a while after you've gone.
- † No one knows where you've gone.
- † In your haste to get away you don't bump into someone you might not want to.
- † You don't miss anything important.

On a miss, it's very obvious you're trying to slip away. You have a good explanation, right?

Patron

You *absolutely* have a Patron. A Voice is nothing without someone to hear their magnificent, beautiful words. Describe them. Your Patron may be another PC. For a Voice, the Patron is the powerful figure who takes your brilliant advice in exchange for keeping you fed, clothed, and sheltered, probably comfortably. The Voice must roll+Wily at the beginning of each session to see how their relationship with their Patron is doing. See the Patron rules to check the outcome of the roll.

Desire

Choose one of the following as your obsessive desire, something that you want with all your heart, mind, and soul:

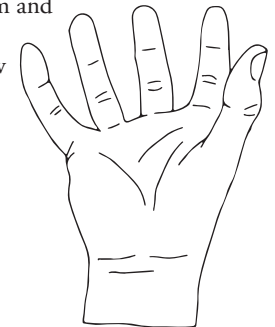
- That special, unlucky someone, aren't they just so perfect and awful and beautiful and horrible and perfect and....
- Revenge. Sweet, dirty, lovely, bloody, sexy, delightful revenge.
- The crown. Not just any crown. *The* crown.
- To truly please or impress someone specific, whose praise is sweeter than the wine of the gods.
- Untold riches. Enough to bathe in. Enough to drown someone in.

If you ever achieve your desire, you'll be overjoyed for the five most fabulous minutes of your life. Then pick a new desire. Now you want THAT with all your heart, mind, and soul. You're just like that.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)



Quick Reference: Basic Moves

◆ FACE DURESS

When you do something difficult where your ability to do so is seriously in question, roll+Steady. On a 10+, you have achieved what you set out to do. On a 7-9, you have flinched, stalled, or hesitated. The MC will pick 1 or 2 of the following and tell you what it will look like if you take it.

- † You can achieve your goal, but it'll come at a price.
 - † You can achieve your goal, but only partially.
 - † You cannot achieve your goal, but can do something similar, instead.
- Then, decide if you go through with what's been offered, or back off.

◆ THREATEN WITH FORCE

When you intimidate a person with the threat of violence, roll+Fierce. On a 10+, your target believes your threat. If they are an NPC, they will either do what you ask or, if they do not, you may choose to immediately commit the violence you promised them. If they are a PC, they may decide what they do, but if they refuse to do what you ask you may choose to immediately commit the violence you promised them. On a 7-9, you were unconvincing or they are not persuaded. Your target will choose one:

- † Freeze in fear, surprise, or confusion.
- † Try to strike a bargain with you or talk their way out of it.
- † Start looking for a way out and take it if they can.
- † Put something or someone between themselves and you.
- † Laugh at you, challenge you, or attack you, right then and there.

◆ ENGAGE IN COMBAT

When you attack someone with the intent to do Harm, roll+Fierce. On a hit (10+ or 7-9), choose one of the following:

- † You attack with vigor (you inflict +1 Harm).
- † You parry their blows (you take -1 Harm).
- † You battle aggressively (you inflict +2 Harm but take an additional +1 Harm to yourself).
- † You fight defensively (you inflict -1 Harm, but take an additional -2 Harm to yourself).

Additionally, on a 10+, pick one of the following:

- † You stymie your opponent (they must change their behavior, somehow).
- † You are impressive or dominant (gain the attention or respect of those present).
- † You achieve a goal (you may change the situation. Grab something from your opponent, push them somewhere, block their entrance or exit, etc.).

◆ PERSUADE WITH LEVERAGE

When you try to convince someone to do or say something for you by using something you have against them or offering to give them what they want, roll+Wily. For NPC targets: on a 10+, they will accept your offer and do/say what you want. On a 7-9, the MC picks one:

- † They want even more than what you're offering or suggesting.
- † They want concrete proof or upfront payment of the leverage immediately, before they do anything.
- † They want something else than what you're offering or suggesting, instead.

For PC targets: on a 10+, you get both below. On a 7-9, you choose 1:

- † If the target does or says what you want, you may choose to give them 1 advancement point.
- † If the target refuses, they must make a Refuse an Obligation, Duty, or Debt roll.

What your target does is then up to them, given those caveats.

◆ STUDY A SITUATION

When things are getting charged or tense and you try to work out what is happening around you, roll+Sly. On a 10+, ask 3 questions. On a 7-9, ask 2:

- † Where is my best escape route/way in/way past?
- † How is one of my adversaries vulnerable to me right now?
- † What am I missing?
- † Who or where is my enemy, really?
- † Who's actually pulling the strings, here?
- † Who or what here could be a useful opportunity for me?

On a miss, ask one question, but the MC gets to make their hard move, as well. The first time you act on one of the MC's answers, take +1 forward on your roll.

◇ CUSTOM MOVE:

◆ STUDY A PERSON

When you and someone else are interacting and you try to glean information from them about who they are, what they want, what they're thinking, etc., roll+Sly. On a 10+, ask 3 questions. On a 7-9, ask 2.

- † What does your character really want?
- † What is your character's current plan?
- † What does your character wish I would do?
- † What are you leaving out?
- † How could I get your character to ____?
- † Can I actually trust your character to ____?

On a miss, ask one question, but the MC gets to make their move, as well. The first time you act on one of the MC's/player's answers, take +1 forward.

◆ WHISPER INTO THE UNSPEAKABLE POWER

When you ask a question of or seek guidance from the supernatural, roll+Arcane. On a hit, the MC will pick one of the following:

- † You have a brief vision.
- † You hear a faint voice.
- † You have a curious sensation.

On a 10+, The Unspeakable Power will provide clear insight to you on the guidance you seek. On a 7-9, The MC picks one:

- † Your insight is vague, frightening, or confusing.
- † The Unspeakable Power learns something you might not want it to know.
- † The Unspeakable Power whispers a threat back to you.

Quick Reference: Peripheral & Honor Moves

Peripheral Moves

◆ PATRON MOVE

If you have a Patron, roll+the stat your class lists at the start of the session.

- † On a 10+, your Patron is happy with you. You and the player of your Patron should work out why this is. You may remove 1 disobedience if you have any.
- † On a 7-9, your Patron is generally pleased, with some reservations. You and the player of your Patron should work out why this is. They hold 1 for the session. They may spend it to call on you to do something and you must make a Refuse an Obligation, Duty, or Debt roll if you refuse. If you refuse your Patron's request, it counts as 1 disobedience (max 3).
- † On a miss, your Patron is angry with you. You and the player of your Patron should work out why. You receive 1 automatic disobedience (max 3).

If you reach 3 disobedience, an NPC Patron will immediately sever their relationship with you. A PC Patron may choose to immediately sever their relationship with you, or choose instead to take 1 hold to call on you.

◆ HELP OR INTERFERE WITH ANOTHER PC'S MOVE

When you are in a scene with another PC, and you Help or Interfere with their move, describe how you are doing it, and then roll+whatever stat is appropriate (i.e. if you interfere using your intelligence, roll+Sly, if you interfere using your strength, roll+Fierce). On a hit, they take +1 (for helping) or -1 (for interfering). On a 10+, pick an additional effect.

- † They take an additional +1 (for helping) or -1 (for interfering).
- † You do not expose yourself to danger, cost, or retribution through your action.

Notes

◆ TAKING HARM

When you suffer Harm, roll+Harm suffered (after armor). If you took a hit for 2 Harm, and have armor that absorbs 1 Harm, you would roll+1, because you are taking 1 Harm after armor.

On a 10+, the MC can choose 1:

- † You're out of action for the time being: unconscious, downed, writhing in pain, or panicked.
 - † It's worse than it seemed. Take an additional 1 Harm.
 - † Choose 2 from the 7-9 list below.
- On a 7-9, the MC can choose 1:
- † You lose your footing.
 - † You lose your grip on whatever you're holding.
 - † You lose track of someone or something you're attending to.
 - † You miss noticing something important.

On a miss, the MC can choose something from the 7-9 list above. If she does, it's in place of some of the Harm you're suffering, so you take -1 Harm.

◆ MARKET MOVE

When you go into a market looking for a particular thing, roll+Wily. On a 10+, it's right there for you, at a reasonable price. On a 7-9, the MC chooses one of the following:

- † "That's quite a rare thing! It's going to cost you a little extra..."
- † "Oh, I know where you can get one, but only if you meet with an associate of mine..."
- † "Damn it all, I had one, I just sold it to _____, maybe you can go get it off them?"
- † "Sorry, I don't have that, but maybe this will do instead?"

Honor Moves

◆ DO YOU KNOW WHO I AM?

Spend 1 Honor to have someone you meet have recently heard something impressive about you. Take +1 forward on your next **Threaten With Force** or **Persuade With Leverage** roll against them.

◆ CALL ON YOUR FACTION

When you call on your Faction for help, support, or to advance your agenda, spend between 0-3 Honor and roll+Honor spent. On a 10+, activate one of your Faction's benefits. On a 7-9, activate one of your Faction's benefits, but the MC holds 1. They may spend it to have someone from your Faction call on you to do a favor, fulfill your duty, or perform an obligation. On a miss, your Faction cannot help you. The MC will detail why and will pick one from the list of consequences below.

- † Secrets are revealed.
- † Loyalties are shifted.
- † Status is threatened.
- † Channels are cut off.
- † Suspicions are confirmed.
- † Allies are put in danger.

◆ REFUSE AN OBLIGATION, DUTY, OR DEBT

When you refuse to do something you are supposed to do because of your station or resist carrying out a command or request from someone with leverage or authority over you, spend between 0-3 Honor and roll+Honor spent. On a 10+, nothing. On a 7-9, pick 1. On a miss, take both.

- † You feel guilty or conflicted. Take -1 forward.
- † You seem ignoble. The MC holds 1. They spend it to have someone you interact with have heard whisperings that you can't be trusted.

Quick Reference: Master of Ceremonies

The MC's Agenda: _____

- † Make the world feel epic and extraordinary.
- † Fill the player characters' lives with intrigue and drama.
- † And, most importantly, play to find out what happens.

The MC's Principles: _____

- † Address the characters, not the players.
- † Make your move, but never speak its name.
- † Alliances shift like sands. See treachery all around.
- † Remember that power corrupts, duty calls, and subordination crushes.
- † Give every NPC a desire and aim those desires at the PCs.
- † Don't give anything away for free.
- † Ask big questions of the players and use them to spin webs.
- † Think broadly- what else is happening that may affect the players?
- † Give the PCs reasons to both love and hate the NPCs.
- † Sometimes, disclaim decision-making.
- † Be a fan of the PCs.
- † Even as you are cruel and calculating, remember that it's a game, with real people at the table.

Notes _____

Basic MC Moves: _____

- † Threaten them directly.
- † Give them word of whisperings behind their back.
- † Deal Harm to them.
- † Force them to pay.
- † Offer them an opportunity; perhaps show them the cost if they refuse.
- † Back them into a corner, literally or figuratively.
- † Inflict consequences on another because of their deeds.
- † Show them the downsides of their character class.
- † Align a Faction's agenda against them.
- † Separate them from their allies.
- † Surround them with their enemies.
- † Hint at an unwelcome future.
- † Disgrace them, privately or publicly.

MC Moves for Elite Characters: _____

- † Force them to wield their power or fulfill their duties.
- † Remind them how far they have to fall.
- † Hint at vast conspiracies against them.
- † Challenge them with uprisings and revolts from those beneath them.
- † Repudiate their position with ignominy and insubordination.

MC Moves for Common Characters:

- † Subtly remind them of their station or lot in life.
- † Demonstrate to them how much they stand to gain.
- † Ensnare them, unwittingly, in the machinations of power.
- † Crush them with debt or obligations to those who have everything.
- † Put them in their place with degradation or humiliation.

MC Moves using The Unspeakable Power: _____

- † Offer them power at a terrible cost.
- † Give them what they *think* they want.
- † Make a demand of them, set a price on failure.
- † Reveal to them the depths of their ignorance.
- † Seduce them with promises of hedonistic pleasure.

WHEN TO MAKE A MOVE AGAINST A PLAYER:

- † When a player misses a roll (i.e. gets a 6 or below).
- † When they've given you an opening to mess with them.
- † When it would just be too good to pass up.
- † When there is a lull in the game and there is an appropriate move to fill it.

CREATE A THREAT:

- † Name it and describe it.
- † Decide what resource(s) it threatens.
- † Decide what kind of Threat it is, and define its traits.
- † Figure out what it connects to.
- † Write one or two stakes questions.
- † Create a countdown and/or custom move (optional).
- † Play it to the hilt.

NPC NAMES TO USE:

Grishnag, Asdel, Zadkat, Adriel, Ayabeth, Kiriell, Saba, Andar, Zopha, Sophia, Tharorod, Lockheart, Laini, Hammond, Adorna, Shaibach, Blade, Faela, Lynne, Isamu, Fiamma, Ogen, Vyncent, Dabia, Jane, Edward, Mustafa, Amon, Archer, Old One, Barael, Lucky, Orchid, Rhala, Hae, Ferndale, Sister, Farro, Kalessin, Otho, Baker, Alain, Mori, Geddy, Reaper, Jayson, Cat

NPCS IN PLAY:

Factions Worksheet

At the start of your game, each player will create a Faction for their character. A Faction is a group of people to whom your character feels/owes some allegiance to. They may be a tightly bound group, such as a noble house or secret society. Conversely, they may be a more loosely bound category, such as an art community or the proletarian working class of a city. Either way, a Faction represents the people you have some loyalty to or affinity with. Your interests or agenda are, at least to a degree, their interests and agenda. Your status, at least to a degree, rises and falls with their status. When you create a Faction, complete the exercise below and write the answers on your character sheet. The Honor section in the SCUP book features more information about the Faction move.

Your Faction _____

PICK A KIND OF GROUP

- † House (a royal family or assembly and their employees and advisors)
- † Clan (an ethnic group or some other kind of demographic grouping)
- † Guild (a professional group)
- † Clique (a social group)
- † Ring (a criminal organization or society of some kind)
- † Order (a religious or educational community)

PICK A SOCIAL STATUS

- † Noble (part of the ruling class)
- † Honored (a group held in esteem, despite not being noble)
- † Common (a group of regular people)
- † Proletarian (a lower status group)
- † Outcast (a reviled or marginalized group)
- † Outlaw (a secret or criminal group)

Faction Benefits _____

Now pick two Faction benefits based on your social status.

FOR NOBLE OR HONORED FACTIONS

- † Wealth
- † Power
- † Status
- † Magic
- † Knowledge
- † Rumors

FOR COMMON OR PROLETARIAN FACTIONS

- † Skill
- † Gossip
- † Networks
- † Numbers
- † Strength
- † Inconspicuousness

FOR OUTCAST OR OUTLAW FACTIONS

- † Secrecy
- † Blackmail
- † Vice
- † Dirty Work
- † Contraband
- † Magic

Relationships between Factions _____

Take a minute before play to briefly discuss how your Faction is related to each other PC's Faction. Pick from the following.

- † We have a rivalry with this Faction.
- † We have an alliance with this Faction.
- † We have open conflict with this Faction.
- † We are indifferent to or unaware of this Faction.

Faction Notes: _____

Threat Creation Worksheet

◆ STEP ONE

Name it and describe it.

◆ STEP TWO

Decide what resource(s) it threatens. Aim this at the resources of at least one of the PCs.

◆ STEP FOUR

Figure out what it connects to.

◆ STEP THREE

Decide what kind of Threat it is, and define its traits.

- Adversary** (an individual antagonist)
- Cabal** (a group of people)
- Malady** (some sort of condition)
- Realm** (a landscape or place)
- Power** (a supernatural concern)

For **Adversaries**, pick one or two drives:

- Domination Lust
- Wealth Sport
- Chaos Fear
- Power Hunger

For **Cabals**, pick one or two goals:

- To enrich their members.
- To spread their dogma.
- To swell their ranks.
- To protect their own.
- To sow discord.
- To maintain order.
- To consolidate their power.
- To punish those who are different.

For **Maladies**, pick one type:

- A fast spreading disease.
- A wave of panic and hysteria.
- A curse.
- A dangerous ideology.
- An irrational superstition.
- An economic catastrophe.
- A famine or other shortage.

For **Realms**, pick one effect:

- It consumes what is around it.
- It is barren and dead.
- It is nearly impenetrable.
- It is poisonous or otherwise harmful.
- It hides dangerous secrets.
- It is a breeding ground for vile things.
- It entices with lies.

For **Powers**, pick a fundamental danger or two:

- It will twist words.
- It will give with one hand and take with the other.
- It will corrupt from the inside out.
- It will create madness and terror.
- It will break loose and create wanton destruction.
- It will become addicted to pain and suffering.
- It will delight in collecting souls.

◆ STEP FIVE

Write one or two stakes questions.

◆ STEP SIX (OPTIONAL)

Write a custom move.

First Session Worksheet

In this worksheet, the MC will write down the names of the PCs and NPCs during the first session to create a matrix they can use to examine what the PCs have and how NPCs might take it away. Use this to create Threats for conflict in subsequent sessions.

PC Resources

Write a PC's name next to any resource they possess, control, or command.

RESOURCE	PC
Food	
Loyalty	
Water	
Luxury	
Livestock	
Goods	
Shelter	
Information	
Security	
Fame/Infamy	
Currency	
Ideology	
Labor	
Titles	
Tradition	
Weapons	
Land	
Strength	
Strategic Positioning	
Discipline	
Skill	
Magic	
Knowledge	
Myth	

Competitors

Write the name of any person or thing who threatens the PCs because of one of the following (i.e. if someone's Hunger threatens one or more of the PCs, write their name in the box next to Hunger).

	COMPETITOR(S)
Hunger	
Ambition	
Ignorance	
Madness	
Envy	
Cruelty	
Arrogance	
Lust	
Despair	
Hatred	