

NAME

LOOK (CHOOSE ONE FOR EACH)

Note: Despite the name, this playbook is available to nobles of either gender.
Isabella, Ferdinand, Cecilia, Reginald, Delphinium, Patrick, Ida, Theodore

Aloof Eyes, Gentle Eyes, or Mischievous Eyes
Braided Hair, Short-Cut Hair, or Flowing Hair
Toned Body, Willowy Body, or Decorated Body
Jeweled Regalia, Functional Regalia, or Otherworldly Regalia

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP		YOUR MAX HP IS 6+CONSTITUTION
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ALIGNMENT

- GOOD
Put your safety in the hands of someone who shouldn't be trusted.
- CHAOTIC
Rescue yourself from a predicament
- EVIL
Destroy someone's reputation.

BACKGROUND

- Name your people, and choose what they would say about you:
- RESOURCEFUL
When you hold Poise, your damage die is d8, and take +1 to Supply.
- COMMANDING
When you hold Poise, take +1 to Stunning and hiring Loyalty rolls.
- BELOVED
When you hold Poise, take +1 to My Brave Friends and Carouse.

BONDS

Fill in the name of one of your companions in at least one:

_____ was once my subject.
_____ needs to have more faith in themselves.
I can trust _____ with any secret.
In my dreams I have seen what _____ can do.
_____ has much to teach me.
_____ does not trust me, for whatever reason.

POISE:

In addition, you start with one of these three moves, based on your Background. You can take the other two as normal advances.

- STUNNING (CHA) -- COMMANDING
When you reveal yourself to someone suddenly, everything stops for a moment. Roll +CHA. On a 10+, choose 2; on a 7-9, choose 1.
- A friend you can see takes +1 forward
 - Whoever you revealed yourself to loses hold of something
 - You draw everyone's attention to you, if only for this moment.

STARTING MOVES

You start with these moves:

AMONG THE COMMON FOLK

When you take a moment to alter your appearance, with a smudge of dirt or by covering your hair with a homespun hood, no one will believe you are noble until you can appear before them, clean and in *stylish* or *regal* clothing.

POISE

When you behave in a noble fashion, as outlined below, gain 3-Poise and mark an X next to the option. You may not gain Poise from a marked option. When you have marked three options, erase all your marks.

- Attend a glamorous social function
- Pursue an inappropriate romantic target
- Tend carefully to a wounded or ill person or creature
- Make a dramatic entrance
- Rebuff a suitor

Hold at most 3-Poise if unadorned, 4-Poise if in *stylish* or *regal* gear, 5-Poise if in both.

MY DEAR FRIENDS

You always have common folk or small creatures hanging around you, whether you want them to or not. Choose what your Dear Friends are: Common Folk, Animals, Spirits, Fairies, Things Stranger By Far. When you call on your Dear Friends for help, a few of them will come out of hiding (say what that looks like) and help you. Spend Poise 1-for-1 for:

- A truthful answer to a short, simple question
- Amazing finery (*stylish*, *regal*) that will only last the night
- An escape route that won't be safe for long
- Enough food for a day's journey for you and your companions

WINSOME

When you smile and ask a stranger for a teensy favor, with no leverage, spend 1-Poise, and the GM chooses one:

- They do you the favor, no questions asked
- They become infatuated with you, take +1 forward against them
- They publicly resent you, take +1 forward against them.

 WHATEVER'S AT HAND -- RESOURCEFUL

When you wield a common object with violent intent, it functions as a weapon for you. Pick its type; each has associated tags. Small And Light (*hand, near, thrown, -1 damage, 0-weight*), Stout And Balanced (*close 1-weight*), Long And Thin (*2-handed, reach, 1-weight*)

 MY BRAVE FRIENDS (CHA) -- BELOVED

When you send one of your Dear Friends off alone to do a favor within their power, roll +CHA. On a 10+ they do it and return to you. On a 7-9, pick one: they did their best but only came close, and following up means Defying Danger; or they drew unwanted attention to themselves or you.



LEVEL
XP

GEAR

Your Load is 7+STR. You have some fresh food (ration, 3 uses, 1 weight). Choose two tokens of office, all are *regal* and 0-weight for you:

- A crown or tiara
- A choker, necklace, or pendant
- A scepter, rod, or staff
- A ring or bracelet

Choose your usual raiment:

- Tasteful mail shirt (1 armor, 1 weight)
- Ostentatious clothes (0 armor, 1 weight, *stylish*)

Choose three bundles of emergency gear:

- A spare suit of light armor (1 armor, 1 wt)
- An archer's kit (3 weight):
 - short bow (Near, 2 wt)
 - bundle of arrows (3 ammo, 1 wt)
- A skirmisher's kit (2 weight):
 - slim sword (Close, precise, 1 wt)
 - brace of knives (Thrown, Near, 3 ammo, 1 wt)
- A soldier's kit (3 weight):
 - heavy mace (Close, +1 damage, 2 wt)
 - stout shield (+1 armor, 1 wt)
- A scholar's kit (2 weight):
 - bag of books (5 uses, 2 wt)
 - 3 vials of antitoxin (0 wt)
- An adventurer's kit (1 weight):
 - adventuring gear (5 uses, 1 wt)
 - lots of bandages (6 uses, 0 wt)
- A hermit's kit (2 weight):
 - dried meat (ration, 5 uses, 1 wt)
 - dried herbs (as poultices, 2 uses, 1 wt)
- A traveler's kit (0 weight):
 - reversible cloak (0 wt, can be worn as *stylish* or plain)
 - pouch of 28 coins

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

WORLDLY CONCERNS

Take one of the following starting moves, from a playbook no one else is using, and gain the additional benefit listed for it:

- Bard, Charming and Open: Spend 1-Poise to ask an additional question. You must still provide at least one true answer.
- Bard, Arcane Art: Your Dear Friends can provide backup as a favor, take +1.
- Cleric, Turn Undead: This counts as rebuffing a suitor. You can use any *regal* item you legitimately own as a holy symbol.
- Druid, Spirit Tongue: When you Parley with Spirit Tongue, take +1.
- Fighter, Signature Weapon: Your weapon is a *stylish* or *regal* heirloom; pick one. You may treat it as your favored weapon type for Pan Fu.
- Paladin, Lay On Hands: This counts as tending to the wounded or ill.
- Ranger, Command: Your companion gets *perform* or *labor* as a bonus training.
- Thief, Tricks of the Trade: Your Dear Friends can provide a tool or distraction as a favor, take +1.
- Wizard, Ritual: Your Dear Friends can waive any one requirement as a favor.

PAN FU

Requires: *Whatever's At Hand*

Pick a particular type of improvised weapon; this weapon deals +1d4 damage (+1d6 if Resourceful and holding Poise) and gains the *forceful* tag.

Pick: food, cookware, farm implements, scholarly instruments, medical supplies

DISARMING SMILE

When you use a *stylish* or *regal* piece of gear and hold Poise, take +1 armor.

MAJESTY

You may spend 1-Poise to have your continued presence and good mood count as leverage for Parley, even if no one knows who you really are.

CACHE GACHET

Through planning, foresight, or the kindness of strangers you can get emergency supplies pretty much anywhere. When you **Make Camp**, as a favor you can ask your Dear Friends for an emergency supply kit (as above) from which you have no items. If you have Brave Friends, it is always in their power to retrieve a kit.

MY STALWART FRIENDS

Requires: *My Brave Friends*

Add these options to the 7-9 list from *My Brave Friends*: it takes much longer than either you or they thought; they show up at an awkward time, lose 1-Poise.

TURNABOUT PRINCESS

Requires: *Stunning*

When you reveal yourself with **Stunning**, on a 12+ you can choose all 3.

REGAL STYLE

You may hold 1 more Poise, and pick one of these extra ways to mark it:

- Tell someone how they are wonderful
- Storm off in a huff
- Comfort a sad innocent or poor unfortunate
- Show up a rival

KEEPSAKE

You don't need to use *regal* or *stylish* gear to get the bonus to maximum Poise from it; you need only know you have a piece of it in your possession.

MULTICLASS DABBLER

Take a move from another class. Treat your level as one lower for choosing it.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

MY WISE FRIENDS

You have trusted advisors among your Dear Friends. When you **Make Camp**, as a favor they will tell you the Grim Portent that poses the greatest threat to your land or people. Generally this won't change unless you do something to change it.

I MAKE THIS LOOK GOOD

Requires: *Regal Style*

You may hold 1 more Poise; pick another way to mark it from the *Regal Style* list.

DRAGON DEFENDS THE HEARTH

Requires: *Pan Fu*

When you **wield your favored weapon from Pan Fu**, and the bonus die rolls higher than your class damage die, the attack deals stun damage.

MY LOYAL FRIENDS AND TRUE

Requires: *My Stalwart Friends*

When you send one of your Brave Friends on a mission, on a 12+ they transcend their weakness and hesitation for one perfect moment; the GM will tell you how.

THE FIREBIRD

Requires: *Turnabout Princess*

When you **reveal yourself with Stunning**, choose one additional option. On a 10+, you may instead choose 1:

- all your allies take +1 forward
- whoever you revealed yourself to is stunned and cannot be roused short of mortal peril
- you grab everyone's attention and hold it short of mortal peril or your extended absence.

MULTICLASS INITIATE

Take a move from another class. Treat your level as one lower for choosing it.

MULTICLASS MASTER

Take a move from another class. Treat your level as one lower for choosing it.

HAPPILY EVER AFTER

Requires: *Worldly Concerns*

When you have settled down in a stable, long-term relationship, romantic or otherwise, you may change class to the playbook you took a move from in *Worldly Concerns*, even before level 10. Gain all its starting moves as normal, but keep all your Princess moves; you can take further advances from Princess as you level.