

# MOTHLANDS

Name \_\_\_\_\_ Alias/Title \_\_\_\_\_

Look \_\_\_\_\_

**Heritage** River-Wise • Tecaht'na • Witchwood  
Moth's Blood • Roach • Keepers • Fallen Leaf

**Background** Philosophy • Labor • Service  
Trade • Martial • Elevated • Underclass

**Comforts** Faith • Risk • Luxury • Obligation • Pleasure • Torpor • Weird

**TRAUMA** 1 2 3 4 5

Cold ♦ Addicted ♦ Haunted ♦ Paranoid  
Reckless ♦ Cowardly ♦ Unstable ♦ Cruel

**STRESS** 1 2 3 4 5 6 7 8 9

**ARMOR**  +HEAVY  SPECIAL

**HARM**

3		Need Help
2		-1D
1		Less Effect

♦ **RECOVERY** Get treatment in **downtime** to activate

1 2 3 4 - Fill clock, reduce harm, repeat.

Notes / Projects \_\_\_\_\_

**FRIEND / RIVAL / CONTACT**

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Project: \_\_\_\_\_

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Project: \_\_\_\_\_

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## THE HEART A CHARISMATIC EMPATH

**PLAYBOOK** \_\_\_\_\_

**Feel it Out:** You gain **+1d** to **Consort** when you gather information on a target for a score. You gain **+1d** to the **engagement roll** for that operation.

**Foresight:** Two times per score you can **assist** an ally without paying stress. Tell us how you prepared them for the situation.

**Level Headed:** When you indulge your **comfort**, you may adjust the outcome by **1** or **2**. An ally who joins in your **comfort** may do the same.

**Supportive:** Due to your thoughtful planning, during **downtime**, you may give yourself or another crew member **+1 downtime action**.

**Oath Keeper:** Your oaths are especially binding. Upon sealing a pact or promise both parties must honor the deal or suffer the level 3 harm **oath breaker**. In addition, people always understand your true intentions, if you wish them too.

**Trusted:** During **downtime**, you get **+1 result level** when you make **acquire item**, **gather info**, or **reduce vendetta** rolls.

**Selfless:** You may spend **special armor** when protecting an ally **-or-** to **push yourself** when you **gather information** or work on a long-term project.

**Like a Book:** You understand the complex language of the soul. When you **Study** conversation or behavior gain **potency** and you may notice details unsaid or unexpressed.

**Adaptive:** Choose a special ability from another source.

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

**XP**

♦ Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (in your **playbook** or an attribute) or 2xp if that item occurred multiple times.

♦ You addressed a challenge with preparation or calculation.  
♦ You expressed your beliefs, drives, heritage, or background.  
♦ You struggled with issues from your comfort or traumas during the session.

### PLANNING & LOAD

Choose a plan, provide the detail, choose your load.

- ♦ **Aggressive plan** *Point of attack.*
- ♦ **Delectful plan** *Method.*
- ♦ **Delivery plan** *Route.*
- ♦ **Scarceous plan** *Arcane power.*
- ♦ **Social plan** *Social connection.*
- ♦ **Stealthy plan** *Entry point.*

### GATHER INFORMATION

- ♦ What do they want most?
- ♦ Where's the leverage here?
- ♦ What do they intend to do?
- ♦ What's really going on here?
- ♦ What should I look out for?
- ♦ How can I discover [X]?
- ♦ How can I get them to [X]?

**INSIGHT** \_\_\_\_\_

			HUNT
X			STUDY
			SURVEY
			DABBLE

**PROWESS** \_\_\_\_\_

			FINESSE
			PROWL
			SKIRMISH
			RUIN

**RESOLVE** \_\_\_\_\_

			ATTUNE
			COMMAND
X	X		CONSORT
			SWAY

**BONUS DIE**

+ **PUSH YOURSELF** (2 stress) -or- **DEVIL'S BARGAIN**

**TEAMWORK**

<b>Assist</b> teammate. (+1d)
Lead a <b>group action</b> . (Stress = # of Failures)
<b>Protect</b> a teammate. (Resist for a Teammate)
<b>Set up</b> another character. (+ Effect)

**ITEMS AND LOAD** *Italics don't count.*

3 **Light** 5 **Normal** 8 **Heavy**

<i>Fine perfume</i>
<i>Fine gift</i>
Map
<i>Flask of mead</i>
<i>Concealed dagger</i>

Blades and Bludgeons
Slings and Knives
Short Bow <input type="checkbox"/> A Quiver
<input type="checkbox"/> A Large Weapon
An Unusual Weapon
Armor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Heavy
Tools of Trade
<input type="checkbox"/> Climbing Gear
Simple Auger
Writing Utensils
Extra Rations
<input type="checkbox"/> Heavy Tools
Valuables

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2		-1D
1		Less Effect

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1 2 3 4 - Fill clock, reduce harm, repeat.

Notes / Projects \_\_\_\_\_

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Project: \_\_\_\_\_

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## THE FAVORITE A SUBTLE LIAR AND DIPLOMAT

### PLAYBOOK

**Weasel:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

**Gaslight:** When you **Sway** someone, you may cause them to forget that it's happened until they next interact with you.

**Mask Maker:** When you use a disguise or other form of covert misdirection you get +1d to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative.

**Spin a Tale:** At the end of each downtime phase, you earn 1 coin or 1 rep. How do you bend the truth in your favor?

**Recognition:** You can always tell when someone is lying to you.

**Leverage:** You get +1d vs. a target you have an intimate relationship with.

**Instant:** You may spend **special armor** vs. persuasion and suspicion -or- to **push yourself** for subterfuge

**Mimicry:** You can imitate even non-human creatures convincingly, regardless of how strange or feral they may be. You gain **potency** when **Swaying** or **Commanding** these beings.

**Adaptive:** Choose a special ability from another source.

1 \_\_\_\_\_  
|  
2 \_\_\_\_\_  
|  
3 \_\_\_\_\_

### XP

♦ Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (in your **playbook** or an attribute) or 2xp if that item occurred multiple times.

- ♦ You addressed a challenge with deception or influence.
- ♦ You expressed your beliefs, drives, heritage, or background.
- ♦ You struggled with issues from your comfort or traumas during the session.

### PLANNING & LOAD

Choose a plan, provide the detail, choose your load.

- ♦ **Aggressive plan** Point of attack.
- ♦ **Delectful plan** Method.
- ♦ **Delivery plan** Route.
- ♦ **Scarcerous plan** Arcane power.
- ♦ **Social plan** Social connection.
- ♦ **Stealthy plan** Entry point.

### GATHER INFORMATION

- ♦ What do they intend to do?
- ♦ Are they telling the truth?
- ♦ What do they really care about?
- ♦ What's really going on here?
- ♦ How can I get them to [X]?
- ♦ What are they really feeling?
- ♦ How can I blend in here?

### INSIGHT

HUNT  
STUDY  
SURVEY  
DABBLE

### PROWESS

FINESSE  
PROWL  
SKIRMISH  
RUIN

### RESOLVE

ATTUNE  
COMMAND  
CONSORT  
SWAY

X X X X X X X X X X

### BONUS DIE

+ PUSH YOURSELF (2 stress) -or- DEVIL'S BARGAIN

### TEAMWORK

**Assist** teammate. (+1d)

Lead a **group action**. (Stress = # of Failures)

**Protect** a teammate. (Resist for a Teammate)

**Set up** another character. (+ Effect)

### ITEMS AND LOAD *Italics don't count.*

3 Light 5 Normal 8 Heavy

*Fine clothes and props*

*Fine disguise*

*Fine forgery*

*Dream Smoke*

Hidden Weapon

Blades and Bludgeons

Slings and Knives

Short Bow  A Quiver

A Large Weapon

An Unusual Weapon

Armor  +Heavy

Tools of Trade

Climbing Gear

Simple Auger

Writing Utensils

Extra Rations

Heavy Tools

Valuables







# MOTHLANDS

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Project: \_\_\_\_\_


Project: \_\_\_\_\_

## THE SPEAR AN EXPERT WARRIOR

**PLAYBOOK** \_\_\_\_\_

**Protector:** When you **protect** a teammate, take +1d to your resist. When you **gather info** to anticipate a threat in the current situation, you get +1 effect.

**Unbreakable:** You recover harm faster. Permanently fill in one of your healing clock segments and take +1d to healing treatment rolls.

**Arms Master:** Your load limits are higher: Light: 5. Normal: 7. Heavy: 8.

**Savage:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take +1d.

**Shield Breaker:** When you **Ruin** defenses of which you are aware you do so with swiftness and precision and you may choose to shred your opponents **armor** and protection at the cost of decreased **effect**. Your target may not use **armor** to reduce this consequence.

**Commander:** When you **Command** a cohort they continue to fight when they would otherwise **break**, (they're not taken out when they suffer level 3 harm). They gain **potency** and 1 **armor** based upon their type.

**Hardened:** You get **special armor** to reduce harm recieved in combat -or- to **push yourself** in a fight.

**Overwhelming:** You can **push yourself** to do one of the following: *perform a feat of physical force verging on the impossible -or- engage a small gang on equal footing in close combat.*

**Adaptive:** Choose a special ability from another source.

1 \_\_\_\_\_  
|  
2 \_\_\_\_\_  
|  
3 \_\_\_\_\_

**XP**

♦ Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (in your **playbook** or an attribute) or 2xp if that item occurred multiple times.

♦ You addressed a challenge with posturing or violence.  
♦ You expressed your beliefs, drives, heritage, or background.  
♦ You struggled with issues from your **comfort** or **traumas** during the session.

### PLANNING & LOAD

Choose a plan, provide the detail, choose your load.

- ♦ **Aggressive plan** *Point of attack.*
- ♦ **Delectful plan** *Method.*
- ♦ **Delivery plan** *Route.*
- ♦ **Scarcerous plan** *Arcane power.*
- ♦ **Social plan** *Social connection.*
- ♦ **Stealthy plan** *Entry point.*

### GATHER INFORMATION

- ♦ How can I hurt them?
- ♦ Who's most dangerous here?
- ♦ How can I get them to [X]?
- ♦ What's really going on here?
- ♦ Who's most afraid of me?
- ♦ What do they intend to do?
- ♦ Are they telling the truth?

**INSIGHT** \_\_\_\_\_

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\_\_\_\_\_  
\_\_\_\_\_  
HUNT  
STUDY  
SURVEY  
DABBLE

**PROWESS** \_\_\_\_\_

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\_\_\_\_\_  
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X X  
\_\_\_\_\_  
FINESSE  
PROWL  
SKIRMISH  
RUIN

**RESOLVE** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
X  
\_\_\_\_\_  
\_\_\_\_\_  
ATTUNE  
COMMAND  
CONSORT  
SWAY

**BONUS DIE**

+ PUSH YOURSELF (2 stress) -or- DEVIL'S BARGAIN

**TEAMWORK**

Assist teammate. (+1d)  
Lead a group action. (Stress = # of Failures)  
Protect a teammate. (Resist for a Teammate)  
Set up another character. (+ Effect)

**ITEMS AND LOAD** *Italics don't count.*

3 Light 5 Normal 8 Heavy

Fine Hand Weapon  
 Fine Heavy Weapon  
 Fine Scary Weapon or Tool  
*Emblem of Allegiance*  
*Cane Powder*

Blades and Bludgeons  
 Slings and Knives  
 Short Bow  A Quiver  
 A Large Weapon  
 An Unusual Weapon  
 Armor  +Heavy  
 Tools of Trade  
 Climbing Gear  
 Simple Auger  
 Writing Utensils  
 Extra Rations  
 Heavy Tools  
 Valuables

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2			-ID
1			Less Effect

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Notes / Projects \_\_\_\_\_

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Project: \_\_\_\_\_


Project: \_\_\_\_\_

## THE WILL

A STUDENT AND SCORCEROR

**PLAYBOOK** \_\_\_\_\_

**Compel:** You can **Attune** to spirits and demons and bend them to your will. You no longer need to roll **Attune** to use minor auger.

**Bend:** You may **push yourself** to force supernatural forces you control to produce arcane effects: *unleash arcs of energy -or- bring a predecessor device to its breaking point.*

**Ur Tongue:** You may **Consort** with ancient powers, spirits, and demons. Once you've consorted with one, you get **+1d** to **Command** it or those who worship it.

**Ritual:** You can **Study** predecessor texts to manifest a portion of their power. Learn a ritual or create a new one. *Answer the GM's questions to create the ritual (page 222). Add one ritual already learned.*

**Omens:** When you roll resistance with **Resolve**, you get **+1d**. You are not terrified of or confounded by spirits or demons.

**Augment:** When you **Dabble** with an auger, remove the safeties that limit its potential. Increase its **quality** or add supernatural effects. Make a tool more useful or repurpose it as a weapon.

**Blessed:** You may spend **special armor** vs. supernatural effects **-or-** to **push yourself** when you deal with arcane forces.

**Oracle:** You understand a fraction of the knowledge contained within the spirit realm. A fraction more than most. You gain **+1d** when you **gather info** about the supernatural.

**Adaptive:** Choose a special ability from another source.

1 \_\_\_\_\_  
|  
2 \_\_\_\_\_  
|  
3 \_\_\_\_\_

### XP

♦ Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (in your **playbook** or an attribute) or 2xp if that item occurred multiple times.

- ♦ You addressed a challenge with knowledge or arcane power.
- ♦ You expressed your beliefs, drives, heritage, or background.
- ♦ You struggled with issues from your comfort or traumas during the session.

### PLANNING & LOAD

Choose a plan, provide the detail, choose your load.

- ♦ **Aggressive plan** *Point of attack.*
- ♦ **Delectful plan** *Method.*
- ♦ **Delivery plan** *Route.*
- ♦ **Scorcerous plan** *Arcane power.*
- ♦ **Social plan** *Social connection.*
- ♦ **Stealthy plan** *Entry point.*

### GATHER INFORMATION

- ♦ What is arcane or strange here?
- ♦ What is hidden or lost here?
- ♦ What drives them to do this?
- ♦ What's really going on here?
- ♦ *What echoes in the ghost field?*
- ♦ *What do they intend to do?*
- ♦ *How can I reveal [X]?*

**PLAYBOOK** \_\_\_\_\_

**INSIGHT** \_\_\_\_\_

			HUNT
X			STUDY
			SURVEY
			DABBLE

**PROWESS** \_\_\_\_\_

			FINESSE
			PROWL
			SKIRMISH
			RUIN

**RESOLVE** \_\_\_\_\_

X	X		ATTUNE
			COMMAND
			CONSORT
			SWAY

### BONUS DIE

+ **PUSH YOURSELF** (2 stress) -or- **DEVIL'S BARGAIN**

### TEAMWORK

**Assist** teammate. (+1d)

Lead a **group action**. (Stress = # of Failures)

**Protect** a teammate. (Resist for a Teammate)

**Set up** another character. (+ Effect)

### ITEMS AND LOAD

*Italics don't count.*

3 **Light**      5 **Normal**      6 **Heavy**

**Fine Tuning Rod**

**Fine Auger**

*Scrolls*

*Predecessor clothing*

*Spirit key*

*Demonbane charm*

Blades and Bludgeons

Slings and Knives

Short Bow  A Quiver

A Large Weapon

An Unusual Weapon

Armor  +Heavy

Tools of Trade

Climbing Gear

Simple Auger

Writing Utensils

Extra Rations

Heavy Tools

Valuables