

Your Name:

& Pronouns:

# Synthene character

Description

Role:

- ☐ Agent: *Bodyguard-Rogue*
- ☐ Companion: *Bodyguard-Confidante*
- ☐ Counselor: *Attaché-Confidante*
- ☐ Mediator: *Confidante-Rogue*
- ☐ Proxy: *Attaché-Rogue*
- ☐ Retainer: *Attaché-Bodyguard*

Assign 4 • 4 • 2 • 2

Adaptations:

- ☐
- ☐
- ☐

Attaché

- Evaluate a Position
- Get to Work
- Read a Situation

The Edge

- Attack Someone
- Defend Someone
- Interrupt Someone
- Move Into Position

Bodyguard

Confidante

- Attend to Someone
- Read a Relationship

Memories:

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

Rogue

- Defend Yourself
- Stand Your Ground
- Unbind the Unseen

At-Need:

- Arrive
- Depart
- Face Danger
- Session's End
- Game's End

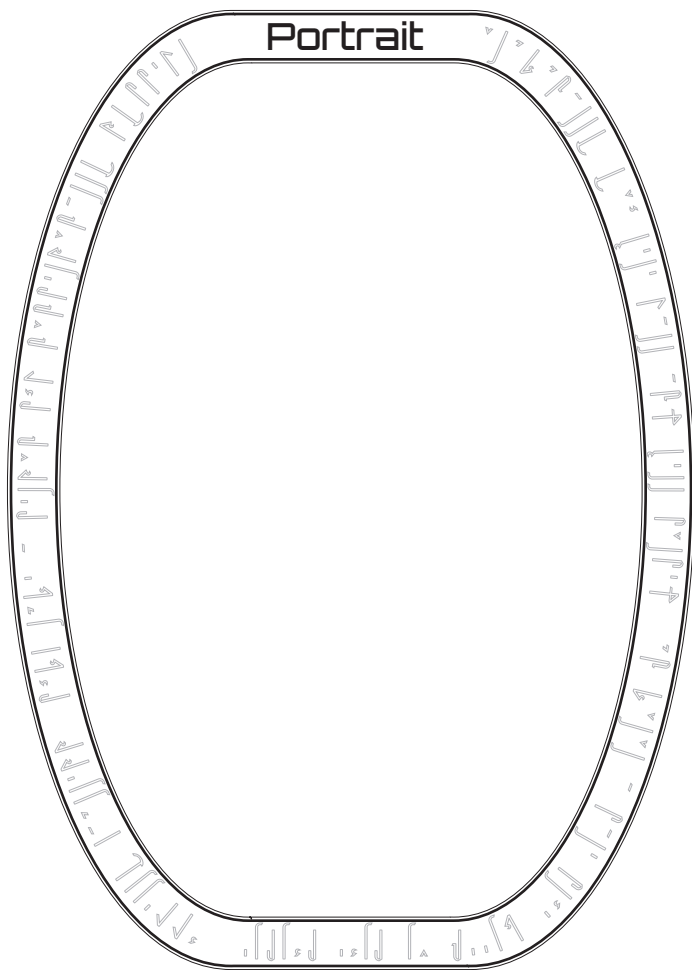
Experience:

○○ ○○ ○○  
○○ ○○ ○○  
○○ ○○ ○○

- Help Someone
- Push Yourself
- Spend Your Wealth
- Survive a Blow

Belongings:

Weapons & Armor:



Portrait

Reserves & Holdings:

The Other Characters:

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# Synthene Characters

Synthenes are artificial people created by the aristoi of a past age, to serve as their bodyguards and companions. Synthenes can be destroyed, but are otherwise immortal, and some have survived into this age. You can be one.

## Character Creation:

To create your Synthene character, choose your name & pronouns, your description, your role, your memories, your adaptations & skills, and your belongings, weapons & armor.

## Name & Pronouns:

Choose a fantasy android name.

Choose your pronouns. You can choose any you want, but remember to consider it/its.

## Description:

Originally you were tall and well-formed, in color a pale blue-green or blue-purple, utterly hairless, much like a person but unnaturally symmetrical, designed to move among people without being mistaken for one — but wait until you've chosen your adaptations to describe yourself now.

Choose and describe your clothing:

- *No clothing.*
- *Plain, practical clothing.*
- *Poor, shabby clothing.*
- *Flamboyant, colorful clothing.*
- *Tasteful, elegant clothing.*
- *Severe, austere clothing.*
- *A uniform of some kind.*
- *Vestments of some kind.*

Include your hat, boots, coat, and/or any ornaments you wear.

## Roles:

Instead of attributes and levels, you have roles. Choose your starting role:

- **Agent:** *Bodyguard-Rogue*
- **Companion:** *Bodyguard-Confidante*
- **Counselor:** *Attaché-Confidante*
- **Mediator:** *Confidante-Rogue*
- **Proxy:** *Attaché-Rogue*
- **Retainer:** *Attaché-Bodyguard*

Assign 4 to both of your chosen roles, and 2 to both of the other roles.

## Memories:

You're very old, and you've done more and experienced more than you can easily remember. Still, some memories come to you often and inform your actions, even centuries later. **Choose 3 or more:**

- **Anguish:** You took actions that hurt and bereaved the people around you, who were relying on you. You have the edge when you **evaluate a position**.

- **Conviction:** You had a vision and were unwavering in its pursuit. You have the edge when you've delayed action to **study and consider your options**.
- **Danger:** The people around you came under attack. Many were killed, and many became refugees. You have the edge when you **defend someone**.
- **Enmity:** Someone hated you, wishing you harm and death. You have the edge when you **defend yourself**.
- **Fear:** The people around you were vulnerable and knew that horrors were to come. You have the edge when you **read a situation**.
- **Imprisonment:** You were bound and held by one even more powerful than you, and could secure no escape. You have the edge when you've **defied someone**.
- **Isolation:** You took yourself far away from people, to pursue your own nature and interests. You have the edge when you **stand your ground**.
- **Love:** Someone loved you, although you did not reciprocate their feeling. You have the edge when you **attend to someone**.
- **Mystery:** There was something you needed to understand, and you could not discover the truth of it. You have the edge when you've **let a mystery stand**.
- **Peace:** The people around you ended their war, set aside violence, and reconciled with one another. You have the edge when you **read a relationship**.
- **Plenty:** The people around you had all that they needed and lived without fear. You have the edge when you **get to work**.
- **Powerlessness:** The people around you believed in you and needed your help, but they were mistaken: you could not accomplish what they needed. You have the edge when you've **promoted someone else's plan**.
- **Servitude:** You set aside your own nature and understanding, and did only what others demanded of you. You have the edge when you're **obeying someone**.
- **Solidarity:** The people around you stood together, rallied, and faced their trials as one. You have the edge when **your friends are united**.
- **Treachery:** Someone you trusted betrayed you, to your detriment. You have the edge when you **interrupt someone**.
- **Triumph:** You stood alone among the broken, defeated remnants of enemies who sought your defeat. You have the edge when you **attack someone**.
- **Trust:** Someone extended trust to you immediately and without reservation. You have the edge when you're **trusting someone** in turn.
- **Uncertainty:** You knew that action was required, but you did not know what action to take. You have the edge when you've **committed yourself fully**.
- **A memory of your own.** You have the edge when you **do [x]**. Check it with the GM, and otherwise, go back and choose 1 of the above.

## Adaptations:

You're very old, and over the many centuries that have passed since you served the purpose for which you were created, you've changed yourself and made yourself strange. **Choose up to 3:**

- *Armaments*
  - *Benevolence*
  - *Body-mods*
  - *Cliché*
  - *Disguise*
  - *Enthusiasm*
  - *Library*
  - *Mysticism*
  - *Routine*
  - *Vigilance*
- **Armaments:** You were not created to harm people, but have found in yourself the ability to do so. In addition to your Synthene weapon and armor below, choose a weapon you display, a weapon you keep hidden, 1-3 weapons you hold in reserve, and armor if you like. They can be common, rare, or spells, your choice.
  - **Benevolence:** You've made a study of peoples' life-processes, out of an impulse to help people who are suffering. You have the Healing skill.
  - **Body-mods:** You've changed your bodily configuration to better suit your needs and self-conception. Choose as many as you want: additional limbs, additional sections of torso, detachable limbs, 9-12 feet tall, unnatural bodily configuration, exaggerated features, predatory features, adaptive camouflage, prismatic coloration, strange noises, strange smells, other body-mods of your own.
  - **Cliché:** To ease your interactions with people, you've established yourself as a cliché figure. Choose one: Wanderer, Judge, Guide, Confessor, Arbiter, Outcast, Oracle, Ghost. While you're acting as this cliché, strangers take your nonpersonal nature in stride, they aren't on particular guard against you, and they presume (incorrectly) that you won't or can't act too far outside of your apparent nature.
  - **Disguise:** By applying cosmetics and prostheses you're able to pass yourself off as truly a person. You're able to spend time with someone, rolling your Confidante.
  - **Enthusiasm:** You've cultivated and mastered a skill, for your own reasons. Choose one: Appraising, Dream-telling, Game-playing, Interpreting, Performing, Reciting, Researching, Surveying, Tracking, Traversing.
  - **Library:** For centuries, you've been accumulating a collection of books, scrolls, and maps. Where do you keep them, who has access to them, and how are they organized?
  - **Mysticism:** While you know and remember that you were created by engineers, you have come to believe that the universe planned and desired your creation for its own transcendent reason, and merely acted through your creators. You're able to study the skies, rolling your Rogue.
  - **Routine:** You have developed certain habitual reactions to things. You can prepare yourself, rolling your Rogue, but you must always prepare yourself to do the same 1 or 2 things.
  - **Vigilance:** You are ever-alert. You have the Watch-keeping skill.

## Skills:

- **Appraising:** You can judge the value of goods by examining them, by considering them in your mind, or by gut instinct.
- **Dream-telling:** You can guess and interpret the meanings of dreams.
- **Game-playing:** You know the rules to games, you play well, you learn quickly, and you are a good opponent.
- **Healing:** You can treat illnesses, injuries, maladies, and curses, and care for those in travail.
- **Interpreting:** You speak many languages and can communicate between people who otherwise don't understand one another.
- **Performing:** You know how to evoke emotions in your audience.
- **Reciting:** You can memorize long texts, poems, or ceremonies, and deliver them again with drama and energy.
- **Researching:** You are skilled with texts, maps, the accounts of the knowledgeable, and leaps of insight.
- **Surveying:** You can see and understand a landscape: its high points and low points, its good positions and poor positions, its bounty and its wants.
- **Tracking:** You can read the passage of living things through the landscape by the signs they leave.
- **Traversing:** You can climb a cliff, ford a river, find a mountain pass, keep your bearings in a forest, swim safely in an unknown sea.
- **Watch-keeping:** You can stay alert when all around you is quiet, or when all around you is chaos.

### Using your skills:

- When you **attack an enemy, move into position, or get to work**, name any skills you're using, so that the MC can include them in their considerations.
- When you **take other actions**, if you think your skills might give you the edge, check with the MC.
- Bring your skills into play in any other way that makes sense to you, the other players, and the MC.

## Belongings, Weapons & Armor:

Choose any belongings you feel appropriate, plus...

### Synthene weapons (choose 1):

- It's not in my nature to harm people, so I carry no weapons, but I can act to bodily restrain them and force them to submit.
- It's not in my nature to harm people, so I carry no weapons, but I can act to disarm and disable them to reduce the violence they can commit.
- It's not in my nature to harm people, so I carry no weapons, but I'm physically powerful enough to fight effectively without any.

### Synthene armor:

- I wear no armor, but my synthetic skin is as tough as steel mesh, and my muscles and organs are many times more resilient than any creature's.

# Synthene

## Initiative & Action

### Initiative:

- The MC decides who has the initiative first, by choice or at random.
- When you don't have the initiative, the actions you can take are to **prepare yourself**, to **defend yourself**, or to **interrupt someone**.
- When you have the initiative, say what your character says and does. Take an action if you choose.
- If you don't choose to take an action, pass the initiative as soon as you're ready.
- When you take action, roll dice equal to your attribute, and add together the highest 2 dice. (If you've rolled only 1 die, it stands alone as your sum.) Follow the action's rules, depending on your roll.
- Pass the initiative to another player of your choice, by name. Make sure that everyone gets a turn. If you aren't sure, check to see if anyone's fallen behind.
- **The MC can interject at any time**, then pass the initiative back to you.

### The Edge:

When you have the edge, roll an additional die.

### Attaché: Evaluate a Position

When you set aside your preconceptions, if any, and realistically assess a position that you hold, roll as an Attaché. It can be a physical, philosophical, tactical, practical, political, emotional, or ethical position, any kind. **On any hit**, first, describe the position to the MC, then pass the following list over and have them choose 3 questions to ask you. Answer out loud as best you can, as honestly as you can.

- *What unsupported assumptions are you making?*
- *What is your enemy or counterpart seeing that you aren't?*
- *Are you overcommitting or undercommitting?*
- *What circumstance might change, that would make the position untenable or unsustainable?*
- *What circumstance might come to be, that would make the position unassailable?*
- *Whose word are you taking? What's their agenda?*
- *Whose convenience is best served by your taking the position?*
- *How do you know, and have you adequately tested, that the position is sound?*
- *A question of your own. If the player answers it, it stands. Otherwise, go back and choose 1 of the above.*

**On a 10+ hit**, you hold the initiative: what do you do now? **On a 7–9 hit**, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

### Attaché: Get to Work

When you get to work, tell the MC what you're trying to do and how you're going to do it. Ask them what you can accomplish on a 10+ hit and what you can accomplish on a 7-9 hit, then roll as an Attaché. **On a 10+ hit or a 7–9 hit**, that's what you accomplish. Pass the initiative to someone else while you're working, and you get it back when you've finished your work.

**On a miss**, ask the MC what goes wrong instead.

If more than one of you are **working together**, ask the MC what you can accomplish together on a 10+ hit and a 7-9 hit. You all roll, and the highest roll stands for all of you.

### Attaché: Read a Situation

When you take a second to read a charged situation, roll as an Attaché. **On any hit**, ask up to 3 of the following questions. The MC or the other player should answer honestly.

- *What's about to happen here? How can I tell?*
- *What do my instincts tell me?*
- *What's my best way in, out, around, over, or through? How can I tell?*
- *Who here can I count on? How do I know?*
- *What is [x] in a position to do?*
- *I want [x] to happen. What might I do to make it go that way?*
- *A question of your own. If the MC or the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

**On a 10+ hit**, you hold the initiative: what do you do now? **On a 7–9 hit**, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

### Bodyguard: Attack Someone

When you attack someone, explain what you're trying to do, then roll as a Bodyguard. Tell the MC your roll and ask them if you're able to do it.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

Pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

### Bodyguard: Defend Someone

*You don't need the initiative to defend someone.*

When someone attacks a friend or ally, you can defend them. Roll as a Bodyguard. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1:

- *I'm able to block the blow. Ask or tell the MC how.*
- *I'm ready for what's coming next. I have the edge.*
- *I'm in a position now to strike back and press the attack. Ask or tell the MC where you are.*
- *While I'm occupying our enemy's attention, my friend or ally's able to act or move without fear. They have the edge.*

Note that if you don't block the blow, you can still choose to take the blow yourself, by spending experience to **take the blow**.

Pass the initiative back to whoever had it, or otherwise, pass it to someone else.

**On a miss**, ask the MC what goes wrong instead.

## Bodyguard: Interrupt Someone

*You don't need the initiative to interrupt someone. Note also that you can't interrupt someone who's attacking you. Defend yourself instead.*

When someone's taking action, you can interrupt them. Roll as a Bodyguard. **On any hit**, you confront them and they can't proceed without dealing with you first. **On a 10+ hit**, they have to choose: back down and give you your way, or else defy you and fight back. Furthermore, you have the edge. **On a 7–9 hit**, they have additional choices: bargain with you, try to stall you, pass the buck, try to disarm the situation, stop but stand their ground, etc.

**Either way**, once it's settled between you, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

## Bodyguard: Move Into Position

When you try to move into position against an enemy, explain the position you're trying to get into and how you're going to get there, then roll as a Bodyguard. Tell the MC your roll and ask them how close you can get to your position, or where you get blocked and by what.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

You hold the initiative: what do you do now?

**On a miss**, ask the MC what goes wrong instead.

## Confidante: Attend to Someone

When you attend to someone, roll as a Confidante. **On a 10+ hit**, along with your verbatim conversation, ask them 2 of the following questions as asides. **On a 7–9 hit**, ask them 1.

- *What are you leaving unsaid?*
- *To whom have you left yourself vulnerable?*
- *What illusion are you holding to, or what illusion is appealing to you?*
- *What and where is your secret pain?*
- *What have you abandoned? How completely?*
- *A question of your own. If the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

Once you're done talking together, pass the initiative to someone else.

In addition, if anyone should **spend time with you**, you may answer all of their questions with:

- *I'm fully absorbed by my current occupation, and show no sign of any other thoughts, feelings, or opinions.*

**On a miss**, ask the MC what goes wrong instead.

## Confidante: Read a relationship

When you observe people interacting, PCs and/or NPCs, you can interpret their relationship. Roll as a Confidante. **On a 10+ hit**, ask them 2 of the following questions. **On a 7–9 hit**, ask them 1.

- *Which of you is more likely to break your alliance or turn against your relationship? What gives it away?*
- *Which of you is more likely to break your alliance or turn against your relationship? What gives it away?*
- *What outside forces threaten your alliance or relationship? How can I tell?*
- *How might I get you together to do [x]? How can I tell?*
- *Which of you is relying more on your alliance or relationship than the other(s)? How can I tell?*
- *What does your alliance or relationship most depend on right now? How can I tell?*
- *A question of your own. If they answer it, it stands. Otherwise, go back and choose 1 of the above.*

Once you're done talking together, pass the initiative to someone else.

If the people you're observing don't have an obvious alliance or relationship, you can also ask:

- *Do you have an alliance or relationship that isn't obvious or that you haven't revealed? What gives it away?*
- *What common ground do you have, that might form the basis for an alliance or relationship? How do I come to realize it?*

**On a miss**, ask the MC what goes wrong instead.

## Rogue: Defend Yourself

*You don't need the initiative to defend yourself.*

When someone attacks you, you can defend yourself. Roll as a Rogue. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1:

- *I'm able to block the blow. Ask or tell the MC how.*
- *I'm able to dodge the blow. Ask or tell the MC how.*
- *I'm ready for what's coming next. I have the edge.*
- *I'm in a position now to strike back and press the attack. Ask or tell the MC where you are.*
- *I'm in a position now to make a break for it and try to get away. Ask or tell the MC where you are.*
- *I try to disarm the situation or dissuade them from attacking further, by doing [x]. Does it work?*

Note that if you don't block or dodge, you can spend experience to **take the blow**.

Pass the initiative back to whoever had it, or otherwise, pass it to someone else.

**On a miss**, ask the MC what goes wrong instead.

## Rogue: Stand Your Ground

When you stand your ground against persuasion, intimidation, coercion, or a threat, roll as a Rogue. **On a 10+ hit**, your counterpart has to choose: accept your answer and back off, or else set aside pretense and attack you openly. Furthermore, you have the edge. **On a 7–9 hit**, they have additional choices: try to go around you, offer you a compromise, accept the deadlock and stand opposite you, etc.

Either way, when it's settled, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

If more than one of you are **standing your ground together**, shoulder to shoulder, then you all roll, and the highest roll stands for all of you.

*Note that you don't stand your ground against an attack, you defend yourself instead.*

## Rogue: Unbind the Unseen

When you loosen the mystical bindings on the unseen world, roll as a Rogue.

**If you're casting a spell**, take a different action — for instance, **attacking someone** with a spell of violence or **reading a situation** with a spell of insight — but use your Weird roll instead of rolling for that action.

If your spell doesn't lend itself to another action, then **on any hit**, it takes effect. **On a 10+ hit**, in addition, you have the edge. When it's settled, pass the initiative to someone else. **On a miss**, ask the MC what goes wrong instead.

**If you're not casting a spell**, the unseen world manifests itself in this world. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1:

- *There's a voice. Ask the MC what it says.*
- *There's a light. Ask the MC what it illuminates.*
- *There's pain. Ask the MC whom it inflicts.*
- *There's a vision. Ask the MC what it is, and who sees it.*
- *There's a sound. Ask the MC how loud it is, and what's its tone or nature.*
- *There's an otherworldly animal. Ask the MC what it is and what it does.*
- *There's motion. Ask the MC what moves, and where.*
- *There's communication. Ask the MC who can communicate, with whom, and what.*

Pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

*Note that Synthenes and other artificial creatures have no special difficulty unbinding the unseen or interacting with the Unseen World.*

*Along the same lines, while nobody living knows for certain, and no one has conclusively encountered the ghost of a dead Synthene, we can't rule out the possibility that they proceed to the Land of Death when they're destroyed, the same as anyone might.*

*"Robots don't have souls" or "robots can't do magic" aren't ideas in the Unnamed World!*

## At Need: Arrive

When you arrive someplace new, together ask the MC the following questions:

- *Where have we arrived?*
- *What are the first things we see and hear? What do we notice?*
- *Who's here? How do they greet us?*
- *How did we come to be here?*
- *Which of us are known here?*

**If you're known here**, if you choose to, or if the MC asks you to, roll as a Companion. **On a 10+ hit**, choose 2 from the good list and 1 from the bad list. **On a 7–9 hit**, choose 1 from the good list and 1 from the bad list. **On a miss**, choose 1 from the good list and have the MC choose 1 or 2 from the bad list for you.

**The good list:**

- *I have a friend here whom I can count on for [x].*
- *I have familiar places here where they'll welcome me.*
- *I have family here who'll share food and home with me.*
- *I have people here who owe me debts or favors and remember me well.*
- *A choice of your own. Check it with the MC, or go back and choose 1 of the above.*

**The bad list:**

- *I have an enemy here. Maybe they've forgotten me.*
- *I owe debts here, of honor, favors, or coin.*
- *There are people here I've hurt, who'll hear of my coming.*
- *There are people here I remember with pain.*
- *I'm outlaw here and unwelcome.*
- *A choice of your own. Check it with the MC, or go back and choose 1 of the above.*

## At Need: Depart

When you leave a place, together tell the MC the following:

- *Where you're going next. If you don't have a destination, at least tell them the direction you're going, what you're going toward, or what you're going away from.*
- *How you're traveling. On foot? On beastback? On a ship? In a caravan or on your own?*
- *What you're taking with you, in addition to your personal belongings, if anything.*
- *Who you're bringing with you, if anyone.*

**If you're leaving danger unsettled**, erase your unspent experience. *Leaving danger unsettled* means that you've gotten experience for **facing danger**, but then left it unresolved.

## At Need: Discover a Problem

When you discover a problem, be it a danger, an enemy, a mystery, a threat, or a challenge, you gain experience for it, so ask the MC how much.

If you think you've discovered a problem, but you aren't certain, ask the MC.

## Session's End

At the end of the session, check to see whether you've gotten and spent 9 experience. If you have, you can change your role: choose a new role, adjust your assignments accordingly, and erase all your experience.

In addition, think back over the events of play up until now, and decide whether any of them constitute a new memory that will stay with you long afterward. If they do, add it to your character.

## Game's End

At the end of the entire game, decide whether your experiences in play have led you to further adapt yourself. If so, add the new adaptation to your character, even though you (probably) won't get to play with it.

## Experience & Levels:

- When you get experience, mark the solid circles.
- When you spend your experience, mark the shaded circles.
- You can't spend more experience than you've got.
- You can get up to 9 experience. If you already have 9 experience, don't add any more.
- When you've gotten and spent 9 experience, at the end of the session, you can change your roll. Choose a new role, adjust your assignments accordingly, and erase all of your experience.

## Experience: Help Someone

If someone's rolled a miss, you can spend 1 experience to help them.

**If you're present and able to help**, ask or tell them what you do, and add your Attaché directly to their roll.

**If you're not present or aren't able to help**, you can still help them, but you add only 2 to their roll.

## Experience: Push Yourself

Spend 1 or more experience. Add +1 to your roll for each 1 experience you spend.

## Experience: Survive a Blow

When you come under attack or defend someone else, you might take a blow. Spend 1 experience to choose 1:

- *You take the blow, but your armor protects you from harm.*
- *You take the blow, but aren't wounded by it. Ask or say how.*
- *You're wounded, but you're still in the fight. Your wound isn't dangerous and will heal well.*
- *You're put out of the fight, but don't suffer any real wound.*
- *You're wounded and out of the fight, but not killed, and with time you'll recover.*

If you take a blow but can't spend experience to survive it, follow the rules for **life-threatening wounds**.

## Life-Threatening Wounds

When you take a blow but can't spend experience to survive it, choose 1 of the following:

- *You survive, but the damage interferes with one of your adaptations. Erase it.*
- *You survive, and adapt to the damage and/or the situation that led you to the injury. Gain a new adaptation. Choose this only if you've previously lost an adaptation; you can never have more than three.*
- *You survive, but the damage limits you physically and psychologically. Permanently cross out one of your roles; you can never switch to it again.*
- *You survive, but your traveling days are over. Retire to someplace comfortable to live out the rest of your days in peace. Make a new character to play.*
- *Your wound physically destroys you, now or soon. Ask or tell what happens. Make a new character to play.*

## Experience: Use Your Wealth

Presume that you usually have small coins coming into your possession and going out again. There's no need to track your living expenses or casual income; this isn't a game about balancing your accounts.

Spending experience to use your wealth represents making larger purchases with coin you've saved, working unpaid for others' good, resting on your laurels or your good name, or exploiting your reputation.

The silver lunum is the most common unit of currency in the Unnamed World: a large round silver coin struck with a stylized moon on one side, and a city's emblem, goddess' face, coiner's warrant, or other signifier on the reverse. Each 1 experience you spend gives you the benefit of, effectively, 1 silver lunum in wealth.

Before you spend your experience, confirm availability and actual cost with the MC.

## Buying Goods & Hiring Services

Cost	Gear
0	Replacing, repairing, and/or maintaining any lost or worn items of poor-quality gear.
0	Fully replacing or assembling anew a complete kit of poor-quality gear.
0	Replacing, repairing, and/or maintaining any lost or worn items of common-quality gear.
1	Fully replacing or assembling anew a complete kit of common-quality gear.
0-1	Replacing, repairing, and/or maintaining any lost or worn items of fine-quality gear.
2	Fully replacing or assembling anew a complete kit of fine-quality gear.

Cost	Outfits
0	<i>Any piece or number of pieces, or a full outfit, of used or poor-quality clothing.</i>
0	<i>Any piece or two of common clothing, conventional to local fashion and taste.</i>
1	<i>A full outfit of common clothing, conventional to local fashion and taste.</i>
1	<i>Any piece or two of remarkable clothing: outlandish, grand, luxurious, or outré.</i>
2	<i>A full outfit of remarkable clothing: outlandish, grand, luxurious, or outré.</i>
1–2	<i>Any one standout accessory or ornament, to conspicuously display your taste and wealth.</i>

Cost	Armaments
0	<i>A poor-quality common weapon.</i>
1	<i>A common weapon, reliable, of serviceable quality.</i>
2–3	<i>A rare or notably high-quality weapon.</i>
0–1	<i>Makeshift armor.</i>
1	<i>Common armor.</i>
1–2	<i>Rare or notably high-quality armor.</i>

Cost	Rarities
1–3	<i>A rarity, when available.</i>
3–5	<i>A spell, when available.</i>

Cost	Example Services for Hire
1	<i>A guide who can lead you to your next destination.</i>
1	<i>Passage on board a ship or in a wagon in a caravan.</i>
2–3	<i>— in a luxury cabin.</i>
1	<i>A few nights' stay in a reputable travelers-house.</i>
2	<i>— in the best suites.</i>
3	<i>— with every luxury provided.</i>
1–4	<i>The time and necessary attention of a healer, and the cost of their supplies, depending upon the severity of your wounds or illness.</i>
1	<i>A day in comfort and luxury, attended by barbers, cosmetists, masseuses, and/or therapists.</i>
1	<i>An appreciable donation to a temple, association, library, order, or service.</i>
1	<i>Your share of a feast and celebration.</i>
2	<i>— in abundant quantity.</i>
3	<i>— of magnificent quality.</i>
4	<i>— with many guests, gratis.</i>
1–5	<i>etc.</i>

Remember that using your wealth includes resting on your laurels and benefiting from your fame. A grateful community, for instance, may wish to throw a feast in your honor. You'd have to spend your experience for this, or else deny them and see how they take it!

## Adaptation Actions

Your adaptations might give you these actions:

### Confidante: Spend Time with Someone

When you spend time talking with someone, roll as a Confidante. **On a 10+ hit**, along with your verbatim conversation, ask them 2 of the following questions as asides, and they ask you 2 as well. **On a 7–9 hit**, ask them 1, and they ask you 1.

- *What are you thinking of doing? How can I tell?*
- *What do you think or feel about [x]? How can I tell?*
- *How might I get you to do [x]? How can I tell?*
- *Are you keeping anything from me? What gives it away?*
- *What's important to you right now? How can I tell?*
- *A question of your own. If the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

Once you're done talking together, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

### Rogue: Prepare Yourself

*You don't need the initiative to prepare yourself.*

When you take a moment to prepare yourself for what's coming, roll as a Rogue. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1. You can tell everyone what you've chosen, or simply note it.

- *I'm ready to strike.*
- *I'm ready to defend myself.*
- *I'm ready to run.*
- *I'm ready to act.*
- *I'm ready to face [x].*
- *I'm ready to do [x].*
- *I'm ready to learn.*
- *Another of your own. Check it with the MC, or go back and choose 1 of the above.*

When you get the initiative, if you do what you're ready to do, you have the edge.

**On a miss**, ask the MC what goes wrong instead.

### Rogue: Study the Skies

When you study the skies, roll as a Rogue. **On any hit**, ask the MC 1 of the following questions.

- *I'm interested in the position of my omen star, which wanders through the night sky. Can I find it? If I can, it's a malportent.*
- *I listen for the silent murmur of the death-wind. Can I hear it? What does it have to say?*
- *I believe that the sunlight refracts differently over the horizon, depending upon what it falls upon. What do I think to see in the shimmering light?*
- *By the flights and calls of bats and birds, I can learn what's happening around me, that I can't see. What do they tell me now?*
- *What is the strange thing that I see in the sky now? What do I think it to mean?*
- *A question of your own. If the MC answers it, it stands. Otherwise, go back and choose 1 of the above.*

**On a 10+ hit**, you hold the initiative: what do you do now? **On a 7–9 hit**, pass the initiative to someone else.

**On a miss**, ask the MC what goes wrong instead.

