

BASIC MOVES

HACK AND SLASH

When you **attack an enemy in mêlée**, roll+STR. **On a hit**, you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- Avoid their attack.
- Deal +1d6 damage.
- A starting move of your discipline adds one or more choices.
- Other moves may offer you additional choices.

VOLLEY

When you **take aim and shoot at an enemy at range**, roll+DEX. **On a 10+** you have a clear shot—deal your damage. **On a 7–9**, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice.
- You have to take what you can get: –1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFY DANGER

When you **act despite an imminent threat** or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear. **On a 7–9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When you **take up a defensive stance** or **jump in to protect others**, roll +CON. **On a 10+**, hold 3 readiness. **On a 7–9**, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

SPOUT LORE

When you **consult your accumulated knowledge** about something, roll+INT. **On a 10+** the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7–9** the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES

When you **closely study a situation or person**, roll+WIS. **On a 10+** ask the GM 3 questions from the list below. **On a 7–9** ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

PARLEY

When you **press or entice** an NPC, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful. The GM should consider what might convince them, using this list for inspiration:

- a promise/an oath/a vow
- a chance to do it safely/freely/discreetly
- appeasing or appealing to their ego/honor/conscience/fears
- a convincing deception
- a better/fair/excessive offer
- helping them/doing it with them
- violence (or a credible threat thereof)
- something they want or need (coin/food/booze/art/etc.)
- concrete assurance/proof/collaboration
- pressure from _____
- permission from _____
- assistance from _____

AID OR INTERFERE

When you help or hinder someone, say how, before they make their roll. If you do it...

- ...using brute force, roll+STR
- ...with speed, agility, or physical finesse, roll+DEX
- ...with vitality, toughness, or vigor, roll+CON
- ...through emotional manipulation, roll+CHA
- ...through analysis, logic, or book-learning, roll+INT
- ...some other way, roll+WIS

On a 7–9, they take +1 or –2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one from the following list:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

PERFORM KARMA RITUAL

When **you perform a focusing ritual** particular to your discipline, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After a roll is made for a move, roll an additional die and, if desired, replace one of the original dice with the result of the extra die.
- Immediately heal yourself 1d6 damage.
- Some talents or spells may let you spend karma.

LAST BREATH

When **you're dying** you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). **On a 10+** you've cheated death—you're in a bad spot but you're still alive. **On a 7–9** Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. **On a miss**, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

ENCUMBRANCE

When you make a move while carrying weight up to or equal to Load, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

MAKE CAMP

When **you settle in to rest**, choose one member of the party to manage provisions. Then, if you eat and drink, and have enough XP, you may perform the Ritual of Advancement.

If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll+nothing. **On a 10+** the night passes without incident. **On a 7–9**, the GM chooses one from the list below.

- the person on watch notices a nearby discovery
- one party member of the gm's choice suffers a restless night
- one or more followers causes trouble
- a danger approaches—it's not immediately hostile, but whoever's on watch had better stay sharp anyway

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

RECOVER

When **you do nothing but rest** in comfort and safety after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

JOURNEY

When **you travel by a safe route**, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to manage provisions to determine how many rations were consumed over the course of the trip.

PERFORM THE RITUAL OF ADVANCEMENT

When **you have downtime** (hours or days) and XP equal to (or greater than) your current circle+7, you can reflect on your experiences and hone your skills.

- Describe the ritual
- Subtract your current circle+7 from your XP.
- Increase your circle by one.
- Add two to the maximum number of threads you may weave.
- Choose one of your stats and increase it by one (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores cannot exceed 18.

END OF SESSION

When **you reach the end of a session**, if you hit a flag of any other character during the session at least once, mark XP.

Next, answer these three questions as a group. For each "yes" answer everyone marks XP:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

Next, compare your conduct during the session to the example set by Passions important to you. You may give an example of one of the following to the other players. If you do, mark XP. Explain something you did that...

- ...lived up to the example of a Passion
- ...failed a Passion
- ...resisted or thwarted a Passion
- ...demonstrated how a Passion thwarted or resisted you
- ...changed your view of a Passion

If you wish, you may add a mark for the Passion you mention and remove a mark from another.

UNDERTAKE A PERILOUS JOURNEY

When **you travel through dangerous lands**, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to make camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to scout ahead, and one to navigate, resolving those moves in that order.

SCOUT AHEAD

When **you take point** and look for anything out of the ordinary, roll+WIS. **On a 10+**, choose two from the list below. **On a 7–9**, choose one:

- you get the drop on whatever lies ahead
- you discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- you make a discovery (ask the gm)
- you notice sign of a nearby danger —ask the gm what it is, and what it might signify

FORAGE

When **you spend a day seeking food** in the wild, and your surroundings are not barren, roll+WIS. **On a hit** you gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt. **On a 7–9**, you first face a discovery or danger of the GM's choice.

NAVIGATE

When you plot the best course through dangerous or unfamiliar lands, roll+INT. On a 10+, you avoid dangers and distractions and make good time, reaching a point of the gm choosing before you need to make camp. On a 7–9, the GM chooses one from the list below:

- you happen upon a discovery missed by the scout
- the going is slow, or you wander off course. The gm says which, and where you end up on the map
- you encounter a danger; whether or not you're surprised depends on whether the scout has the drop on it

STAY SHARP

When you are on watch and something approaches, roll+WIS. On a 10+, you notice in time to alert everyone and prepare a response; all party members take +1 forward. On a 7–9, you manage to sound the alarm, but no one has time to prepare.

MANAGE PROVISIONS

When you prepare and distribute food for the party, roll+WIS. On a 7–9, the party consumes the expected amount of rations (one per person if making camp, one per person per day if making a journey). On a 10+, choose one from the list below:

- careful management reduces the amount of rations consumed (ask the gm by how much)
- the party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips gains a karma point.

CAROUSE

When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose three. On a 7–9 choose one. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

SUPPLY

When you go to buy something with gold on hand, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+CHA. On a 10+ you find what you're looking for at a fair price. On a 7–9 you'll have to pay more or settle for something similar.

OUTSTANDING WARRANTS

When you return to a neighborhood or establishment in which you've caused trouble before, roll+CHA. On a hit, word has spread of your deeds and everyone recognizes you. On a 7–9, that, and, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

RECRUIT

When you go looking to hire help, tell the GM what you're offering and for whom you're looking, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *group* tag. If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts. On a 10+ they're yours for the hiring. On a 7–9, the GM chooses one from the list below:

- They demand greater compensation, in coin or some other form
- No one here fits the bill, but you hear of someone elsewhere who does
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance they are less than ideal (ask the GM how)

The GM will choose or roll their specifics (quality, loyalty, instinct, cost, tags, etc.) as needed, to be discovered through play. Which might involve you grilling them, right now.

ORDER FOLLOWER

When you order or expect a follower to do something dangerous, degrading, or contrary to their instinct, roll+Loyalty. On a 10+ they do it, now. On a 7–9, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1
- They complain loudly, now or later, and demand something in return
- Caution, laziness, or fear makes them take a long time to get it done

DO THEIR THING

When a follower does something chancy within the scope of their tags or moves, roll+Quality. On a 10+ they do it, as well as one could reasonably hope. On a 7–9, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what). You cannot usually spend karma on this roll.

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens.

CALL FOR ASSISTANCE

When a follower helps you make a move that calls for a roll, take +1 to that roll but know that they will be exposed to any potential consequences.

When a follower helps you hack and slash or volley, roll their damage die alongside your own, use the highest one, and add any damage bonuses you get on top of that.

When a follower helps you defend, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

WATCH THEM GO

Once a follower has -3 Loyalty, they betray or abandon you at the next opportunity.

ADD A SPELL TO YOUR GRIMOIRE

When you **add a spell** to your own grimoire, you truly learn the spell. The spell remains in your memory, so may be rewritten if a grimoire gets stolen or destroyed. You may add spells of any circle into your grimoire. You may add spells from other disciplines into your grimoire, if the fiction supports it.

ATTUNE A SPELL MATRIX

When you spend uninterrupted time (a half hour or so) in quiet contemplation of a spell matrix, you:

- Remove the spell pattern in the matrix (if any).
- Repair any damage done to the matrix.
- Place into the matrix the pattern of any spell in your grimoire of your own discipline and with a circle equal to or less than your own.

You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into your spell matrices may not exceed twice your own circle (e.g. a third circle wizard can only attune up to six circles worth of spells into her matrices). Spells from other disciplines may not be attuned to matrices.

WEAVE THROUGH A MATRIX

When you **weave a thread into a spell matrix**, the thread always becomes woven into the matrix. If weaving while under time pressure (e.g. combat, urgent necessity, etc.), also roll+the ability indicated by your discipline. **On a 7–9**, hold 1 focus. **On a 10+**, hold 3 focus. **On a 12+**, you may choose to weave an additional thread into the spell. If you do, you gain no focus and lose any you are holding. Focus may be spent, one-for-one as often as desired, to:

- Add +1 to your own weaving roll after it is made.
- Take +1 to casting a spell.
- Take +1 to defy danger.

WEAVE THROUGH A GRIMOIRE

When you **weave a thread into a spell in a grimoire**, the weaving attracts attention in astral space, and you roll+the ability indicated by your discipline. Take –1 for each of the following:

- The spell is of a higher circle than you have in your discipline
- The grimoire is not yours
- The spell is from a discipline you do not follow

On a hit, the thread is woven into the spell. **On a 10+**, hold 2 focus, spent just as in weaving through a matrix. **On a 12+**, you may choose to weave an additional thread into the spell. If you do, you gain no focus and lose any you are holding.

WEAVE RAW MAGIC

When you **weave a thread into raw spell energy**, the flare in astral space attracts attention, and you roll+the ability indicated by your discipline. Take –1 for each of the following:

- The spell is of a higher circle than you have in your discipline
- The spell is from a discipline you do not follow

On a hit, the thread is woven into the spell. **On a 10+**, hold 1 focus, spent just as in weaving through a matrix. **On a 12+**, hold 3 focus.

CAST A SPELL

When you **unleash a spell** you've fully woven, roll+the ability indicated by your discipline. **On a hit**, the spell is successfully cast. **On a 7–9**, also choose one.

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell also creates an unintended side effect. The GM will tell what.
- The spell disturbs the fabric of reality as it is cast—take –1 ongoing to cast spells until the next time you make camp.
- You take 1d3 damage.
- The spell matrix used to cast the spell (if one was used) becomes *damaged*.

Regardless of the result of the spell, any threads woven to cast it become available immediately, no longer woven into the casting. You also lose all held focus.

ABORT A SPELL

When you **abandon an attempt to cast a spell**, or more than a minute passes between weaving a thread into a spell and the spell being cast, the energy stored in the spell dissipates, dealing 1 damage for each thread already woven into the casting to you and everyone nearby, friend and foe alike. Any threads woven to cast it become available immediately.

DEVOTION

When you perform an act of true devotion to a Passion, gain 1 hold. If the other players generally agree that a typical follower of the Passion would, had they seen the act, mention the act to friends, gain +1 hold. If you oppose that Passion (i.e. one or more ☒), gain one fewer hold. Spend that hold as follows:

- Take +hold spent forward to immediately make an entreaty to that Passion.
- When you or an ally takes damage, spend 1 hold to call on the Passion, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.
- When you perform an action under the purview of the Passion, spend 1 hold to take +2.
- Offer one or more hold and suggest something the Passion might do. If the GM agrees, spend the hold and your suggestion happens.

ENTREATY

When you call on a Passion for help, roll+nothing. If you follow that Passion (i.e. have one or more ☑), take +1.

- On a 15+, an avatar of the Passion (something like a large angel) will soon manifest and do what the Passion thinks needs doing.
- On a 10–14, the situation immediately changes in a way that could be seen as the Passion lending a hand.
- On a 7–9, nothing happens immediately, but the GM will look for an opportunity to show the Passion's favor during the session, marking a + for that Passion.
- On a 3–6, in addition to whatever else happens, your entreaty falls on deaf ears.
- On a 2–, in addition to whatever else happens, the Passion feels you need tested, and the gm marks a Ⓜ for that Passion.

CREATE ART

When you create a work of art and are not tainted by horrors, say what you are creating. If you do it...

- ...using brute force, roll+str
- ...with precise detail work, roll+dex
- ...through performance, roll+cha
- ...featuring particularly deep insight, roll+wis
- ...some other way, roll+int

On a 10+, choose three. On a 7–9, choose one. You may spend one karma to make an additional choice, even on a miss:

- When exchanged as part of a ritual of greeting, the art convincingly conveys the degree to which you are or are not tainted by the horrors.
- The art will fetch a good price.
- The act of creating the art functions as a karma ritual.
- The art inspires the reaction you desire in most who see it.
- The art requires less effort (time, cost, exertion) than usual.

DENOMINATE

When you give a general name to a type of thing that has never been named by any other namegiver before, take +2 ongoing when interacting with that thing. Often, if something new is encountered by a group, a negotiation (or protocol, or fight) will determine who will have the right to name it.

NAMING

When you give a proper name to something worthy that does not yet have a name, you help define its true pattern and, thus, gain full knowledge of it. You may exploit this knowledge by ritually connecting to it or tracking it through astral space.

ASTRAL SIGHT

When you have the ability to view the astral plane and spend a moment to activate it, take +1 ongoing on any roll using INT, WIS, or CHA. Take –2 ongoing on any roll using STR, DEX, or CON. Take an additional +1 ongoing to discern realities. These bonuses and penalties last until you spend a moment to deactivate astral sight. While astral sight is active, you may interact with (and injure) astral creatures, and they you.

Not all characters may use astral sight. Something in their playbook must grant them the ability to use this move, such as being a windling, being a magician, or having a talent that grants it. Some magic items may also allow its use.

CONTROL VEHICLE

When your vehicle skids and shakes under difficult conditions or a powerful attack, roll+Control. On a 10+, you maintain control of the vehicle. On a 7–9, the GM chooses one:

- A passenger or crewmember is briefly stunned as they slam into something.
- A sudden mechanical fault makes the situation more precarious.
- The vehicle briefly spins out of control and doesn't quite go where the pilot intended.

DAMAGE REPORT

When a vehicle marks a point of stress, the GM chooses one of the following:

- Choose a move the vehicle has. It loses that move.
- –1 ongoing to control.
- –1 ongoing to cover.
- –1 or –2 ongoing to Passengers. If this brings the Passenger stat below the number of people on board, someone just lost their seat.
- There's a problem – a fuel leak, a broken rudder, or something else you'll need to deal with to keep the vehicle working properly.

JURY RIG

When you have to repair damage to a vehicle on the fly, roll+INT. On a 10+, choose two. On a 7–9, choose one. You may spend a point of karma to make an additional choice, even on a miss.

- The vehicle regains the use of one move.
- The vehicle suffers one less ongoing penalty.
- You repair any damaged onboard equipment.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

Note: The Jury Rig move does not remove a mark of stress from the vehicle, even if you used the move to repair something that was caused by gaining Stress.

EMBRACE A TALENT

When you perform a short ritual to **make a talent from your discipline part of yourself**, weave an available thread into your own pattern, activating the talent.

- Mark the talent with a check in your discipline playbook. You gain the use of this talent immediately.
- The thread is now woven into that talent and may not be used for other purposes.

CROSS TRAIN

When you **receive sufficient training in a talent from another discipline** to make it part of yourself, perform a short ritual with your instructor, then weave two available threads into your own pattern, activating the talent. You may not weave more threads to other disciplines than you have woven to your own. A discipline's starting moves are not talents, so cannot be selected in this way.

- Note this talent on your playbook. You may use it immediately.
- Mark the threads as being in use.

RELEASE A TALENT

When you **no longer wish to have a talent as part of yourself**, you may perform a short ritual to unweave a thread(s) from your own pattern, deactivating the talent. If the talent is required by another talent to which you have woven a thread, this ritual fails. Otherwise:

- Uncheck the talent in your playbook. You lose the use of this talent immediately.
- The thread is now available for other purposes.
- Gain a random debility.
- You may not mark xp from following your Passion this session.

BRANCH OUT

When you perform the ritual of advancement and receive the proper initiation, you may weave one of your available threads into the first move of an **obsession** (page 133). This works as Embrace a Talent but, once done, it can never be undone; you cannot "unwalk" the path of an obsession. Once you begin walking the path of an obsession, you may use the embrace/release a talent moves for the additional moves in the obsession; however, you can never have more threads woven into obsessions than you have woven into your discipline.

INTEGRATE A RANK

When you spend a day meditating on a magic item you possess with an unlocked and unused rank, you may **weave an available thread into the magic item**, gaining the benefit of the unlocked rank. You may not make this move if someone else has woven threads into ranks of the same item.

RENOUNCE AN ITEM

When you **die or renounce possession of a magic item**, any threads you have woven into ranks of that item immediately become available. Just as immediately, you lose the benefit of the item and all its ranks. Some items may take renunciation personally, demanding different keys or deeds should you try to weave a thread into them again.

PATTERN BOND

When you **link your true pattern** to the true pattern of a person, creature, or place, perform a ritual during which you weave a thread into the target pattern. If desired, the target may weave their own thread into your pattern during the same ritual. This is always possible, but varies in difficulty based on the circumstances. Before the ritual may be conducted, the gm will give you some requirements, including tasks like:

- You must know the name associated with the target pattern.
- You need the target's permission
- You must discover and possess one or more items which influenced the formation of the target pattern.
- You must spend hours/days/weeks studying an item which influenced the formation of the target pattern.
- You must discover particular information about how the target interacts with magic.
- You must discover particular information about influential events in the target's history.
- You must convince someone else to relinquish their link to the target.
- You must conduct the ritual at a particular time or place.

So long as the link between patterns remains, you are aware of how many others have linked to the target, and immediately know if someone creates a new link. You may unravel the linking thread with a few minutes concentration, severing your link to the target.

Threads linking patterns together are difficult to detect but, once found, can sometimes be tracked through astral space.

Some places with true patterns may be mobile, such as airships.

BOND TO A PLACE

When you **link your true pattern to the true pattern of a place**, so long as the thread remains woven, you may:

- know the tags of the place, and instantly know if they change, no matter where you are
- know vaguely in what direction the place is, if it is within a day's walk
- with a minute's meditation, you can discern realities about the place as if you were there, no matter how far away you are.

BOND TO A PERSON

When you **link your true pattern to a person or creature**, so long as the thread remains woven, you may:

- spend few minutes in physical contact to take any amount of damage in order to heal them by that amount
- meditate with closed eyes to discern realities using their senses, no matter the distance between you
- meditate to whisper a short message, which they will hear no matter the distance between you

FIRST BLOOD

When **you first practice blood magic**, you perform a short ritual to prepare your blood. Once this ritual completes, you...

- ...reduce your maximum hp by one. You may never get this hp back. Not by magic, not after a year and a day, never.
- ...take 5 blood. Blood may be **committed** to power blood magic, as indicated by other moves. While blood remains committed to one thing, it may not be committed to anything else. Blood may be uncommitted with a few minutes concentration, ending whatever it was powering, and making the blood available for use. Blood may also be **spent**. Spent blood is consumed and lost forever.
- ...must conceal your use of blood magic or face social consequences. While using blood magic may improve your standing with some people, most frown on the practice and some actively shun or persecute those who use it.

You may repeat this move to gain more blood, reducing your hit points further.

SELF-MUTILATION

When a **blood charm is implanted into your flesh** with your consent, you must pay the cost in blood (usually a commitment of a few blood). If you lack the available blood to pay the cost, you may uncommit blood powering other effects immediately, if you choose. If you still lack enough, you immediately make the first blood move until you have enough blood to pay. The blood charm provides its benefit so long as the blood it needs remains committed.

When **you uncommit blood to an active blood charm**, the charm immediately goes dead. If not removed from your body, it will begin to rot. Once removed, it may leave a void. For example, if the charm was installed in an eye socket, the socket remains empty when the charm is removed.

PUSH TALENTS

When you sacrifice part of yourself to succeed at a move, describe how you do so, then spend 1 blood. You succeed as if you rolled a 12+.

BLOOD PEACE

When you swear to a truce with another namegiver, you both cut the wrist of your dominant weapon arm and commit 1 blood. The cut forms a crescent-shaped scar, easily seen and deciphered by those who know to look. For the next year and a day, so long as you maintain the truce, you take +1 ongoing to taking your last breath (not cumulative). If a truce is violated, the blood the culprit committed to the truce becomes spent, and the other party's is uncommitted. Truces may be extended.

BLOOD PROMISE

When you swear to perform a task for another namegiver, you cut your forehead, name a talent you intend to use to fulfill this task, and commit 2 blood. Often, the other namegiver will make a blood promise of their own to you at the same time. You may only make one blood promise at a time. For the next year and a day, or until the task is completed (whichever comes first), you gain +1 ongoing to using the talent you named. If you fail to complete the task in time, the blood is spent.

FORGE A GROUP PATTERN

When a **group bonds together magically**, the members of the group perform a long ritual to create the group's pattern, during which:

- The group's name is decided and declared.
- A symbol is created representing the group and its history.
- Each member commits 1 blood.
- Each member of the group weaves a thread into the group's pattern.

Once completed, the group is magically linked together. All members of the group gain access to the bonded group moves.

BROADCAST THOUGHTS

When you can see or be seen by your fellow bonded group members, you may "speak" to them without uttering a sound.

DISCERN CONDITION

When you concentrate on a bonded group member regardless of how far away he or she may be, roll+wis. Any effect that would benefit or hinder the discern realities move may benefit or will hinder this move.

On a 10+, ask the gm three questions from the list. **On a 7-9**, ask one:

- Where is the group member in relation to me? (Answer will include distance and direction, but not how to get there.)
- What are the group member's surroundings like?
- What is the group member's physical condition?
- What is the group member's emotional state?

MOVE AS ONE

When you fight alongside your fellow bonded group members, gain +1 ongoing to defend them.

SHARE BOUNTY

When you briefly touch a willing bonded group member, you may transfer one ongoing bonus to them. You cannot regain the same kind of bonus while it remains on them. The bonus returns to you at the next sunrise, unless it expires prior to that.

EJECT A MEMBER

When one member of a bonded group is singled out by all other members for expulsion, all members of the group (other than the one to be expelled) gather and perform a short ritual, during which:

- The exile's thread is unwoven from the group's pattern.
- The exile's committed blood is spent.
- The exile may not use or be targeted by the group's moves.

EXPAND THE GROUP

When a majority of the bonded group gathers and agree to **add a willing recruit** to the group, they conduct a short ritual, during which the recruit weaves a thread into the group's pattern and commits 1 blood, making the recruit is considered a full member. Members not present for the ritual immediately become aware of the new member.

LEAVE THE GROUP

When **you die or quit a bonded group**, your thread is unwoven from the group's pattern and your blood is uncommitted, freeing both for other use. You no longer may make (or be the target of) group moves for that group. Other members of the group immediately become aware you have left.

NAME

Has anyone ever given the follower a name? If so, decide what it is. If not, maybe a namegiver will give them one. Either way, when it comes time to determine specifics, follow the instructions under the relevant entry below. If you are prepping followers ahead of time, follow the steps in order.

QUALITY

If the follower's Quality has not been set, choose one or roll 1d12:

- 1–3 A liability: Quality –1, +0 tags
- 4–9 Reasonably competent: Quality +0, +1 tags
- 10–11 Fully capable: Quality +1, +2 tags
- 12 Exceptional: Quality +2, +4 tags

BACKGROUND

Namegivers, intelligent spirits and the like gain a *-wise* tag, then choose one or more, or roll 1d12:

- 1–2 Oppressed, run down, defeated: +*mEEK*
- 3 Past their prime: –1 to Quality, +1 *-wise*
- 4–5 Has lived a life of danger: +2 tags
- 6–9 Unremarkable
- 10 Has lived a life of privilege: +1 tag
- 11 Specialist: +1 to Quality, –2 tags
- 12 Roll twice on this table

Followers who cannot use language instead gain:

- *beast*, an appropriate size tag, +1 tag.

SIZE

tiny: appropriate beings who are about two apples tall.
small: anywhere from the size of a small dog to the size of a human child. Appropriate mounts for: windlings.
no size tag: the creature is about the size of most namegivers. Some appropriate mounts for: dwarves.
large: something about the size of a horse. Appropriate mounts for: human-sized, possibly orks, trolls, dwarves.
huge: about as big as you can reasonably expect a single namegiver to be able to control. Appropriate mounts for: orks, trolls, obsidimen.
gigantic: impossibly huge, like a whale, castle, or island.

TAGS

_____wise: they know all about _____, and can roll +Quality to Spout Lore about it on your behalf.
apprentice: they can assist artistic endeavors, reducing the time they take, and bearing the brunt of complications.
aquatic: they can breathe and move well underwater, but will typically face difficulty (even death) on land.
archer: they use ranged attacks effectively and can roll +Quality to volley on your behalf.
athletic: good at running, jumping, climbing and the like.
beast: they cannot use language beyond, at best, following simple commands. Beasts cannot have *-wise* tags.
beautiful: they make an impression, drawing admiration and attention.
burrowing: they can quickly burrow through the earth.
cautious: they are careful and avoid acting rashly.

connected (_____): they have friends or contacts in _____, a steading or group.

cover: when ridden, the defenses of this mount also provide +1 armor to the rider and passengers.

cunning: clever and observant. They can roll +Quality to discern realities on your behalf.

devious: deceitful, treacherous, tricky. Just the sort you want working for you.

fearless: they will bravely face anything you are willing to face yourself. When you order them, if they are uninjured, improve your result by one step.

flying: they can fly in some manner

group: a team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.

guide (_____): knows a particular steading or region and can roll +Quality to spout lore, scout ahead, or navigate.

hardy: tough, hard-working, and willing to put up with discomfort. They get +2 Load.

healer: they add their Quality to damage healed when they tend wounds with bandages or herbs & poultice.

mEEK: they accept their lowly lot, and will do degrading or unreasonable things without needing to follow orders.

magical: they are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.

mount: the follower allows others to ride and control it.

organized: they make and follow plans well, and work well in a group. Once they agree to a plan, you do not need to order followers as long as the plan doesn't go south.

+*x passenger*: they can carry up to *x* additional human-sized passengers, in addition to a rider.

self-sufficient: can roll +Quality to forage.

stealthy: can avoid detection and get the drop on foes.

terrifying: they inspire fear in those who see them

warrior: they take +1 to their damage die roll, and you don't need to order follower to get them to fight.

willful: they resist taking action. Take –1 ongoing to order them.

MOVES

Write 1–3 moves for the follower that further describe their behavior and abilities. These are for the GM. Use them when the players look to the GM to see what the follower does, or when they give the GM a golden opportunity.

The players might order or expect a follower to use one of these moves on their behalf. That's fine, this may require them to order followers and/or that the follower do their thing.

A follower move reflects a skill, ability, or trait that can't be better summarized by a tag. Examples include:

- Point out a flaw in the plan
- Notice something hidden
- Follow quarry by tracks and spoor
- Divine the future
- Poison someone

LOYALTY

Unless the follower's Loyalty is set by something else, a new follower starts with Loyalty +1, but the GM may add or subtract 1 Loyalty to reflect initial disposition, respect, reputations, etc.

INSTINCT

What does the follower do naturally that might cause trouble? Choose one, make one up, or roll 1d12:

- 1 Loot, pillage, and burn
- 2 Hold a grudge and seek payback
- 3 Question leadership or authority
- 4–5 Lord over others
- 6–7 Act impulsively
- 8–9 Give in to temptation
- 10–11 Slack off
- 12 Avoid danger or punishment

COST

What motivates the follower to accompany and assist the characters? Generally, the better the follower, the higher the cost they demand. Choose one, make one up, or roll 1d12:

- 1 Debauchery
- 2 Vengeance
- 3–5 Lucre
- 6–7 Renown
- 8–9 Glory
- 10 Affection
- 11 Knowledge
- 12 Good

HIT POINTS

How resilient are they? Pick one or roll:

- 1–3 Weak/frail/soft: 3 HP
- 4–9 Able-bodied: 6 HP
- 10–12 Tough/strong/hard: 9 HP

ARMOR & SHIELD

Choose one armor and/or give them a shield, appropriate to their circumstances:

- None: 0 armor
- Hides, fur or leather: 1 armor
- Scale, chain, chitin: 2 armor
- Plate, bony plates: 3 armor
- Shield: +1 armor

DAMAGE

How dangerous are they in a fight? Assign range & tags based on the weapons they wield. Pick one according to who they are, or roll:

- 1–4 Not very: d4 damage
- 5–10 Can defend themselves: d6 damage
- 11–12 Veteran fighter: d8 damage

LOAD & GEAR

In addition to arms, armor, and tools of their trade/circumstances/station, namegiver followers have an *additional* Load between 2 and 4. Set the Load of a *beast* based on its size and physical characteristics.

CREATING FOLLOWERS