

# HOMEBREW WORLD

by [Jeremy Strandberg](#), v1.5.0



## WHAT IS THIS?

This is a revision of the moves, class playbooks, and equipment rules for *Dungeon World*, optimized for one-shots or short campaign play.

It's similar to *One Shot World* by Yochai Gal (and you should totally check out what he's doing there) but the mechanics move further afield from "core" *Dungeon World*. Someone who learned on this version of the game would have a lot to re-learn if they picked up *Dungeon World* proper and started playing it.

## WHAT'S DIFFERENT?

- Most +1/-1 **modifiers are replaced with advantage/disadvantage** (roll an extra die, discard the lowest/highest).
- **Parley is completely different**; it's as much an info-gathering move as it is a "convince them" move. Also: works on PCs.
- **Aid and Interfere are rewritten** as well. Aid is now "grant advantage but with risk" and Interfere is its own thing.
- Expendables (rations, bandages, etc.) are **condensed into "Supplies."** Adventuring gear is now a combo of "undefined" items and expending Supplies. Ammo is tracked as a "status" on weapons/equipment. Shields give a bonus to Defend.
- Most "Special" moves are gone. I've included **a number of my favorite custom moves** to replace them and/or speed up play.
- There are only **3 debilities, and each affects two stats**. But they're easier to clear.
- **XP and leveling are different**, because this is meant for one-shots or short-term play. You get XP on a miss or when you Make Camp (instead of at end of session). An advance costs only 5 XP. You can burn XP to give yourself a +1 on a roll you just made.
- No more "big number" on stats, just the modifier. Likewise, HP is now a set number per class.
- "Race" is just part of your look. But everyone has a **choice of Backgrounds**, which replace the "race" moves and that give you a series of bond-like questions to use during intros.
- Drives instead of Alignments; same mechanic but less baggage.
- Many changes (some small, some big) within the classes themselves.

## WHY SHOULD I USE THIS?

Because you want to play *Dungeon World*, but find some of it to be a bit overly fiddly for one-shot or short-term play.

Because some of those things under "What's Different?" sound good to you, and you want to check them out.

Because you've glanced over the class playbooks and thought "yeah, these look pretty cool."

## WHERE DID THIS COME FROM?

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I've been playing and hacking *Dungeon World* since before it was kickstarted, and was active in [the Dungeon World Tavern](#) since almost the beginning. I've made a point of keeping track of different ideas and innovations that have cropped up over the years. This is my distillation of many of those ideas.

The most immediate influences are:

- [One Shot World](#) by Yochai Gal.
- Peter Johansen's DW Simple Playbooks (link no longer available) and more recently his [DW Unlimited](#).
- [Worlds of Adventure](#) by Cameron Burns, et al. The conversation and development around that game has been very interesting to watch and read.
- My own work on [Stonetop](#), a "hearth fantasy" hack of *Dungeon World*, and feedback from the playtesters thereof.
- Of course: [Dungeon World](#) itself by Adam Koebel & Sage LaTorra.

## WHERE IS THIS GOING?

I'd like to include some adventure starters that are integrated with these rules & procedures. Possibly flesh out the Getting Started section with more specifics on the different approaches (dungeon starters vs. blank maps vs. situation generators).

At some point, I'd like to expand this to support long-term play: more advanced moves and spells, rules for loot and downtime, etc. But we'll see. I need to finish *Stonetop* first.

# Getting Started

## PRINTING

Print this document on 8.5 x 11 paper (or A4, scaled to fit). Print double-sided, flipping on the short edge.

If you can, print the two "Basic Moves" sheets (with "Optional Moves" on the back, two copies) on colored paper. It's easier to find them in the mess of paper at the table.

After printing, fold the playbooks in half, making them into booklets.

## PREPARATION

Come to the session with something prepared, such as:

- One or more [dungeon starters](#) (be familiar with their contents).
- One or more blank *dungeon* maps with evocative names ([Dyson Logos](#) maps are my go-to) and questions to establish premise.
- A procedure for generating place & situation, like John Lewis's [Adventure Builder](#).

If you're bringing a specific location and you have time & foreknowledge, also prepare:

- Hook questions (see below)
- 7 possible encounters: monsters (and stats), NPCs, discoveries, hazards, locations, etc.
- 3 sensory details for each key location and each encounter you prep
- 1 distinctive trait (voice, posture, vocab, etc.) to use when portraying each NPC you prep

(This is based on Jason Cordova's 7-3-1 style of prep, [discussed here](#).)

## ESTABLISH PREMISE

Before character creation, work with the players to establish two things:

- Where they are (*and it should be someplace interesting and fantastic*)
- What they are doing there, in broad strokes (*exploring, rescuing, searching, hunting, fleeing; something exciting, adventurous, desperate.*)

Here's a good level of detail: "*you're on the run from something scary, and it's chased you into the dreaded Obsidian Forests of Yend.*"

Establish the premise before character creation so that the players can make informed choices. If we're playing in a city besieged by undead, I probably won't play a Ranger with the Forester background, y'know?

## CHARACTER CREATION

Have everyone pick a class and work through their choices. Answer questions as they have them. The playbooks are optimized to make this speedy, so it should take no more than 15 minutes.

## HOOK QUESTIONS

While they make characters, formulate some hook questions. These should both assert something and prompt the players to make up details. E.g. "*What are you fleeing, that you were desperate enough to enter the Obsidian Forests of Yend?*"

Your hook questions should establish all of these:

- Motive: why are they here, doing this?
- Stakes: what's on the line, why is it important?
- Dangers: what dangers do they expect to face? What do they know about them?
- Urgency: why shouldn't they dawdle?
- Detail: what specifically are they hunting/seeking/fleeing/fighting/etc.?
- Complications: what's getting in their way, making this harder, constraining them?

A good *Dungeon Starter* will have questions like these baked in. If you use a blank *dungeon* or if you generated place & situation on the fly, you'll need to make these up.

## INTRODUCTIONS

When everyone is ready, have them go around and **introduce themselves by name, look, and background**. (*Do NOT have them ask each other questions from their backgrounds yet.*) Ask questions that occur to you about who these characters are and how they fit in the world.

Next, **ask some (but not all) of your hook questions**. Ask just enough to flesh out the premise and establish a grabby situation.

Go around again, having **each player ask one of the 4 questions from their background**. See who answers "me" and ask follow-up questions as you see fit. Work together to weave the answers into the starting premise and situation.

After everyone's asked one question, go around again. **They can ask another question or pass**. If everyone passes, you're done with introductions.

**Ask your remaining hook questions**, plus any additional questions that occur to you.

## START PLAY

Frame the initial scene: who, where, what, when. Give three sensory details to describe it.

Make a GM move. Ask: "what do you do?"

Play, as per *Dungeon World*.

# GM Cheat Sheet

## HOW TO GM

- Describe the situation
- Follow the rules
- Make moves
- Exploit your prep

## YOUR AGENDA

- Portray a fantastic world
- Fill their lives with adventure
- Play to find out what happens

## YOUR PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions & use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

## GM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Hurt them
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class's abilities
- Show a downside
- Offer an opportunity, with or without a cost
- Put someone in a spot
- Tell them the requirements/consequences and ask

## EXPLORATION/DUNGEON MOVES

- Change the environment
- Provide a choice of paths
- Bar the way; make them backtrack
- Hint at more than meets the eye
- Present a discovery
- Point to a looming danger
- Introduce a danger, person, or faction
- Offer riches at a price
- Have them make an Optional Move

## DAMAGE & DEBILITIES

When you make a GM move that involves someone getting banged up, knocked around, hurt, or injured, then deal damage as part of that move. If the damage is **caused by an established monster**, deal damage per its stats (+1 per extra foe if fighting multiple enemies). Otherwise, what would it do to a normal person?

- Bruises & scrapes; pain; light burns d4
- Nasty flesh wounds/bruises/burns d6
- Broken bones; deep/wide burns d8
- Death or dismemberment d10

Debilities are ongoing states reflecting the tolls the characters have taken. Inflict them as (or as part of) a GM move. They are:

- **Weakened:** fatigued, tired, sluggish, shaky (*disadvantage to STR and DEX*)
- **Dazed:** out of it, befuddled, not thinking clearly (*disadvantage to INT and WIS*)
- **Miserable:** distressed, grumpy, unwell, in pain (*disadvantage to CON and CHA*)

Debilities might also cause someone to Defy Danger to do things that are otherwise safe.

## PARLEY

When a PC presses (*threatens, implores, shames, begs, encourages*) or entices (*seduces, bribes, lures, tempts*) an NPC, ask the player what they want the NPC to do/not do. Ask yourself: **does this NPC have reason to resist?** If not, they just do it.

**If the NPC has reason to resist**, the player rolls +CHA: **on a 10+**, the NPC either does what the PC wants or reveals the easiest way to convince them; **on a 7-9**, the NPC reveals a way for the PC to convince them, but it'll probably be costly, tricky, or distasteful.

Things that might convince an NPC...

- 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
- Concrete assurance/proof/collaboration
- Pressure/permission/help from \_\_\_\_\_

You can offer 2+ alternatives if appropriate. But sometimes, there's just no reasonable way the PCs could convince an NPC to do what they want. That's okay, as long as you make that clear. It might feel like failure, but "talking won't work" is useful and actionable information.

## QUICK MONSTER STATS

Assign instinct, tags, qualities, and moves by gut.

### Hit Points

How does it usually hunt or fight? (pick 1)

- In large groups (*horde*) 3 HP
- In small groups (*group*) 6 HP
- By itself (*solitary*) 12 HP

How big is it? (pick 1)

- Human-sized or smaller +0 HP
- Large (*like a horse*) +4 HP
- Huge (*elephant or bigger*) +8 HP

It... (choose all that apply)

- Possesses uncanny endurance +4 HP
- Is favored by the gods +2 HP
- Is animated by more than biology +4 HP
- Lacks organs/discernable anatomy +3 HP

### Armor

It is protected by... (pick 1)

- Naught but cloth and flesh 0 armor
- Leathers or thick hide 1 armor
- Mail, scales, or similar 2 armor
- Steel, boney plates, carapace 3 armor
- Layers of magical wards 4 armor

It... (choose all that apply)

- Bears a shield (*or similar*) +1 armor
- Is skilled in defense +1 armor
- Lacks organs/discernable anatomy +1 armor

### Damage

How does it usually hunt or fight? (pick 1)

- In large groups (*horde*) d6
- In small groups (*group*) d8
- By itself (*solitary*) d10

How big is it? (pick 1)

- Tiny (*cat-sized or smaller*) -2 dam, -range
- Small (*like a human child*) -0 dam, -range
- Human-sized +0 dam
- Large (*like a horse*) +1 dam, +reach
- Huge (*elephant or bigger*) +3 dam, +reach

Its armaments... (choose all that apply)

- Are small & weak -1 die size
- Are vicious & obvious +2 dam
- Can slice/pierce metal 1 piercing, *messy*
- Can tear metal apart 3 piercing, *messy*
- Ignore armor entirely ignores armor

It's known for... (choose all that apply)

- Unrelenting strength +1 dam, *forceful*
- Favor of the gods +2 dam
- Skill in office +advantage
- Deft strikes +1 piercing

Choose all that apply:

- Primary danger isn't wounds -1 die size
- It (or its species) is ancient +1 die size
- It abhors violence +disadvantage

## RANDOM TREASURE TABLE

Roll the monster's damage (or if no monster is around, a d6). If...

- ... it hoards wealth roll twice, take both
- ... it lords over others +1d4 to roll
- ... it's ancient or noteworthy +1d4 to roll
- ... it's "civilized" and
  - ...far from home +Supplies (1 use)
  - ...this is its lair +Supplies (2d4 uses)
- ... it's *magical* +something strange, magic
- ... it's *divine* +some sign of its god(s)
- ... it's *planar* +something not of this world

- 1 Bauble, shiny, handful of coins (*small*)
- 2 Mundane item, useful to current situation\*
- 3 Pouch of coins (*valuable, small*)
- 4 Minor magical trinket (*magical, \**)
- 5 Clue, foreshadowing, or useful intel\*
- 6 Trade goods (*valuable, immobile*)
- 7 Expensive yet mundane item (*valuable, \**)
- 8 Gem or tiny art object (*valuable, small*)
- 9 Magical aura/artifice/portal/effect/etc. (*immobile*)
- 10 Something big and really heavy, but really valuable, like a masterwork marble statue or a gold-plated altar (*precious, immobile*)
- 11 Chest of coins/valuables (*precious, ♦♦, clumsy*)
- 12 Work of fine art or rare/sought-after relic (*precious, clumsy, \**)
- 13 Potent magical item (\*)
- 14 Crown, scepter, orb, etc. (*precious, ♦*)
- 15 Precious gem or tiny art object (*precious, small*)
- 16 Lore people would kill for—blackmail, the location of a hoard, the info needed to learn a new spell, etc. (*precious, \**)
- 17 Lore that could start wars (*priceless, \**)
- 18+ A hoard (*priceless, immobile*) containing 2d4 additional rolls (ignore future 18+ results)

\*: it's *small*, *♦*, *♦♦*, *clumsy*, or *immobile*, per its form

**small:** it doesn't take up a gear slot

**♦:** it takes up a gear slot

**♦♦:** it takes up two gear slots

**clumsy:** you have disadvantage on all rolls while you carry it

**immobile:** you can't feasibly carry it yourself; moving it will involve significant logistics

**valuable:** worth a fair deal, like a month of decent living or the supplies needed to fund an expedition

**precious:** worth a LOT; enough to buy a small house or ship

**priceless:** worth a ton; enough to buy a merchant ship or villa and live well for years

# Basic Moves:

## ADVANTAGE/DISADVANTAGE

When you *make a roll with advantage*, roll an extra die and discard the lowest result.

When you *make a roll with disadvantage*, roll an extra die and discard the highest result.

When you *make a roll with both advantage and disadvantage*, they cancel each other out.

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## AID

When you *help another character who's about to roll*, they gain advantage but you are exposed to any risks, costs, or consequences.

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## DEFY DANGER

When *the stakes are high, danger looms, and you act anyway*, roll...

- ... +STR to power through or test your might
- ... +DEX to employ speed, agility, or finesse
- ... +CON to endure or hold steady
- ... +INT to apply expertise or enact a clever plan
- ... +WIS to exert willpower or rely on your senses
- ... +CHA to charm, bluff, impress, or fit in

**On a 10+**, you pull it off as well as one could hope; **on a 7-9**, you can do it, but the GM will present a lesser success, a cost, or a consequence (and maybe a choice between them, or a chance to back down).

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## DISCERN REALITIES

When you *closely study a situation or person and look to the GM for insight*, roll +WIS: **on a 10+**, ask the GM 3 questions from the list below; **on a 7-9**, ask 1; **either way**, take advantage on your next move to act 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 or what is really in control here?
  - What here is not what it appears to be?
- 

## HAVE WHAT YOU NEED

When you *decide that you had something all along*, clear a ♦ (or ♦♦) from your undefined gear and mark an item or slot to indicate that you have it. If you mark a slot, fill it in with a common, mundane item.

Alternately, expend 1 use of Supplies (instead of undefined gear) to produce a *small*, common, mundane, item.

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## INTERFERE

When you *try to foil another PC's action*, say how you do it and roll +STAT (as per Defy Danger): **on a 10+**, they pick 1 from the list below; **on a 7-9**, they pick 1 but you are left off balance, exposed, or otherwise vulnerable.

- They do it anyway, but with disadvantage
  - They relent, change course, or otherwise allow their move to be foiled
- 

## 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.

When you *press or entice a PC and they resist*, you can roll +CHA: **on a 10+**, both; **on a 7-9**, pick 1:

- If they do it, they mark XP
  - If they don't do it, they must reveal a way you could convince them
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## RESUPPLY

When you *take the opportunity to resupply*, erase any ♦ and reselect your gear as you wish. If you're paying for it, a *valuable* item (like a pouch of coins) should cover the party.

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## SPOUT LORE

When you *consult your accumulated knowledge about something*, roll +INT: **on a 10+**, the GM will tell you something interesting and useful, and relevant about the subject; **on a 7-9**, the GM will only tell you something interesting—it's on you to make it useful.

Either way, the GM might ask you "How do you know this?" Tell them the truth, now.

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# Violence & Recovery Moves:

## DEAL DAMAGE

When you *harm a foe but don't murder them outright*, roll your damage and say the result (plus any tags like *messy*, *forceful*, etc.). The GM will reduce the victim's HP by that amount (less armor) and either describe the result or ask you to do so.

When *a creature is reduced to 0 HP*, they are out of the action: dead, unconscious, cowering, etc.

When you *have advantage or disadvantage to a damage roll*, roll the main damage die twice and take the higher or lower result; then add any bonus dice that apply.

If you *harm multiple foes at once*, roll damage separately for each.

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## 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 1-for-1 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 (Deal Damage, with disadvantage)

When you *go on the offense, cease to focus on defense, or the threat passes*, lose any Readiness that you hold.

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## HACK AND SLASH

When you *fight in melee or close quarters*, roll +STR: **on a 10+**, your maneuver works as expected (Deal Damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast, for 1d6 extra damage, but suffer the enemy's attack

**On a 7-9**, your maneuver works, mostly. Deal Damage but suffer the enemy's attack.

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## VOLLEY

When you *take aim and attack an enemy at range*, roll +DEX: **on a 10+**, you have a clear shot—Deal Damage! **On a 7-9**, Deal Damage but choose 1 from the list below.

- You have to move/hold steady to get the shot, placing you in danger of the GM's choice
  - Take what you can get; Deal Damage with disadvantage
  - Deplete your ammunition; mark the next status next to your weapon/ammo
- 

## TAKE DAMAGE

When you *are injured, roughed up, or otherwise suffer harm*, the GM will tell you how much damage you take, along with any additional effects. Reduce the damage by your armor (if any) and lose that many HP.

When you *are reduced to 0 HP*, you are out of the action. If you have suffered potentially deadly harm, you are dying and roll Last Breath.

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## LAST BREATH

When you *are dying*, you catch a glimpse of what lies beyond the Black Gates of Death (describe it). Then roll +nothing, **on a 10+**, you've cheated death—you're no longer dying but you're still in a bad place; **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 6-**, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

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## RECOVER

When you *take time to catch your breath and tend to what ails you*, expend 1 use of Supplies and regain 5 HP. You can't benefit from this move again until you take more damage.

When you *tend to a debility or a problematic wound*, say how. The GM will either say that it's take care of or tell you what's required to do so (Defying Danger, expending Supplies, finding \_\_\_\_, Making Camp, etc.)

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## MAKE CAMP

When you *settle in to rest in a dangerous area*, someone in the party must expend 1 use of Supplies. Then, take turns with the following:

- Give an example of how you've met your Drive's requirement; if you can, mark XP
- Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP
- Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP

When you wake from at least a few hours sleep, choose 1. If you expend 1 extra use of Supplies, choose another.

- Regain HP equal to 1/2 your maximum
  - Clear all your debilities
  - Gain advantage on your next roll
-



# Optional Moves: None of these are in play by default; decide case-by-case if you want to use them.

## GIRD YOUR MIND

When you are *compelled to act against your will*, mark XP if you act as bidden. *If you resist*, roll +WIS: **on a 10+**, you shake off the compulsion and act as you wish; **on a 7-9**, choose 1:

- Do nothing while you struggle for control
- Start acting as compelled, but stop or divert yourself at the last moment
- Hurt yourself to immediately regain control (1d6 damage, ignores armor)

**On a 6-**, pick 1:

- Mark a debility, take 1d6 damage, and do something drastic to regain control.
- Run with it. You come to later having done gods-know-what.

## GIVE CHASE

When you *pursue your quarry*, roll and add...

- +DEX to outrun or outmaneuver them
- +CON to outlast them
- +WIS to track them or seek them out

**On a 10+**, you corner your prey or catch them in the open; **on a 7-9**, you prey picks one:

- You've almost got them, there's just one last obstacle in your way
- They've gone to ground; you know where they are but they're hard to get at
- They wheel unexpectedly and attack

## GLOSS OVER A FIGHT

When *victory is clear and everyone agrees to skip the details of the fight*, describe your role in the conflict and roll +STAT (per Defy Danger). **On a 10+**, pick 1:

- You make it through the fight unscathed
- Pick 1 from the 7-9 list, but tell us how you negated someone else's choice from the list.

**On a 7-9**, pick 1:

- Take Damage from your foes (tell us how that happened)
- Mark a debility (tell us why)
- Use up a resource: an item, a spell, your ammo, your Supplies, etc. (tell us how)
- Suffer some strategic setback (ask the GM to describe it)

**On a 6-**, pick 1 from the 7-9 list and the GM picks another.

## HOLD YOUR BREATH

When you *plunge beneath the water*, hold Breath equal to CON+2. *If take a deep breath first*, hold an extra +1 Breath. Each time you roll 2d6 to make a move, pick 1 (after you roll):

- Spend 1 Breath
- Mark a debility
- Take your Last Breath

## I KNOW A GUY

When you *know someone who can help*, name them and roll +CHA: **on a 10+**, yeah, sure, they can help, though you might need to make it worth their while; **on a 7-9**, pick 1:

- They can help, but they need your help first
- They're going to ask for a *lot*
- They're not quite cut out for this
- You can't exactly trust them

**On a 6-**, the GM picks 1 and then some.

## KEEP COMPANY

When you *spend a stretch of time together (on the road, in camp, etc.) and you or the GM call for it*, take turns asking one of the following questions of a PC or NPC in camp.

- What do you do that's so annoying/ endearing?
- What do I do that you find so annoying/ endearing?
- Who or what seems to be on your mind?
- What do we find ourselves talking about?
- How do you pass the time?
- What do you reveal about yourself?

## RUN AWAY

When *the party flees from danger*, roll and add...

- 1 if anyone in the party is encumbered
- +1 if no one carries more than ♦ x2
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained

**On a 10+**, you get away but pick 1; **on a 7-9**, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something (gear, treasure, HP, your bearings, etc.) during your flight
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

## SCOUT AHEAD

When you *go off on your own to explore a dangerous area*, say how you do it and roll+ STAT (per Defy Danger): **on a 7+**, you make it back safely and the GM describes what you found. Then, **on a 10+**, pick 2; **on a 7-9**, pick 1:

- You got away clean, rousing no suspicions
- You noticed something out of place or otherwise not what it seemed
- You determined who or what was in charge
- You spotted something valuable or useful
- You identified the biggest threat or danger
- You were able to sneak something out
- You made some preparation to exploit on your return

**On a 6-**, choose 1:

- You make it back to the others, with trouble hot on your heels
- You're missing in action, the details to be revealed later

## STRUGGLE AS ONE

When *the GM calls on you to Defy Danger as a group*, they'll describe the struggle you face. Say how you deal with it and roll +STAT: **on a 6-**, you find yourself in a spot, the GM will describe it; **on a 7+**, you pull your weight; **on a 10+**, you can get someone out of a spot, if you can tell us how.

If you *roll 6- but someone saves you*, don't mark XP.

## VENTURE FORTH

When you *travel through dangerous or unknown lands*, indicate your route and your destination (which might just be "a safe place to camp" or "as far as this trail takes us"). If the route is difficult, choose 1. If the route is perilous, choose 1 more.

- It takes longer than expected
- Something follows you to your destination
- It's a slog; 1d4 party members must mark a debility or discard a ♦ item.

After making any choices, whoever leads the way rolls +WIS: **on a 10+**, you've reached your destination—describe the most interesting thing on the journey; **on a 7-9**, as a 10+, but pick 1 extra from the list above.

**On a 6-**, your trip is interrupted by an obstacle, danger, or crisis. You can resume your trip after dealing with it (possibly Venturing Forth again).

# Items & Wealth:

## COMMON, MUNDANE ITEMS

Examples of stuff you can produce when you Have What You Need. What constitutes common and mundane will vary. A mirror might be common and mundane in some games, but might be the height of luxury in others.

**Small items:** tinderbox, candle, vial of oil, chalk, ball of yarn, whistle, bandages, water skin, flask of whiskey, hardtack, spoon, small bowl, drinking jack, strip of jerky, tin of lard, bar of soap, needle & thread, snow goggles (with the slits), extra pair of wool socks, thick leather gloves, grappling hook, empty sack, medicinal herbs, ball of wax, climbing piton, teapot, parchment, ink pot & quill, metal file, etc.

♦ **items:** coil of rope (~50 ft), length of chain, torch, lantern, pick, shovel, mattock, prybar, mallet, hacksaw, block & tackle, blacksmith's tongs, belows, bee smoker, walking stick, fishing pole, snowshoes, bedroll, change of clothes, cloak, blanket, book, harp, drum, keepsake box, pouch of flour, etc.

♦♦ **items:** firewood, fishing net, roll-out sledge, quern stone, birdcage, pop-tent, full set of manacles, maul, ten-foot pole, 100-ft coil of sailing rope, quarter-keg of ale, bear trap, saddlebags, oilcloth tarp, etc.

## VALUABLE ITEMS

A *valuable* item (like a pouch of coins or a gemstone) is worth enough for:

- Everyone in the party to Resupply
- A decent horse, with saddle or a cart
- A sturdy, covered wagon
- A few weeks in a decent inn
- A night of high living and decadence
- A bribe for a merchant or minor official
- A skilled laborer's wages for a week
- A group of unskilled laborers' wages for a week, or a single laborer's wages for a month

## PRECIOUS AND PRICELESS ITEMS

A *precious* item (like a gold idol, a jeweled scepter, a chest of coins, etc.) is worth enough for:

- A few months of high living
- A small cottage and land to farm
- A modest shop in town
- A small ship, singled-masted and seaworthy
- A trained warhorse, barding and all

A *priceless* item is worth enough to set you up for life, if you can sell it. Good luck with that.

# Basic Moves:

## ADVANTAGE/DISADVANTAGE

When you *make a roll with advantage*, roll an extra die and discard the lowest result.

When you *make a roll with disadvantage*, roll an extra die and discard the highest result.

When you *make a roll with both advantage and disadvantage*, they cancel each other out.

## AID

When you *help another character who's about to roll*, they gain advantage but you are exposed to any risks, costs, or consequences.

## DEFY DANGER

When *the stakes are high, danger looms, and you act anyway*, roll...

- ... +STR to power through or test your might
- ... +DEX to employ speed, agility, or finesse
- ... +CON to endure or hold steady
- ... +INT to apply expertise or enact a clever plan
- ... +WIS to exert willpower or rely on your senses
- ... +CHA to charm, bluff, impress, or fit in

**On a 10+**, you pull it off as well as one could hope; **on a 7-9**, you can do it, but the GM will present a lesser success, a cost, or a consequence (and maybe a choice between them, or a chance to back down).

## DISCERN REALITIES

When you *closely study a situation or person and look to the GM for insight*, roll +WIS: **on a 10+**, ask the GM 3 questions from the list below; **on a 7-9**, ask 1; **either way**, take advantage on your next move to act 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 or what is really in control here?
- What here is not what it appears to be?

## HAVE WHAT YOU NEED

When you *decide that you had something all along*, clear a ♦ (or ♦♦) from your undefined gear and mark an item or slot to indicate that you have it. If you mark a slot, fill it in with a common, mundane item.

Alternately, expend 1 use of Supplies (instead of undefined gear) to produce a *small*, common, mundane, item.

## INTERFERE

When you *try to foil another PC's action*, say how you do it and roll +STAT (as per Defy Danger): **on a 10+**, they pick 1 from the list below; **on a 7-9**, they pick 1 but you are left off balance, exposed, or otherwise vulnerable.

- They do it anyway, but with disadvantage
- They relent, change course, or otherwise allow their move to be foiled

## 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.

When you *press or entice a PC and they resist*, you can roll +CHA: **on a 10+**, both; **on a 7-9**, pick 1:

- If they do it, they mark XP
- If they don't do it, they must reveal a way you could convince them

## RESUPPLY

When you *take the opportunity to resupply*, erase any ♦ and reselect your gear as you wish. If you're paying for it, a *valuable* item (like a pouch of coins) should cover the party.

## SPOUT LORE

When you *consult your accumulated knowledge about something*, roll+INT: **on a 10+**, the GM will tell you something interesting and useful, and relevant about the subject; **on a 7-9**, the GM will only tell you something interesting—it's on you to make it useful.

Either way, the GM might ask you "How do you know this?" Tell them the truth, now.

# Violence & Recovery Moves:

## DEAL DAMAGE

When you *harm a foe but don't murder them outright*, roll your damage and say the result (plus any tags like *messy*, *forceful*, etc.). The GM will reduce the victim's HP by that amount (less armor) and either describe the result or ask you to do so.

When *a creature is reduced to 0 HP*, they are out of the action: dead, unconscious, cowering, etc.

When you *have advantage or disadvantage to a damage roll*, roll the main damage die twice and take the higher or lower result; then add any bonus dice that apply.

If you *harm multiple foes at once*, roll damage separately for each.

## 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 1-for-1 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 (Deal Damage, with disadvantage)

When you *go on the offense, cease to focus on defense, or the threat passes*, lose any Readiness that you hold.

## HACK AND SLASH

When you *fight in melee or close quarters*, roll +STR: **on a 10+**, your maneuver works as expected (Deal Damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast, for 1d6 extra damage, but suffer the enemy's attack

**On a 7-9**, your maneuver works, mostly. Deal Damage but suffer the enemy's attack.

## VOLLEY

When you *take aim and attack an enemy at range*, roll +DEX: **on a 10+**, you have a clear shot—Deal Damage! **On a 7-9**, Deal Damage but choose 1 from the list below.

- You have to move/hold steady to get the shot, placing you in danger of the GM's choice
- Take what you can get; Deal Damage with disadvantage
- Deplete your ammunition; mark the next status next to your weapon/ammo

## TAKE DAMAGE

When you *are injured, roughed up, or otherwise suffer harm*, the GM will tell you how much damage you take, along with any additional effects. Reduce the damage by your armor (if any) and lose that many HP.

When you *are reduced to 0 HP*, you are out of the action. If you have suffered potentially deadly harm, you are dying and roll Last Breath.

## LAST BREATH

When you *are dying*, you catch a glimpse of what lies beyond the Black Gates of Death (describe it). Then roll +nothing, **on a 10+**, you've cheated death—you're no longer dying but you're still in a bad place; **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 6-**, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

## RECOVER

When you *take time to catch your breath and tend to what ails you*, expend 1 use of Supplies and regain 5 HP. You can't benefit from this move again until you take more damage.

When you *tend to a debility or a problematic wound*, say how. The GM will either say that it's take care of or tell you what's required to do so (Defying Danger, expending Supplies, finding \_\_\_\_, Making Camp, etc.)

## MAKE CAMP

When you *settle in to rest in a dangerous area*, someone in the party must expend 1 use of Supplies. Then, take turns with the following:

- Give an example of how you've met your Drive's requirement; if you can, mark XP
- Describe how your opinion of or relationship with another character has changed; if everyone agrees, mark XP
- Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP

When you wake from at least a few hours sleep, choose 1. If you expend 1 extra use of Supplies, choose another.

- Regain HP equal to 1/2 your maximum
- Clear all your debilities
- Gain advantage on your next roll

# Optional Moves:

None of these are in play by default; decide case-by-case if you want to use them.

## GIRD YOUR MIND

When you are *compelled to act against your will*, mark XP if you act as bidden. *If you resist*, roll +WIS: **on a 10+**, you shake off the compulsion and act as you wish; **on a 7-9**, choose 1:

- Do nothing while you struggle for control
- Start acting as compelled, but stop or divert yourself at the last moment
- Hurt yourself to immediately regain control (1d6 damage, ignores armor)

**On a 6-**, pick 1:

- Mark a debility, take 1d6 damage, and do something drastic to regain control.
- Run with it. You come to later having done gods-know-what.

## GIVE CHASE

When you *pursue your quarry*, roll and add...

- +DEX to outrun or outmaneuver them
- +CON to outlast them
- +WIS to track them or seek them out

**On a 10+**, you corner your prey or catch them in the open; **on a 7-9**, you prey picks one:

- You've almost got them, there's just one last obstacle in your way
- They've gone to ground; you know where they are but they're hard to get at
- They wheel unexpectedly and attack

## GLOSS OVER A FIGHT

When *victory is clear and everyone agrees to skip the details of the fight*, describe your role in the conflict and roll +STAT (per Defy Danger). **On a 10+**, pick 1:

- You make it through the fight unscathed
- Pick 1 from the 7-9 list, but tell us how you negated someone else's choice from the list.

**On a 7-9**, pick 1:

- Take Damage from your foes (tell us how that happened)
- Mark a debility (tell us why)
- Use up a resource: an item, a spell, your ammo, your Supplies, etc. (tell us how)
- Suffer some strategic setback (ask the GM to describe it)

**On a 6-**, pick 1 from the 7-9 list and the GM picks another.

## HOLD YOUR BREATH

When you *plunge beneath the water*, hold Breath equal to CON+2. *If take a deep breath first*, hold an extra +1 Breath. Each time you roll 2d6 to make a move, pick 1 (after you roll):

- Spend 1 Breath
- Mark a debility
- Take your Last Breath

## I KNOW A GUY

When you *know someone who can help*, name them and roll +CHA: **on a 10+**, yeah, sure, they can help, though you might need to make it worth their while; **on a 7-9**, pick 1:

- They can help, but they need your help first
- They're going to ask for a *lot*
- They're not quite cut out for this
- You can't exactly trust them

**On a 6-**, the GM picks 1 and then some.

## KEEP COMPANY

When you *spend a stretch of time together (on the road, in camp, etc.) and you or the GM call for it*, take turns asking one of the following questions of a PC or NPC in camp.

- What do you do that's so annoying/ endearing?
- What do I do that you find so annoying/ endearing?
- Who or what seems to be on your mind?
- What do we find ourselves talking about?
- How do you pass the time?
- What do you reveal about yourself?

## RUN AWAY

When *the party flees from danger*, roll and add...

- 1 if anyone in the party is encumbered
- +1 if no one carries more than  $\diamond \times 2$
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained

**On a 10+**, you get away but pick 1; **on a 7-9**, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something (gear, treasure, HP, your bearings, etc.) during your flight
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

## SCOUT AHEAD

When you *go off on your own to explore a dangerous area*, say how you do it and roll + STAT (per Defy Danger): **on a 7+**, you make it back safely and the GM describes what you found. Then, **on a 10+**, pick 2; **on a 7-9**, pick 1:

- You got away clean, rousing no suspicions
- You noticed something out of place or otherwise not what it seemed
- You determined who or what was in charge
- You spotted something valuable or useful
- You identified the biggest threat or danger
- You were able to sneak something out
- You made some preparation to exploit on your return

**On a 6-**, choose 1:

- You make it back to the others, with trouble hot on your heels
- You're missing in action, the details to be revealed later

## STRUGGLE AS ONE

When *the GM calls on you to Defy Danger as a group*, they'll describe the struggle you face. Say how you deal with it and roll +STAT: **on a 6-**, you find yourself in a spot, the GM will describe it; **on a 7+**, you pull your weight; **on a 10+**, you can get someone out of a spot, if you can tell us how.

If you *roll 6- but someone saves you*, don't mark XP.

## VENTURE FORTH

When you *travel through dangerous or unknown lands*, indicate your route and your destination (which might just be "a safe place to camp" or "as far as this trail takes us"). If the route is difficult, choose 1. If the route is perilous, choose 1 more.

- It takes longer than expected
- Something follows you to your destination
- It's a slog; 1d4 party members must mark a debility or discard a  $\diamond$  item.

After making any choices, whoever leads the way rolls +WIS: **on a 10+**, you've reached your destination—describe the most interesting thing on the journey; **on a 7-9**, as a 10+, but pick 1 extra from the list above.

**On a 6-**, your trip is interrupted by an obstacle, danger, or crisis. You can resume your trip after dealing with it (possibly Venturing Forth again).

# Items & Wealth:

## COMMON, MUNDANE ITEMS

Examples of stuff you can produce when you Have What You Need. What constitutes common and mundane will vary. A mirror might be common and mundane in some games, but might be the height of luxury in others.

**Small items:** tinderbox, candle, vial of oil, chalk, ball of yarn, whistle, bandages, water skin, flask of whiskey, hardtack, spoon, small bowl, drinking jack, strip of jerky, tin of lard, bar of soap, needle & thread, snow goggles (with the slits), extra pair of wool socks, thick leather gloves, grappling hook, empty sack, medicinal herbs, ball of wax, climbing piton, teapot, parchment, ink pot & quill, metal file, etc.

$\diamond$  **items:** coil of rope (~50 ft), length of chain, torch, lantern, pick, shovel, mattock, prybar, mallet, hacksaw, block & tackle, blacksmith's tongs, belows, bee smoker, walking stick, fishing pole, snowshoes, bedroll, change of clothes, cloak, blanket, book, harp, drum, keepsake box, pouch of flour, etc.

$\diamond\diamond$  **items:** firewood, fishing net, roll-out sledge, quern stone, birdcage, pop-tent, full set of manacles, maul, ten-foot pole, 100-ft coil of sailing rope, quarter-keg of ale, bear trap, saddlebags, oilcloth tarp, etc.

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A *valuable* item (like a pouch of coins or a gemstone) is worth enough for:

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A *priceless* item is worth enough to set you up for life, if you can sell it. Good luck with that.



# Player's Guide:

# Notes:

# THE FIGHTER

## AGENDA

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

## WHEN IN DOUBT

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*pick or make one up*

HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob  
DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq  
ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian  
HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

## Look:

*pick one from each row*

- human  dwarf  elf  halving  \_\_\_\_\_
- young & brash  in my prime  grizzled  \_\_\_\_\_
- flashing eyes  hard eyes  thousand-yard stare  \_\_\_\_\_
- giant frame  ripped  stocky  wiry  \_\_\_\_\_
- distinctive scars  oft-broken nose  missing bits  surprisingly pretty  \_\_\_\_\_

## Background:

*pick one*

### GLADIATOR

When you *dispatch a foe in a flashy or brutal way*, pick 1:

- Name a foe; you've got their attention
- Name an ally; you've given them an opening (they gain advantage if they act on it)
- Name a witness; they will spread tales of you

When you *take damage*, you can expend 1 use of Supplies to halve the damage and the effects of the blow; tell us how your gear takes the brunt of it.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has faced me in battle?
- Which of you is the most fun?
- Which of you is scared of me?
- Which of you do I trust the most?

### NOBLE SCION

When you *Spout Lore about nobility, royalty, or the concerns thereof*, you have advantage.

You start with a **token of some noble's favor** for free (see Gear). When you *Have What You Need*, you can produce fine, expensive items (though not unique, obscure, or overly specific items).

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you have sworn an oath to me?
- Which of you is you my kin?
- Which of you is seeks to exploit me?
- Which of you is doesn't respect my rank?

### PLEDGED GUARDIAN

When you *bold Readiness* (from the Defend move), you can always suffer the damage/effects of an attack instead of your ward; no need to spend Readiness, you can just do it.

When you help someone *Recover*, add your WIS (min 1) to any HP that your patient recovers.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you have I sworn to protect?
- Which of you am I most worried about?
- Which of you has my back?
- Which of you has been flirting with me?

### VETERAN OF THE WARS

You know how to pack a kit; your start play with an extra ♦, your Max Load is ♦ x7 (instead of x6) and you get an extra use ○ out of **Supplies** and **More Supplies** in the Gear section.

When you *Make Camp in the field*, you need not doff your armor and will wake from sleep fully alert at the slightest hint of trouble.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you served with me?
- Which of you fought on the other side?
- Which of you is in charge?
- Which of you is gonna get us all killed?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in either STR or CON, and +1 in the other.

HP: 20

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to  $\blacklozenge \times 6$  (or  $\square \blacklozenge \times 7$ ) to start, on specific items or "Undefined".

**UNDEFINED:**  $\blacklozenge \blacklozenge \blacklozenge \blacklozenge \blacklozenge \blacklozenge$  |  $\blacklozenge$  When you **Have What You Need**, move  $\blacklozenge$  from here to specific items.

**Serious weapons (+1 damage)**

$\blacklozenge$  Sword  $\blacklozenge$  Ax  $\blacklozenge$  Flail  $\blacklozenge$  Mace  $\blacklozenge$  Hammer  $\blacklozenge \blacklozenge$  Polearm

$\blacklozenge$  Crossbow & bolts (○ low ammo ○ out of ammo)

$\blacklozenge$  Leather cuirass or chain shirt (1 armor)

$\blacklozenge \blacklozenge$  Hauberk or brigandine or breastplate (2 armor, clumsy)

$\blacklozenge \blacklozenge$  Shield (+1 armor, +1 Readiness when you roll Defend 7+)

$\blacklozenge$  Spear  $\blacklozenge$  Short sword  $\blacklozenge$  Cudgel  $\blacklozenge$  Staff

$\blacklozenge$  Supplies (○○○|○ uses)  $\blacklozenge$  More Supplies (○○○|○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

$\blacklozenge$  \_\_\_\_\_

$\blacklozenge$  \_\_\_\_\_

$\blacklozenge$  \_\_\_\_\_

$\blacklozenge \blacklozenge$  \_\_\_\_\_

$\blacklozenge \blacklozenge$  \_\_\_\_\_

**SMALL ITEMS**

Knife or dagger

Pick 1 and cross off the others:

Purse of coins

Token of some noble's favor

Healing elixir (10 HP or debility)

**Have What You Need:** use supplies to produce a common, small item

Your Max Load is  $\blacklozenge \times 6$  (or  $\square \blacklozenge \times 7$ ). If you carry more, you're **encumbered** (noisy, slow, hot, quick to tire).

## Starting Moves:

### ARMORED

When you *wear armor*, ignore the *clumsy* tag.

### BEND BARS, LIFT GATES

When you *use brute strength to overcome an inanimate obstacle*, roll +STR: on a 7+, OH YEAH! but choose 1 (on a 10+) or choose 2 (on a 7-9).

- It takes a while
- You cause unwanted damage or harm
- You make a lot of noise
- Mark a debility

### HARD TO KILL

When you *take your Last Breath*, you can choose to roll +CON instead of +nothing. On a 12+, you immediately regain 1 HP.

### INTIMIDATING

When you *Parley using violence or threats*, you have advantage.

### WEAPON SPECIALIZATIONS

Pick two.

- When you *Defend with a sword* and spend Readiness to strike back at an attacker, Deal Damage normally (without disadvantage)
- When you *Deal Damage with a mace*, deal +1 extra damage (+2 total) and it's *forceful* (knocks foes around)
- When you *Hack & Slash with a flail*, on a 12+, your foe is also knocked off their feet or disarmed (GM's choice)
- When you *Deal Damage with an ax*, deal +1 extra damage (+2 total) and it's *messy* (bloody & destructive)
- When you *Hack & Slash with a hammer*, on a 12+, your foe is also staggered and dazed or their armor is reduced by 1 (GM's choice)
- When you *Deal Damage with a spear*, you have 2 piercing (ignore 2 armor)
- When you *Hack & Slash with a polearm*, on a 12+, instead of making a choice, you deal an extra 1d6 damage and avoid/prevent/counter the enemy's attack.
- When you *Deal Damage with a dagger or knife while grappling your foe*, you ignore their armor unless they are *amorphous* (ask the GM)

## Advances: Spend 5 XP to pick one, at any time.

### IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

### SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

### IRON HIDE

You get +1 armor, always (*stacks with other armor*).

### MERCILESS

When you *fight to kill with no mercy or hesitation*, you have advantage to Deal Damage.

### FROSTY

When you *Defy Danger (or Struggle as One) by keeping calm and carrying on*, treat a 6- as a 7-9.

### SITUATIONAL AWARENESS

When you *Discern Realities*, add these to the list of questions you can ask.

- What is my enemy's true position?
- Who or what here is the biggest threat?
- What's the best way in/out/through/past?

When *a fight starts*, ask the GM one question that you could ask with Discern Realities, and gain advantage to act on the answer.

### STEELY EYED

When you *Defend*, you can spend 1 Readiness to:

- Lock eyes with a foe; they have disadvantage on damage rolls against you and your ward

## Drive: Pick 1

- CHALLENGE**  
Enter a fight that you aren't sure you can win
- GLORY**  
Show off in front of NPCs who can go on to tell your tale
- PEACE**  
Settle a conflict or dispute without bloodshed
- PRIDE**  
Put someone in their place for disrespecting you

When you Make Camp, mark XP if you've done this.



# Player's Guide:

# Notes:

# THE THIEF

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- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

## WHEN IN DOUBT

- Visualize the situation
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- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*pick or make one up*

HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley  
DWARF: Ferris, Hram, Gys, Lokke, Mia, Naerva, Quartz, Reg, Thymyr  
ELF: Corvian, Leiriu, Moonwhisper, Puck, Sinvistar, Shadowhawke, Vulica  
HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

## Look:

*pick one from each row*

- human  dwarf  elf  halfling  \_\_\_\_\_
- just a kid  old enough to know better  still got it  \_\_\_\_\_
- knowing eyes  mocking eyes  quick eyes  \_\_\_\_\_
- lithe  heavyset  scrawny  thin as a whippin' stick  \_\_\_\_\_
- a light step  more like a strut  no wasted movement  \_\_\_\_\_

## Background:

*pick one*

### ASSASSIN

Choose a poison (see **Some Poisons**); you have immunity to it and start with a vial of that poison for free. When you *Have What You Need*, you can expend 1 use of Supplies to produce a vial of any poison (your choice, ○○ uses, *dangerous, small*).

When you *Spout Lore about poisons, venoms, or antidotes*, you have advantage.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you hired me for this mission?
- Which of you is the only one who trusts me?
- Which of you is willing to do what it takes?
- Which of you owes me your life?

### OPERATIVE

When you *declare that you have a contact in the area, someone who can help*, name them and roll +CHA: **on a 10+**, sure, they can help (tell us why they're willing); **on a 7-9**, pick 1:

- They still hold a grudge
- They swore off this sort of thing long ago
- You can't exactly, y'know, *trust* them

When you *Have What You Need*, you can produce specific items, just the right thing for the mission.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is also part of my mission?
- Which of you doesn't know of my mission?
- Which of you am I trying to recruit?
- Which of us have a... *complicated*... past?

### STREET RAT

When you *have a moment's distraction and available cover*, you can disappear from view and get into hiding, just like that.

When you *Have What You Need*, you can expend 1 XP instead of 1 Supplies to produce a small item, but only if you can tell us which NPC you lifted it off of and when.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you thinks I'm a worthless rat?
- Which of you is all too familiar with hunger?
- Which of you has my back?
- Which of you shows me surprising kindness?

### TOMB RAIDER

When you *Spout Lore about tombs, ancient ruins, and the things one finds there*, you have advantage.

When you *Have What You Need*, you can produce strange, obscure, even minorly magical items, but only if you tell us where you got them.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you put this job together?
- Which of you have I worked with before?
- Which of you thinks I'm just a grave robber?
- Which of you is usually the butt of my jokes?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in either DEX or INT (probably DEX).

HP: 16

- Weakened** (disadvantage to STR & DEX)
- Dazed** (disadvantage to INT & WIS)
- Miserable** (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 3x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

- ♦ Rapier (*Hack & Slash w/DEX*)
- ♦ Spear ♦ Short sword ♦ Cudgel ♦ Staff
- ♦ Bow & arrows (○ low ammo ○ out of ammo)
- ♦ Throwing knives (○ running low ○ all out)
- ♦ Leather cuirass or chain shirt (1 armor)
- ♦ Disguise kit (○○○ uses)
- ♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

- ♦ \_\_\_\_\_
- ♦ \_\_\_\_\_
- ♦ \_\_\_\_\_
- ♦ \_\_\_\_\_
- ♦♦ \_\_\_\_\_
- ♦♦ \_\_\_\_\_

**SMALL ITEMS**

Knife or dagger

Lock pick, files, etc.

Pick 1 and cross off the others:

Purse of coins

Valuable gem

Poison, vial (○○ uses, *dangerous*)

**Have What You Need:** use Supplies to produce a common, small item

Your Max Load is ♦x3. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

# Starting Moves:

## BACKSTAB

When you *attack someone up close and they don't see it coming*, Deal Damage or roll +DEX: **on a 10+**, Deal Damage and pick 2; **on a 7-9**, Deal Damage and pick 1.

- Deal +1d4 damage
- Strike a weak spot, ignoring their armor
- They can't make noise or raise an alarm
- You slip away before they can react
- You create an opportunity; you or an ally gain advantage if you act on it

## DANGER SENSE

You can always ask the GM, "Is there an ambush or trap here?" If they say "yes," roll +INT: **on a 10+**, ask the GM both questions; **on a 7-9**, ask 1:

- What will trigger the trap or ambush?
- What will happen once it's triggered?

**On a 6-**, don't mark XP, but nothing bad happens just yet.

## MOVE SILENTLY, HIDE IN SHADOWS

When you *Defy Danger, Scout Ahead, or Struggle as One by being stealthy*, you have advantage. You can't use this move if you are encumbered.

## TRICKS OF THE TRADE

When you *pick locks or pockets or disable traps*, roll+DEX: **on a 10+**, you do it, no problem; **on a 7-9**, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

## SOME POISONS

- **OIL OF TAGIT:** get them to ingest it or prick them with it; they fall into a light sleep
- **BLOODWEED:** prick them with it; they have disadvantage on damage rolls until cured
- **ELDER'S LAMENT:** get them to ingest it; they won't remember the last hour or the next
- **GOLDENROOT:** get them to ingest it; they will treat the next person they see as a trusted ally until proven otherwise
- **MOONKISS:** get them to inhale it; they become confused and hallucinate for the next few hours
- **SERPENT'S TEARS:** coat an edged weapon with it; the next wound it inflicts burns painfully & they take 2d4 damage a few seconds later.
- **WIDOW'S MILK:** get them to ingest it; they grow ill over the next hour, are incapacitated in a few hours, and deathly ill within a day; if untreated, it's fatal

# Advances:

Spend 5 XP to pick one, at any time.

## IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

## SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

## CATLIKE

When you are *unfettered and unencumbered*, you impose disadvantage on any damage you take that you could dodge or roll with.

## DABBLER

When you *fiddle with a magical device*, roll +INT; **on a 10+**, you figure out how to reliably activate it; **on a 7-9**, you activate it, but it just this once.

## EYE ON THE DOOR

When *you and your allies need to get out of here*, name your escape route and roll +INT: **on a 10+**, you're gone; **on a 7-9**, you can stay or go but if you go, it costs you—the GM will tell you what (or who) you leave behind or take with you.

## FIGHT DIRTY

When you *Backstab*, gain advantage on your damage roll.

## PANTS ON FIRE

When you *Defy Danger by being deceitful*, treat a 7-9 as a 10+. When *another player Discerns Realities or uses Parley on you*, you need not be honest with your answers.

## Drive:

Pick 1

**DEFIANCE**

Stand up to a bully or tyrant

**CONSCIENCE**

Forego comfort or advantage to do the right thing

**EXCITEMENT**

Cause trouble for your allies by taking an unnecessary risk

**TRICKERY**

Get someone to act on false information

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

## AGENDA

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- Engage with the fictional world
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## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
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- Give others a chance to shine
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- Visualize the situation
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When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

# THE WIZARD

## Name:

*pick or make one up*

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

DWARF: Andvari, Gylfi, Ivaldi, Murrik, Solnis, Thargrun

ELF: Galadiir, Fenfaril, Lilliastré, Phirosalle, Enkirash, Halwyr

HONORIFICS: the Black, the White, Red, the Wise, All-Seer, Stormbringer, the Radiant, etc.

## Look:

*pick one from each row*

- human  dwarf  elf  \_\_\_\_\_
- surprisingly young  impossible to tell  venerable  \_\_\_\_\_
- bespectacled  cold eyes  crazed eyes  distant eyes  \_\_\_\_\_
- boney-limbed  pudgy  sickly and frail  rotund  \_\_\_\_\_
- amulets & talismans  hideous deformity  nondescript  striking beauty  \_\_\_\_\_

## Background:

*pick one*

### FORMALLY TRAINED

When you *Have What You Need*, you can produce arcane raw chemicals and reagents, like lead dust or eye of newt. When you *Cast a Spell*, add this to the list of choices for when you roll a 7-9:

- Expend 1 use of Supplies

When you *Spout Lore about other spellcasters*, you have advantage.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you once worked with my mentor?
- Which of you sought me out for my expertise?
- Which of you is a failed apprentice?
- Which of you has been subject to one of my little experiments?

### FAE-TOUCHED

You can always ask the GM "what here is hidden by magic or illusion?" and get an honest answer. Alas, starmetal is anathema to you: it burns your skin and counters your magic utterly.

When you *Have What You Need*, you can produce wondrous, impossible, impractical things like a bottle that contains a song, a child's last memory of his mother, a living hummingbird, etc.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is has the most beautiful soul?
- Which of you has made me a promise?
- Which of you is cruelest to your lessers?
- Which of you is irresistibly drawn to me?

### PACT

You learned magic from a dangerous entity. You start with a **token of your patron's favor** (*small, magical*). When you *break the token*, your patron will manifest and entertain your request. If it is happy with the results, it will replace the token.

When you *Make Camp*, you can expend 1 Supplies to cast Contact Spirits as if you rolled a 10+.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you knows the secret of my power?
- With which of you have I sealed a blood oath?
- Which of you has drawn my patron's interest?
- Which of your dark fates have I foreseen?

### STEEPED IN LORE

When you *first inspect a work of magic or artifice*, you can ask the GM 2 of the following:

- Who made this and how long ago?
- What does it do?
- How can I activate or repair it?
- What about this isn't what it seems?

You can *expend 1 use of Supplies* to produce a map, book, scroll, or other source of relevant knowledge; treat it as having rolled 10+ to Spout Lore.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is keeping a secret from me?
- Which of you is showing me the way?
- Which of you is spoken of in the prophecies?
- Which of you is a vessel waiting to be filled?



STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in INT.

HP: 14

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 3x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

Your spell book (*doesn't count against your Max Load*)

- ♦ Staff ♦ Spear ♦ Short sword
- ♦ Enchanted robes or leather cuirass (1 armor)
- ♦ Grimoire (○ use, *veto 1 thing the GM says for a Ritual*)
- ♦ Amulets & talismans (○ use, *negates a magical attack*)
- ♦ Paraphenalia (*slow*, ○○ uses, *gives advantage to Cast a Spell*)
- ♦ Wand or mystic rod (*ignore a -1 penalty to Cast a Spell*)
- ♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

- ♦ \_\_\_\_\_
- ♦ \_\_\_\_\_
- ♦ \_\_\_\_\_
- ♦♦ \_\_\_\_\_
- ♦♦ \_\_\_\_\_

Your Max Load is ♦x3. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

**SMALL ITEMS**

Knife or dagger  
Pick 1 and cross off the others:  
Purse of coins  
Glowing gemstone  
Vial of blood or quicksilver

**Have What You Need:** use supplies to produce a common, small item

# Starting Moves:

## SPELLBOOK

It contains these spells (start with 5 prepared):

- Light:** conjure a magical light. It follows you around until you dismiss it or cast this again.
- Charm Person:** Look into their eyes; they treat you as a friend until you prove otherwise or they take damage.
- Contact Spirits:** A spirit manifests before you and is bound to truthfully answer any one question that you pose it.
- Invisibility:** Touch someone; they're invisible! Lasts until they attack or you Cast a Spell.
- Magic Missile:** Deal 2d4 damage to one target that you can see.
- Mimic:** Touch someone; you take on their exact appearance. You lose all Wizard moves until you dismiss the spell.
- Telepathy:** Touch someone; you share their feelings and can speak mind to mind. Take -1 to Cast a Spell until you dismiss it.

When you *spend an hour or so quietly studying* your spellbook:

- Remove any penalties to Cast a Spell
- Lose any spells you have prepared
- Prepare up to 5 spells from your spellbook

## CAST A SPELL

penalty ○○○○○

When you *cast a spell that you have prepared*, roll +INT: **on a 10+**, you cast it successfully; **on a 7-9**, you cast it but pick 1:

- Reality twists around you (say how) and you take a -1 penalty (cumulative) to Cast a Spell
- Lose the spell after it is cast
- Draw unwanted attention or put yourself in a spot; the GM will say how

## RITUAL

When you *wish to weave magic*, say what you're after and how you plan to do it. The GM will say "Of course, but..." and 1-4 of the following. Perform the ritual and the magic takes effect.

- You must draw on a place of power (like \_\_)
- You must do it at an auspicious time (like \_\_)
- It's going to take hours/days/weeks
- First you must \_\_
- You'll need help from \_\_
- It'll require the sacrifice of \_\_
- The best you can do is \_\_
- You/your allies will risk danger from \_\_

# Advances:

Spend 5 XP to pick one, at any time.

## IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

## SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

## ARCANE WARD

As long as you have at least 2 spells prepared, you have 2 Armor.

## DETECT MAGIC

When you *Discern Realities*, you can ask "What here is magical?" for free, even on a 6-.

## LOGICAL

When you *Discern Realities via close observation and deduction*, roll INT instead of WIS.

## NEW SPELLS

*Requires: at least 1 other advance*  
Add the following spells to your spellbook:

- Dispel Magic:** Choose a spell or magical effect nearby; it is dispelled or (if the magic is potent) suppressed while in your presence.
- Fireball:** Deal 2d6 damage (ignores armor) to one target and everything near it.
- Sleep:** Speak a word and roll 1d8+INT. That many HP worth of foes who heard your word fall asleep (GM's choice as to which).

## Drive: pick 1

- CURIOSITY**  
Cause trouble by touching, opening, or tinkering with something
- CUNNING**  
Set up a play and then take advantage of it
- ECCENTRICITY**  
Alienate another with your strange behavior
- MYSTERY**  
Deflect or evade an inquiry into your doings

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

# THE CLERIC

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## PRINCIPLES

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When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*pick or make one up*

HUMAN: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine  
DWARF: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya  
ELF: Araquiel, Izlara, Humiel, Kemuel, Tessra, Samael, Selandra, Zephon  
HALFLING: Cadfael, Delia, Hadyn, Orlan, Nubela, Ruby, Sabe, Theo

## Look:

*pick one from each row*

- human  dwarf  elf  halfling  \_\_\_\_\_
- young & eager  sober adult  showing my years  \_\_\_\_\_
- kind eyes  fiery eyes  stern eyes  \_\_\_\_\_
- thin  round  knobby  powerfully built  \_\_\_\_\_
- spit-polished gear  robes of office  modest clothes  \_\_\_\_\_

## Background:

*pick one*

### CULTIST OF ZETH

You are a disciple of That Which Lies Beneath. When you *bury a ritual offering to Zeth*, gain Favor if you don't already have it.

When you *Have What You Need*, you can produce offerings pleasing to Zeth. When you *Cast a Spell*, add this to your choices for when you roll a 7-9:

- Expend 1 use of Supplies

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has entrusted me with a secret?
- Which of you is a true disciple of Zeth?
- Which of you is doesn't believe Zeth exists?
- Which of you fears the dark places?

### ITINERENT MYSTIC OF SOL

You follow Sol, god of Light and Knowledge. When you *expose a secret or a deception*, gain Favor if you don't already have it.

When you *Have What You Need*, you can produce unusual items of far-off provenance, but you must tell us where in your travels you acquired them.

When you *cast the Light spell*, it affects creatures of darkness as if it were full, natural sunlight.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is a true disciple of Sol?
- Which of you has travelled longest with me?
- Which of you failed to keep a secret from me?
- Which of you shares my hunger for truth?

### SERVANT OF MITRA

You serve Mitra, god of the Downtrodden. When you *alleviate the suffering of an NPC*, or when you *endure ritual suffering that inflicts a debility*, gain Favor if you don't have it already.

When you *help someone Recover* while invoking Mitra, add your WIS to the HP they recover. When you *cast Cure Wounds*, you have advantage.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is a true disciple of Mitra?
- Which of you is a better soul than you let on?
- Which of you has a wickedness in your heart?
- Which of you wants to know more of Mitra?

### TEMPLAR OF INDARA

You are a champion of Indara Lawgiver. When you *defeat an agent of chaos*, gain Favor if you don't already have it.

When you *Have What You Need*, you can produce items of exceptional workmanship, the finest examples of their craft.

When you *invoke your divine authority*, treat a 6- to Parley as a 7-9.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is a true disciple of Indara?
- Which of you is an agent of chaos and strife?
- Which of you has fought chaos on my side?
- Which of you is keeping secrets from me?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in either WIS or STR (probably WIS).

HP: 18

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 5x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

♦ Cudgel ♦ Staff ♦ Spear ♦ Short sword

♦ Leather cuirass or chain shirt (1 armor)

♦♦ Shield (+1 armor, +1 Readiness when you roll Defend 7+)

♦ Blessed vestments (+1 armor against enemies of the faith)

♦ Reliquary (○ use, expend in lieu of Favor)

♦ Paraphernalia (slow, ○○ uses, gives advantage to Cast a Spell)

♦ Sacred Texts (slow, ○○ uses, Cast a Spell that's not prepared)

♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

**SMALL ITEMS**

Symbol of your god (describe it)

Knife or dagger

Pick 1 and cross off the others:

Purse of coins

Healing elixir (10 HP or debility)

Sacred oil (burns the unbody)

**Have What You Need:** use Supplies to produce a common, small item

Your Max Load is ♦x5. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

## Starting Moves:

### GRANTED SPELLS

Your connection to the gods grants you access to these spells. Start with 5 prepared (your choice).

- Light:** conjure a magical light. It follows you around until you dismiss it or cast this again.
- Sanctify:** Consecrate food or drink that you hold; it is purified of poison, taint, or disease.
- Bless:** Name an ally (not you); as long as they stand and fight, they gain advantage and you have disadvantage to Cast a Spell.
- Cure Wounds:** Touch someone; they regain 5 HP and heal any problematic wounds.
- Holy Weapon:** The weapon you hold is magic until you drop it; gain advantage on damage rolls and disadvantage to Cast a Spell.
- Sanctuary:** Walk a perimeter; until you leave it, you and all within are shielded from scrying or the eyes of spirits, and know when anyone enters the area with hostile intent.
- Speak with Dead:** Touch a corpse; it's shade arrives and answers 3 questions honestly.
- Rebuke Anathema:** Brandish a symbol of your god; beings anathema to your god (your call) are held at bay so long as you brandish it; the weak and craven flee outright.

When you *spend an hour or so in communion with your god*:

- Remove any penalties to Cast a Spell
- Lose any spells you have prepared
- Prepare up to 5 of your spells

### CAST A SPELL

When you *cast a spell that you have prepared*, roll +WIS: on a 10+, you cast it successfully; on a 7-9, you cast it but pick 1:

- Your divine power weakens; take a -1 penalty (cumulative) to Cast a Spell
- Lose the spell after it is cast
- If you have Favor, lose it
- Draw unwanted attention or put yourself in a spot; the GM will say how

### DIVINE FAVOR

Favor: ○

You start play with Favor. When you *expend your Favor to call on your god for guidance*, they show you their will through signs & portents (the GM might very well ask you what your god's will is). You and your allies gain advantage on the next move you each make to act on your god's will.

## Advances:

Spend 5 XP to pick one, at any time.

### IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

### SUPERIOR STAT

Requires: Improved Stat, at least one other advance  
Increase one of your stats by +1, to a max of +3.

### DIVINE INTERVENTION

You can expend your Favor when you or an ally suffers harm. If you do, the harm is negated by a manifestation of your god's domain.

### SCALES OF LIFE AND DEATH

When someone in your presence (including you) takes their Last Breath, they have advantage.

### SERENITY

When you *Cast a Spell*, you can ignore one -1 penalty or one source of disadvantage.

### NEW SPELLS

Add the following to your granted spells:

- Dispel Magic:** Choose a spell or magical effect nearby; it is dispelled or (if the magic is potent) suppressed while in your presence.
- Hold Person:** Name a foe you can see. They are held immobile until they take damage or you leave their presence.
- True Seeing:** You pierce all illusion & falsehood, but have disadvantage to Cast a Spell.

When you *take this advance*, and *each time you prepare spells*, prepare 1 extra spell.

## Drive:

Pick 1

**AMBITION**  
Gain recognition from or hold leverage over an NPC

**EVANGELISM**  
Instruct another in the tenets of your faith

**INQUISITION**  
Reveal the failings or falsehoods of another

**ORTHODOXY**  
Cause trouble (for yourself or others) by adhering strictly to doctrine.

When you Make Camp, mark XP if you've done this.



# Player's Guide:

# Notes:

## AGENDA

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
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When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

# THE BARBARIAN

## Name:

*Pick or make one up*

NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi

TITLES: the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foemasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

## Look:

*Pick at least one from each row*

- human  dwarf  elf  halving  orc  \_\_\_\_\_
- hot-blooded youth  a prime specimen  who can tell?  \_\_\_\_\_
- brooding eyes  defiant eyes  inquisitive eyes  wide eyes  \_\_\_\_\_
- long shanks  musclebound  scrawny  supple  \_\_\_\_\_
- exotic dress  scavenged outfit  tattoos & scars  wild mass of hair  \_\_\_\_\_

## Background:

*Pick one*

### FAR WANDERER

When you *Spout Lore by reminiscing on your many travels*, you have advantage.

When you *Have What You Need*, you can produce unusual items of far-off provenance, but you must tell us where in your travels you acquired them.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has travelled far with me?
- Which of you most enjoys my stories?
- Which of you doesn't understand my culture?
- Which of you owes me from the last time I roamed through here?

### FROM A GRIM AND DARKSOME LAND

When you *Defy Danger or Struggle as One to surmount a physical obstacle*, you have advantage.

When you *Venture Forth through difficult or perilous terrain*, tell us how you negate or easily overcome one consequence of the journey.

When *the party Makes Camp in the wild*, you can roll +INT: **on a 10+**, you fashion or forage 1d4 uses of Supplies; **on a 7-9**, you fashion or forage 1d4 uses of Supplies but some sort of trouble follows you back to camp.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has been to my homeland?
- Which of you thinks I am but a savage?
- Which of you is just a soft city-dweller?
- Which of you finds me strangely attractive?

### LAST OF DYING RACE

Your people were long-known for their... (pick 3)

- artifice  beauty  dark pacts  decadence
- greed  ferocity  longevity  magic  nobility
- prowess  size  songs  strength  wickedness

When you *leverage your people's reputation*, you gain advantage to Parley. When you *Spout Lore about your people*, treat a 6- as a 7-9.

When you *Have What You Need*, you can produce items of your people, evoking the traits above.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you also knows great loss?
- To which of you do I owe a life debt?
- Which of you has vowed to help me?
- Which of you holds the key to what I seek?

### OF A PEOPLE WHO KNOW ONLY WAR

When you *first size up a foe or ally*, ask the GM 1 of the following and get an honest answer:

- What's the biggest danger they pose?
- How are they weak or vulnerable?

When you *surprise a foe with a small weapon hidden on your person*, expend 1 use of Supplies and gain advantage on your first roll against them.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has fought against my people?
- Which of you can I trust at my back?
- Which of you has yet to see real bloodshed?
- Which of you have I marked as a coward?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: CON should be +1 or +2, and STR or DEX should also be +1 or +2.

HP: 20

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to  $\blacklozenge \times 3$  (or  $\blacklozenge \times 5$ ) to start, on specific items or "Undefined".

UNDEFINED:  $\blacklozenge \blacklozenge \blacklozenge$  |  $\blacklozenge \blacklozenge$  When you **Have What You Need**, move  $\blacklozenge$  from here to specific items.

### Serious weapons (+1 damage)

$\blacklozenge$  Sword  $\blacklozenge$  Ax  $\blacklozenge$  Mace  $\blacklozenge$  Hammer  $\blacklozenge$  Flail  
 $\blacklozenge \blacklozenge$  Polearm

$\blacklozenge$  Thick hides or leather cuirass (1 armor)  
 $\blacklozenge \blacklozenge$  Shield (+1 armor, +1 Readiness when you roll Defend 7+)

$\blacklozenge$  Pair of short swords  $\blacklozenge$  Pair of hatchets  $\blacklozenge$  Pair of spears  
 $\blacklozenge$  Bow & arrows (○ low ammo ○ out of ammo)

$\blacklozenge$  Supplies (○○○ uses)  $\blacklozenge$  More Supplies (○○○ uses)  
 Use to Recover, Make Camp, or produce small items

### Other items (torch, rope, prybar, found loot, etc.)

$\blacklozenge$  \_\_\_\_\_  
 $\blacklozenge$  \_\_\_\_\_  
 $\blacklozenge$  \_\_\_\_\_  
 $\blacklozenge \blacklozenge$  \_\_\_\_\_  
 $\blacklozenge \blacklozenge$  \_\_\_\_\_

### SMALL ITEMS

Memento of your homeland  
 Knife or dagger

Pick 1 and cross off the others:  
 Purse of coins  
 Skin of fine liquor  
 Tooth/claw of an exotic beast

**Have What You Need:** use Supplies to produce a common, small item

Your Max Load is  $\blacklozenge \times 3$  (or  $\blacklozenge \times 5$ ). If you carry more, you're **encumbered** (noisy, slow, hot, quick to tire).

## Starting Moves:

### HERCULEAN APPETITES

Choose two:

- Answers
- Bloody vengeance
- Conflict and destruction
- Discovery and wonder
- Mortal pleasures
- Superiority over others
- Riches and glory

When you *make a move in pursuit of your appetites*, roll 1d6+1d8 instead of 2d6. If the d6 is the higher of the pair, the GM will add a complication related to your heedless pursuits. (If you have advantage or disadvantage, the extra die is a d6 and the complication is triggered only by the dice you keep.)

### FORMIDABLE

○○○

When you *wade into battle undaunted and unflinching*, hold Presence equal to your CON. Spend Presence 1-for-1 to:

- Lock eyes with a soft-willed foe; they flinch, hesitate, back off
- Challenge a worthy foe; they will treat you as the greatest threat on the battlefield
- Sound your barbaric yawp as you drop a foe; their allies are impressed, frightened, or dismayed and act accordingly

When you *stop fighting, display cowardice, or hesitate*, lose any Presence you hold.

### OUTLANDER

When you *Make Camp*, prompt the GM to ask you a question about your people, your homeland, or why you left it. If you answer them, mark XP.

### THE UPPER HAND

When you *take your Last Breath*, you have advantage. On a 7-9, you make Death an offer. If Death accepts, they will return you to life. If not, you die.

Pick 1

### MIGHTY THEWS

When you *deal damage in melee or with a thrown weapon*, it's *forceful* (knocks 'em around) and *messy* (bloody & destructive). Start play with an extra  $\blacklozenge \blacklozenge$  and increase your Max Load to  $\blacklozenge \times 5$ .

### PANTHERISH GRACE

When you are *unarmored and unencumbered*, you impose disadvantage on any damage you take that you could dodge or roll with.

## Advances:

Spend 5 XP to pick one, at any time.

### IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

### SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

### PARAGON

Take either Mighty Thews or Pantherish Grace, whichever you don't already have.

### MY LOVE FOR YOU IS LIKE A TRUCK

When you *perform a feat of physical prowess*, name a witness whom you have impressed. You gain advantage on your next Parley with them.

### SAMSON

You can mark a debility to immediately break free of a physical or mental restraint.

### THROW ANYTHING

You can Volley by throwing anything you can pick up. If it's unsuited to being thrown, roll +STR instead of +DEX.

### WILD INSTINCTS

When you Discern Realities, you can always ask "what should I be on the lookout for?" for free, even on a 6-.

## Drive:

Pick 1

### CONTEMPT

Offend an NPC with your brutish ways

---

### GIGANTIC MELANCHOLY

Let a problem escalate while you brood

---

### GIGANTIC MIRTH

Cause trouble by over-indulging

---

### HONOR

Keep a promise made to an NPC

---

### PRIDE

Refuse a request or order that's beneath you

---

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

# THE RANGER

## AGENDA

- Portray a compelling character
- Engage with the fictional world
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## PRINCIPLES

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- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

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- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
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## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*Pick or make one up*

HUMAN: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana  
DWARF: Bathi, Boras, Gramthrum, Lithic, Maevres, Thonic, Ullir, Vali  
ELF: Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe  
HALFLING: Celine, Francis, Kit, Lazlo, Lewis, Nellie, Tuft, Kite

## Look:

*Pick at least one from each row*

- human  dwarf  elf  half-elf  halfling  \_\_\_\_\_
- wet behind the ears  fully fledged  long in the tooth  \_\_\_\_\_
- distant eyes  fierce eyes  squinting eyes  steady eyes  \_\_\_\_\_
- compact & sturdy  long & lean  weathered  willowy  \_\_\_\_\_
- road-worn & threadbare  scruffy & unkempt  well-groomed  \_\_\_\_\_

## Background:

*Pick one*

### EXPLORER

When you *Spout Lore about a place you've been or a place you're trying to explore*, you have advantage.

When you *Have What You Need*, you can produce specialized, expensive, or even unique items that are specifically helpful for this expedition, but must tell us how you knew they'd come in handy.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you was with me on my last quest?
- Which of you is funding this expedition?
- Which of you has the map to our destination?
- Which of you is lying about why your here?

### FORESTER

When you *hide in natural surroundings*, enemies never spot you until you do something to reveal your position (like attack or move quickly).

When you *forage while the party makes camp*, roll +WIS: **on a 10+**, both; **on a 7-9**, pick 1:

- The party doesn't need to expend Supplies
- One member of the party can make an extra choice after getting a few hours sleep

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you hired me as a guide?
- Which of you makes the most noise?
- Which of you has no business being out here?
- Which of you needed me to put something out of its misery for you?

### RAISED BY WOLVES

You start with the Kith and Kin advance.

When you *show a natural beast who's boss*, roll +CHA: on a 7+, it must pick one:

- Fight you for dominance
- Slink away or flee, then avoid you
- Accept your authority until you show weakness

**On a 10+**, you also get advantage on your next move against it.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is the pack alpha?
- Which of you looks more like prey?
- Which of you is kind to animals?
- Which of you smells the nicest?

### SPOOK

When you *Spout Lore about monsters, demons, or practitioners of black magic*, you have advantage.

When you *know of a mundane item that harms, repels, or is otherwise useful against your current quarry*, you can Have What You Need to produce it.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has fought evil at my side?
- Which of you agreed to join me on this hunt?
- Which of you is too willing to compromise?
- Which of you has lost someone to the dark?



STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: Put your +2 in DEX or WIS, and +1 in the other one.

HP: 18

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 3x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦ | ♦♦ When you **Have What You Need**, move ♦ from here to specific items.

**Serious weapons (+1 damage)**

♦ Sword ♦ Another sword ♦ Ax

♦ Longbow & arrows (○ low ammo ○ out of ammo)

♦ Leather cuirass or thick hides (1 armor)

♦ Spear ♦ Staff ♦ Hatchet ♦ Short sword

♦ Extra ammo (○ still plenty ○ low ammo ○ out of ammo)

♦ Traps & snares (○○○ uses)

♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

**SMALL ITEMS**

Knife or dagger

Pick 1 and cross off the others:

Purse of coins

Map of the current locale

Silver-alloy knife

**Have What You Need:** use supplies to produce a common, small item

Your Max Load is ♦x3 (or □♦x5). If you carry more, you're **encumbered** (noisy, slow, hot, quick to tire).

# Starting Moves:

## HUNT AND TRACK

When you *Discern Realities* by studying the signs left by passing creatures, you have advantage.

When you follow a creature's trail, roll +WIS: on a 7+ you follow the trail to a significant change in direction, terrain, or mode of transport; on a 10+, you can also ask the GM a question about your quarry and get an honest, useful answer.

## CALLED SHOT

When you take your time and calmly line up your shot, either Deal Damage or roll +DEX: on a 10+, Deal Damage and pick 2; on a 7-9, Deal Damage and pick 1.

- Ignore armor or deal +1d4 damage (your call)
- Stun, hobble, trip, or hinder them
- Make them drop what they're holding
- Do no harm; don't deal your damage after all

## STEALTHY

When you Defy Danger, Scout Ahead, or Struggle as One by being stealthy, you have advantage. You can't use this move if you are encumbered.

## FOLLOW ME

When you guide the party as they Venture Forth, treat a 7-9 as a 10+.

## ANIMAL COMPANION

Pick 1. Roll +Fierce to have them Hack & Slash. Roll +Clever to have them Discern Realities. Roll +Fierce, Clever, or Loyal (as appropriate) to have them Defy Danger. Often, they just Aid you.

- Wolf, hound, coyote, hyena, or jackal:** Fierce +1, Clever +1, Loyal +2, 9 HP, d6 dam
  - Track by scent
  - Surround & harry prey
  - Clamp down and trip/shake
- Cougar, leopard, jaguar, cheeta, or lynx:** Fierce +2, Clever +1, Loyal +0, 9 HP, d8 dam
  - Stalk prey
  - Climb, jump, and sprint
  - Pounce, grab on, and savage
- Cat, monkey, racoon, fox, or weasel:** Fierce +0, Clever +3, Loyal +1, 6 HP, d4 dam
  - Slip in somewhere
  - Steal something
  - Manipulate an object
  - Annoy/distract
- Hawk, falcon, eagle, owl, or buzzard:** Fierce +1, Clever +2, Loyal +1, 6 HP, d6 dam
  - Spot from afar
  - Watch and observe
  - Swoop in and snatch/drop something

# Advances: Spend 5 XP to pick one, at any time.

**IMPROVED STAT**  
Increase one of your stats by +1, to a max of +2.

**SUPERIOR STAT**  
*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

**KITH AND KIN**  
The grunts, barks, chirps, and calls of the creatures of the wild are as a language to you.

**NATURALIST**  
When you Spout Lore about the wild or natural beasts, you have advantage.

**BLOT OUT THE SUN**  
When you Volley with a bow, you can deplete your ammunition (mark the next status after your weapon/ammo) before you roll. If you do, pick 1:

- Gain advantage on your damage roll
- Attack a number of targets near each other; roll Volley once, roll damage for each target

**PACKHORSE**  
Increase your Max Load by 2, and add ♦♦ to your undefined gear (and you can mark them now).

**PREDATORY**  
When you Discern Realities, you can ask these:

- Who or what here is the easiest prey?
- How is \_\_\_ weak or vulnerable?

When you act on the answer to either question, deal +1d4 damage.

## Drive: Pick 1

**MERCY**  
End someone or some thing's suffering

**TENACITY**  
Refuse to give up despite objection or disaster

**THE HUNT**  
Bring down prey of great might or cunning

**WONDER**  
Show someone a place/thing of great beauty

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

# THE BARD

## AGENDA

- Portray a compelling character
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- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
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- Make connections to other characters
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When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*Pick or make one up*

HUMAN: Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Ramonde, Cassandra  
DWARF: Beryll, Beyla, Bragi, Grannir, Gwynlil, Hevring, Orvar, Rokk, Volla  
ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir  
HALFLING: Lily, Baldric, Lutes, Sebastian, Whistler, Melody, Raylee, Nell

## Look:

*Pick at least one from each row*

- human  dwarf  elf  halfling  \_\_\_\_\_
- young and beautiful  at the height of your powers  of a certain age  \_\_\_\_\_
- dancing eyes  hungry eyes  smoldering eyes  twinkling eyes  \_\_\_\_\_
- ethereal  flamboyant  imperious  sensual  stylish  unassuming  \_\_\_\_\_
- a honeyed voice  a lilting voice  a raspy voice  a sonorous voice  \_\_\_\_\_

## Background:

*Pick one*

### COLLEGIUM SCHOLAR

When you *roll a 7+ to Spout Lore*, you can ask the GM a follow-up question of your choice about the topic; they'll answer truthfully.

When you *Have What You Need*, you can produce expensive/unlikely/rare items usefull to a scholar (paper, beakers, astrolabes, mirrors, lenses, etc.).

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is in the collegium's employ?
- Which of you thinks I'm a liability?
- Which of you is an old drinking pal?
- Which of you is the subject of my studies?

### COURTESAN

When the *GM first establishes a noble, famous, or influential NPC*, you can ask the GM one of the following and get an honest answer:

- What is their most notable virtue or vice?
- What great deed are they known for?
- What great shame do they try to live down?

When you *first meet a noble, famous, or influential NPC in play*, you can expend Supplies to present them with a fitting gift (describe it); if you do, gain advantage on your next move against them.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you also serves my liege or house?
- Which of you is pledged to a rival house?
- With which of you do I share a torid past?
- Which of you is owed a debt by my liege?

### PRODIGY

When you *perform Fascination*, on a 7+ you can also name someone in your audience and pick 1:

- They wish to meet you, privately
- They greatly desire your services
- You intuit a secret about them

When you *Have What You Need*, you can produce an expensive, fine, or unusual item, but must tell us who gifted it to you and why.

When you introduce yourself to the other PCs, ask one or more of the following:

- About which of you had I sung before we met?
- About which of you am I composing a song?
- Which of you cares for me, not my talent?
- Which of you seeks to exploit my gifts?

### THE WANDERING FOLK *Heritage* ○

Your people are known for their... (pick 1 of each)  
 elaborate dress  exotic beauty  unearthly features  
 alluring dances  haunting music  sublime plays  
 curses and hexes  faerie blood  thieving ways

At the start of play, mark Heritage. When you *make a move that leverages one of your people's traits*, clear Heritage to gain advantage on the roll. When *your people's traits cause you or an ally trouble*, mark Heritage.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is a friend to my people?
- Which of you believes the tales they tell of us?
- Which of you has long travelled with me?
- Which of you is also an outcast?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: Put your +2 in CHA or INT and +1 in the other one.

HP: 16

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 4x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

- ♦ Sword (+1 damage) ♦ Rapier (use DEX to Hack & Slash)
- ♦ Short sword ♦ Spear ♦ Staff
- ♦ Bow & arrows (○ low ammo ○ out of ammo)
- ♦ Stylish brigandine or leather cuirass (1 armor)
- ♦ Lute ♦ Fiddle ♦ Mandolin ♦ Harp ♦ Horn ♦ Sitar
- ♦ Finery (silks, ermine, ribbons, fancy shoes, etc.)
- ♦ Supplies (○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

Your Max Load is ♦x4. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

**SMALL ITEMS**

Knife or dagger  
Pipes or Flute or Songbook

Pick 1 and cross off the others:

Purse of coins  
Letter to deliver  
Token of a noble's favor

**Have What You Need:** use Supplies to produce a common, small item

## Starting Moves:

### BARDIC LORE

When you *name a song, poem, or tale that tells of the topic at hand*, gain advantage to Spout Lore.

### REPUTATION

When you *meet someone who's heard of you* (your call), roll +CHA: **on a 10+**, tell the GM two things they've heard about you; **on a 7-9**, tell the GM one thing that they've heard about you, and the GM will reveal another.

### RESOURCEFUL

When you *roll a 6- on a move and mark XP*, you can ask the GM one question from the Discern Realities list. Gain advantage on your first move to act on the answer.

### ARCANE WORKINGS

You know Fascination, and choose 3 more:

- Fascination:** Give a sublime performance, holding your audience entranced.
- Cacophany:** Utter/play a loud and terrible note. All who hear it must either (they pick):
  - Drop what they carry and cover their ears
  - Stagger, cringe, and cower
- Counterpoint:** Intone a resonant note. Break an enchantment upon those who hear it.
- Honeyed Words:** Recite a flattering verse; your audience thinks well of you until given a reason not to.
- Heart Strings:** Name a strong emotion (love, fear, hate, hope, despair, etc.) and sing a song to evoke it; it swells in you audience's hearts.
- Lullaby:** Sing or whisper soothing words. Those who hear you grow drowsy, then sleep.
- Rhapsody:** Sing a tale or song to inspire; allies who hear it hold 1 Confidence, which they can spend to gain advantage on a roll.
- War Song:** Chant a defiant hymn. While you persist, allies hearing it ignore fear and doubt.

When you *perform a working*, name anyone you wish to exempt from the effect and roll +CHA: **on a 10+**, it works as expected; **on a 7-9**, it works, but the GM picks one:

- You draw unwanted attention
- You effect more or fewer than you intended
- The affect is weaker or stronger than expected

## Advances:

Spend 5 XP to pick one, at any time.

### IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

### SUPERIOR STAT

Requires: Improved Stat, at least one other advance  
Increase one of your stats by +1, to a max of +3.

### DUELIST'S PARRY

When you Hack and Slash, gain +2 armor for the exchange.

### EXPANDED REPERTOIRE

Learn 2 more Arcane Workings.

### IRRESISTABLE

You can always ask the GM whether an NPC finds you attractive (the answer is usually yes). When you *Parley with someone who finds you attractive*, you have advantage.

### LIFE OF THE PARTY

When you *you help someone Recover by raising their spirits*, they don't need to expend a use of Supplies. When you *Make Camp and help raise everyone's spirits*, everyone (including you) picks an extra benefit from Make Camp.

### SILVER TONGUED ○○○

When you *use words to avoid suspicion or trouble*, roll +CHA: **on a 10+**, hold 3 Nerve; **on a 7-9**, hold 1 Nerve. You may spend Nerve, 1-for-1, to:

- Move about or maneuver unchallenged
- Withstand direct scrutiny or questioning
- Direct suspicion or attention elsewhere

## Drive:

Pick 1

- FAME**  
Ensure that others will spread your name
- DRAMA**  
Provoke conflict between others
- ROMANCE**  
Share a passionate moment with another
- WISDOM**  
An NPC acts on your honest advice

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

# THE PALADIN

## AGENDA

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

## WHEN IN DOUBT

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*pick or make one up*

HUMAN: Ameer, Augustine, Beryl, Cassius, Hadrian, Ismina, Johanna, Lucia, Lux, Octavia, Regulus, Roshan, Sanguinus, Sofia, Thaddeus, Titanius, Valeria, Ursa

## Look:

*pick one from each row*

- human  \_\_\_\_\_
- young & innocent  older than I look  stately and distinguished  \_\_\_\_\_
- eager eyes  piercing eyes  sad eyes  soulful eyes  \_\_\_\_\_
- heroic figure  lit by an inner fire  striking beauty  unshakable poise  \_\_\_\_\_
- all shine & polish  mismatched armor  timeworn gear  \_\_\_\_\_

## Background:

*pick one*

### ANOINTED BY THE GODS

When you *invoke your divine authority to issue an order or a warning*, roll +CHA: **on a 7-9**, they must choose 1; **on a 10+**, you can tell what they're going to do and act first (with advantage).

- Do what you say
- Back away slowly, then flee
- Attack you

When you *lay hands on someone* as they Recover, they regain extra HP equal to your CHA and you can mark a debility in lieu of using Supplies.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you knew me before I was called?
- Which of you shares my faith?
- Which of you finds me unnerving?
- Which of you mocks or doubts my faith?

### HERO REBORN

When you *Spout Lore by consulting the memories of your past life or lives*, you have advantage.

When you *Make Camp and dream your prophetic dreams*, ask the GM a question about the perils that you face. They'll give you an honest answer in your dreams, though it may be clouded or cryptic.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you knew me in a previous life?
- Which of you is you my kin in this life?
- Which of you doubts I am who I claim to be?
- Which of you has pledged to follow me?

### PARAGON OF VIRTUE

When you *approach an enemy to negotiate in good faith*, they will at least hear you out. Even the most debased and savage foe will delay violence until you've had your say.

When you *spend the night in prayer and vigil*, you need not sleep in order to gain the benefits of Make Camp, but remain alert to danger.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is a better soul than you let on?
- Which of you is following me on my quest?
- Which of you fills me with temptation?
- Which of you convinced me that this foolishness was worthwhile?

### SACRED ORDER

What is your order known for? (pick 3)

- chapters everywhere  fanatic zeal  holy relics
- honor  influence  mystical rites  popularity
- skilled warriors  troves of lore  wealth

When you *leverage your order's reputation*, you gain advantage to Parley. When you *Spout Lore about your order*, treat a 6- as a 7-9.

When you *Have What You Need*, you can produce items reflecting your order's traits.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you also serves my order?
- Which of you have I been ordered to serve?
- Which of you knows of my secret mission?
- Which of you am I watching closely?



STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in either CHA or STR, and +1 in the other

HP: 20

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 6x ♦ to start, on specific items or "Undefined".

UNDEFINED: ♦♦♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

### Serious weapons (+1 damage)

♦ Sword ♦ Axe ♦ Flail ♦ Mace ♦ Hammer ♦ Polearm

♦ Crossbow & bolts (○ low ammo ○ out of ammo)

♦ Stylish brigandine or chain shirt (1 armor)

♦♦ Hauberk or breastplate (2 armor, clumsy)

♦♦ Shield (+1 armor, +1 Readiness when you roll Defend 7+)

♦ Sacred tabard (+1 armor vs demons & undead)

♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

### Other items (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

### SMALL ITEMS

Knife or dagger

Symbol of your god(s) or order

Pick 1 and cross off the others:

Purse of coins

Token of some noble's favor

Sacred oil (burns the unboly)

Have What You Need: use Supplies to produce a common, small item

Your Max Load is ♦x6. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

# Starting Moves:

## ARMORED

When you *wear armor*, ignore the *clumsy* tag.

## BOUND BY A HIGHER LAW

Choose 3 oaths that guide your behavior:

- I shall not cheat, nor utter falsehood, nor deceive others with my words
- I will protect the weak and give aid to any innocent who asks it of me
- I must not let a crime go unpunished
- I shall not flee, nor deny a call to battle
- I will offer mercy to any I defeat, even the most unworthy
- I shall never refuse a superior's order

When you *violate one of your oaths*, choose two of your paladin moves. You lose those moves until you atone; ask the GM what's required to do so.

## DIVINE GRACE

When you *Defend*, roll +CHA instead of +CON. In addition to the usual choices, you can spend Readiness to:

- Blaze with righteousness, making all demons and undead recoil from your presence.
- Stand fast, holding your position despite what befalls you.

## EYES UNCLOSED

When you *pray for guidance, even for a moment*, you can ask the GM "what here is evil?" and get an honest answer.

## FEAR NO EVIL

When you *Defy Danger (or would otherwise roll) to resist or act despite fear*, don't roll; you automatically succeed as if you rolled a 10+.

## SMITE

When you *strike a thing of supernatural evil*, roll +STR: **on a 10+**, deal your damage and pick 1 from the list below; **on a 7-9**, deal your damage and pick 1, but you also expose yourself to harm or unwanted attention.

- Deal +1d6 damage
- Ignore the thing's armor or other defenses
- Suppress one of its unnatural powers
- Force it from its host

# Advances: Spend 5 XP to pick one, at any time.

## IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

## SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

## AURA OF COURAGE

When you *stand fast in battle*, allies who can see or hear you are unaffected by fear or doubt.

## CHARGE!

When you *charge into battle*, gain +1 armor and deal +1d4 damage on the initial exchange. Anyone who follows your lead also gets this benefit.

## STAUNCH DEFENDER

When you *Defend*, you hold +1 Readiness. Even on a 6-, you hold 1 Readiness.

## WALK THROUGH THE VALLEY

You are unaffected by poison or disease.

## WINDOWS TO THE SOUL ○○

When you *peer into the eyes of another*, roll +WIS: **on a 10+**, hold 2 Insight; **on a 7-9**, hold 1 Insight. While in their presence, spend your Insight 1-for-1 to ask their player/the GM one of the following and get an honest answer:

- Are they lying or trying to deceive me?
- What are they really feeling?
- What sin holds sway in their heart?

## Drive: Pick 1

### COURAGE

Lead another to act despite fear or doubt

---

### DOUBT

Question your faith, your oaths, or your order

---

### SACRIFICE

Suffer hardship so that another doesn't have to

---

### ZEAL

Cause your allies trouble by adhering strictly to your oaths

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

# THE DRUID

## AGENDA

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

## WHEN IN DOUBT

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

## Name:

*Pick or make one up*

HUMAN: Elana, Obelis, Herran, Syla, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei

DWARF: Odr, Gullvig, Frefa, Adun, Loffin, Njora, Khargus, Ragrim, Melinae, Gulo

ELF: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor

HALFLING: Tanner, Dunstan, Rose, Ivv, Robard, Mab, Thistle, Puck, Anne

## Look:

*Pick one from each row*

- human  dwarf  elf  halfling  \_\_\_\_\_
- born of the...  Great Forest  Whispering Plains  Vast Desert  Stinking Mire  River Delta
- Sapphire Islands  Open Sea  Towering Mountains  Frozen North  Blasted Wastes
- Depths of the Earth  Lands Lost to Time  Field, Farm, and Pasture  \_\_\_\_\_
- fresh faced  hale & hearty  old & wizened  \_\_\_\_\_
- curvy  strapping  rail-thin  thick-set  willowy  \_\_\_\_\_
- ceremonial garb  furs, hides, feathers  ornate mask  painted/tattoos/scarring  \_\_\_\_\_

Your *tell* is always present, in any form you take, a reflection of your land and your nature.

- antlers/horns  cat-eyes  gills  green hair/feathers/fur  musky smell  \_\_\_\_\_

## Background:

*Pick one*

### KEEPER OF THE OLD FAITH

When you *Spout Lore about the natural world or things civilization has forgot*, you have advantage.

When you *Recover in the wild and have time to forage*, you don't need to expend Supplies.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you also reveres the old gods?
- Which of you dismisses me as a primitive?
- Which of you disregards the natural order?
- Which of you requires my guidance?

### INITIATE OF THE FIRST CIRCLE

You belong to a far-flung sect devoted to balance and the natural order. When you *send word to your sect asking for aid*, roll +CHA: **on a 10+**, they provide it with all due haste; **on a 7-9**, the aid will be delayed or come with strings attached.

When you *expend Supplies and mark an area with sacred symbols*, the area is warded against one of the following so long as the symbols remain:

- Unclean spirits and perversions of nature
- Natural beasts and spirits of the wild

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you is also a follower of my sect?
- Which of you am I commanded to protect?
- Which of you is being watched by my sect?
- Which of you has reason to distrust my sect?

### TOTEM SPIRIT

Choose a natural beast native to your homeland. When you *borrow the form of your totem*, don't roll to Shapechange; you automatically get a 10+. However, when you *act against your totem's instincts*, you Defy Danger with disadvantage.

When you *expend Supplies to craft an effigy of your totem*, set it to watch over a place or a person. It will alert you the next time danger approaches.

When you introduce yourself to the other PCs, ask one or more of the following:

- About which of you do the spirits whisper?
- Which of you is followed by a dark presence?
- Which of you thinks thinks me a mummer?
- Which of you has also seen the spirit realm?

### TRICKSTER/CULTURE HERO

When you *Defy Danger or Parley using flattery or deceit*, you have advantage.

When you *Have What You Need*, you can produce something strange & magical. Say how you stole/won it and how it's useful right now, but ask the GM how it's limited and problematic.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you has shared in my adventures?
- Which of you is often the butt of my jokes?
- Which of you most enjoys my tales?
- Which of you thinks I'm just full of crap?

STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in WIS or CON, and +1 in the other

HP: 16

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 4x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

- ♦ Spear ♦ Staff ♦ Cudgel ♦ Hatchet ♦ Sickle
- ♦ Bow & arrows (○ low ammo ○ out of ammo)
- ♦ Hides & furs (1 armor)
- ♦♦ Shield (+1 armor, +1 Readiness when you roll Defend 7+)
- ♦ Offerings (○○ uses, grants advantage to Parley w/spirits)
- ♦ Sacred pouch (no evil within can escape or affect the world)
- ♦ Fetish (houses a weak but clever spirit; can convince it to help)
- ♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)
- Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

**SMALL ITEMS**

Knife or dagger

Sacred token of nature

Pick 1 and cross off the others:

Healing elixir (10 HP or debility)

Sacred bark (burn to repel evil)

Bezoar (cures any poison)

**Have What You Need:** use Supplies to produce a common, small item

Your Max Load is ♦x4. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

# Starting Moves:

## SHAPECHANGE

When you *borrow the form of a natural beast*, one native to your homeland, name it and roll +CON: **on a 10+**, you stay in that form until you decide to change back or take on another; **on a 7-9**, you shed your borrowed form the first time you roll a 6- (in addition to whatever the GM says), or earlier if you so desire; **on a 6-**, the form's instincts are particularly strong (see below) and you're stuck in that form until you calm yourself and take the time to set the form aside.

While *in your borrowed form*, you have its innate armor, qualities, tags, and abilities but use your own stats (you might be an ox, and strong as an ox, but you roll your STR to see how you wield that strength).

When you *act contrary to the instincts or nature of your borrowed form*, you are Defying Danger with WIS.

## THE SECRET TONGUE

You can communicate with natural beasts, spirits of the wild, and others who speak the Secret Tongue.

When you *Parley using the Secret Tongue*, roll with WIS instead of CHA.

## SPIRIT-TOUCHED

You can always ask the GM "What spirits are active here?" and get an honest answer.

## COMMUNION

When you *perform a little ritual and make an offering of something they'd like* (whisky, incense, blood, etc.), the spirits of a place manifest before you—not always friendly, but at least curious and willing to hear you out.

When you *commune with the spirit of a beast and ask to borrow its form*, it will ask something of you. Meet its request, and henceforth you can shapechange into that beast, as though it were native to your homeland.

# Advances:

Spend 5 XP to pick one, at any time.

## IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

## SUPERIOR STAT

*Requires: Improved Stat, at least one other advance*  
Increase one of your stats by +1, to a max of +3.

## RED OF TOOTH AND CLAW

When you *Shapechange into a dangerous form*, you deal +1d4 extra damage

## BORROWED POWER

When you *convince a spirit or beast to lend you its power*, ask the GM for one of its moves. Write it down; you can do that move, once, just like that. You can hold only one such move at a time.

## HEED MY CALL

When you *mark a debility and beseech one of the elements to attend you*, an elemental spirit manifests in dramatic fashion. Make your demand and Parley as normal, but realize that it's both fickle and stubborn, with wants and needs alien to your own.

## EYES OF THE TIGER

When you *mark a beast* (with pigment, mud, blood, etc.), you see through its eyes as if they were your own, no matter the distance between you. Only one animal can be so marked at a time.

## Drive: Pick 1

### CULTIVATION

Help someone grow, learn, or improve

### DETACHMENT

Act (or fail to) in a way that harms an ally or bystander

### HERITAGE

Upset another with your strange ways/rites

### PRESERVATION

Convince others to protect a thing of nature

### RECLAMATION

Deface/destroy/bury an artifact of civilization

When you Make Camp, mark XP if you've done this.

# Player's Guide:

# Notes:

## AGENDA

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

## PRINCIPLES

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

## WHEN IN DOUBT

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

## TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the goblin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the goblin, make with the dice.

When a move says to "roll +[STAT]," that means roll 2d6 and add the appropriate modifier. A 10+ is a strong hit; a 7-9 is a weak hit; a 6- is a miss (mark XP and prepare for the worst).

## HOLD AND SPEND

When a move says "*hold X Currency (until/while/so long as \_\_)*," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.

# THE WIELDER

*a variant of the Fighter, who wields a magical Weapon*

## Name:

*pick or make one up*

HUMAN: Colwyn, Hal, Ilivia, Lyssa, Marikit, Nadia, Sid, Tajib  
DWARF: Aelfryn, Chiffe, Dvallon, Gramm, Hervor, Regnin, Savartri, Tisild  
ELF: Balbatias, Celerathma, Cil, Danivas, Istria, Karinia, Vathrian, Vidokthi  
HALFLING: Cleo, Finriss, Hale, Karin, Mallory, Myrtle, Sera, Yacob, Zeb

## Look:

*pick one from each row*

- human  dwarf  elf  halfling  \_\_\_\_\_
- surprisingly young  showing my years  seemingly ageless  \_\_\_\_\_
- bright eyes  strangely colored eyes  unblinking eyes  \_\_\_\_\_
- athletic and fit  big and burly  painfully thin  with a dancer's grace  \_\_\_\_\_
- Your Weapon is...  borne proudly  kept hidden  nondescript  unnerving  \_\_\_\_\_

## Background:

*pick one*

### ACCURSED

When you *unsheath Your Weapon*, roll +WIS: **on a 10+**, name an NPC who will die; **on a 7-9**, name two NPCs—one will die and one will live but it's unclear which is which; **on a 6-**, someone will surely die, but who? **Regardless**, the GM will ensure that your vision comes true.

When you *Make Camp and reminisce about someone you regret killing with Your Weapon*, mark XP.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you once stayed my hand?
- Which of you has failed to stay my hand?
- Which of you knows how to lift the curse?
- Which of you has stuck with me despite it all?

### BY YOUR OWN HAND, FORGED

When you *have access to a forge*, you can transfer the magical powers and properties of another weapon to Your Weapon (adding those it already has). The other weapon is destroyed.

When you have time to work and *Have What You Need*, you can produce specific, finely wrought, even minorly magical items that you have just now crafted to meet your specific needs.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you helped me forge My Weapon?
- Which of you has much to teach me?
- Which of you has stood valiantly by my side?
- Which of you seeks to steal my secrets?

### LEGACY

When you *Spout Lore about about Your Weapon or the many honorable heroes who wielded it before you*, you have advantage.

When you *regale an ally with a tale from Your Weapon's past while they Recover*, your ally regains extra HP equal to your CHA.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of your families has long served mine?
- Which of you recruited me for this quest?
- Which of you cares about me, not my duty?
- Which of you am I sworn to protect?

### VESSEL

○○○

When you *kill a living foe with Your Weapon*, hold 1 Sustenance (max 3). When you Recover or want an extra pick from Make Camp, you must spend 1 Sustenance instead of expending 1 Supplies.

When you *are dying*, roll +Sustenance (instead of Last Breath): **on a 10+**, you survive and regain 1d6 HP; **on a 7-9**, you survive and regain 1 HP but lose all your Sustenance; **on a 6-**, you die. Or rather, this vessel dies but you persist. The next mortal NPC who wields you becomes your vessel.

When you introduce yourself to the other PCs, ask one or more of the following:

- Which of you knew this vessel, before?
- Which of you knew me in a previous vessel?
- Which of you has fed me your blood when I was desperate and hungry?
- Which of you trusts me, despite the truth?



STR:

DEX:

CON:

Assign these, one to each stat: +2, +1, +1, +0, +0, -1

INT:

WIS:

CHA:

Tip: put the +2 in either STR or DEX.

HP: 20

- Weakened (disadvantage to STR & DEX)
- Dazed (disadvantage to INT & WIS)
- Miserable (disadvantage to CON & CHA)

Track current HP and debilities here. Recover or Make Camp to heal.

Damage: 

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll, after rolling
- Spend 5 XP to pick an advance

Mark XP when you roll a 6-. See also: Make Camp.

## Gear:

Mark up to 5x ♦ to start, on specific items or "Undefined".

**UNDEFINED:** ♦♦♦♦♦ When you **Have What You Need**, move ♦ from here to specific items.

**Additional serious weapons** (+1 damage)

♦ Sword ♦ Axe ♦ Flail ♦ Mace ♦ Hammer ♦ Polearm

♦ Crossbow & bolts (○ low ammo ○ out of ammo)

♦ Leather cuirass or chain shirt (1 armor)

♦♦ Hauberk or brigandine or breastplate (2 armor, clumsy)

♦♦ Shield (+1 armor, +1 Readiness when you roll Defend 7+)

♦ Spear ♦ Short sword ♦ Cudgel ♦ Staff

♦ Supplies (○○○ uses) ♦ More Supplies (○○○ uses)

Use to Recover, Make Camp, or produce small items

**Other items** (torch, rope, prybar, found loot, etc.)

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

♦♦ \_\_\_\_\_

**SMALL ITEMS**

Knife or dagger

Pick 1 and cross off the others:

Purse of coins

Token of some noble's favor

Healing elixir (10 HP or debility)

**Have What You Need:** use supplies to produce a common, small item

Your Max Load is ♦x5. If you carry more, you are **encumbered** (noisy, slow, hot, quick to tire).

## Starting Moves:

### ARMORED

When you **wear armor**, ignore the *clumsy* tag.

### PROWESS

When you **Defy Danger by running, jumping, climbing, or tumbling**, you have advantage. You can't use this move if you are encumbered.

### TAKE THE MEASURE

When you **take a moment to size up an NPC**, you can ask the GM "What are they about to do?" and get an honest answer.

### YOUR WEAPON

Pick one. It doesn't count against your Max Load.

- Crom Faeyr**, hammer of the dwarf-kings (+1d4 damage, forceful, loud)

When you **roll 12+ to Hack & Slash with this hammer**, it booms like thunder, stuns them, and sends them flying

- The Ebon Blade**, a heavy, jet-black sword (+1 damage, messy)

When you **kill a living, bleeding creature with this sword**, regain 1d4 HP.

- Ironfang**, an ornate, spear of black steel (+1 damage, reach, thrown)

When you **Volley with this spear**, you can use STR instead of DEX. When you **will it so**, the spear flies safely into your open hand.

- Meofainn**, an ax tempered in dragon's blood (+1 damage, messy, forceful, 3 piercing)

This ax cuts wood like it was clay, stone like it was wood, and steel like it was stone. When you **roll 12+ to Hack & Slash with this ax**, destroy something they wield, wear, or carry.

- Sindarin**, a slim blade like a crescent moon (+1 damage, ignores armor)

When you **Hack & Slash with this blade**, you can use DEX instead of STR. It's edge can cut even spirits or insubstantial foes.

- Urawhu**, a barbed blade on a long silver chain (+1 damage, reach, thrown)

When you **Hack & Slash with Urawhu**, you can use DEX instead of STR. When you roll a **12+ to Hack & Slash or Volley with Urawhu**, describe how you ensnare, trip, or disarm your foe.

## Advances:

Spend 5 XP to pick one, at any time.

### IMPROVED STAT

Increase one of your stats by +1, to a max of +2.

### SUPERIOR STAT

Requires: Improved Stat, at least one other advance  
Increase one of your stats by +1, to a max of +3.

### FIGHT ON

When you **would be reduced to 0 HP**, you can choose to mark a debility instead.

### SNICKER-SNACK!

When you **wield Your Weapon and fight to kill**, you deal damage with advantage.

### VOICES

When you **consult the spirits bound to Your Weapon**, roll +CHA: **on a 10+**, they give you a clear, useful insight into your situation but might ask some questions in return; **on a 7-9**, they'll give you insight into your situation, but pick 1:

- The insight is vague, cryptic, or incomplete
- They make a demand of you

### WELL OF POWER penalty ○○○○○

Pick a spell from the Wizard or Cleric playbook:

When you **use Your Weapon to cast this spell**, roll +CHA: **on a 10+**, the spell works; on a 7-9, it works but pick 1:

- You endanger yourself, an ally, or an innocent
- You take a -1 ongoing penalty (cumulative) to use this move until you Make Camp

## Drive:

Pick 1

- DOMINANCE**  
Coerce someone through threats or violence
- EXHILARATION**  
Cause trouble for your allies by acting rashly
- MYSTERY**  
Go out of your way to learn something secret
- VICTORY**  
Defeat a worthy foe in single combat

When you Make Camp, mark XP if you've done this.