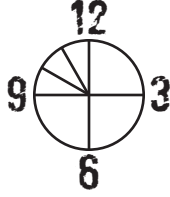


STATS	MOVES	EFFECTS	HARM
AGGRO Confront Someone Try Something Challenging ○○○○ » XP	WEAPON SEE —» REVERSE	COUNTDOWN  ○ Stabilized When life becomes untenable: ○ Die. Or come back with: ○ +1Aggro (max Aggro+3) ○ +1Weird (max Weird+3) ○ +1Malice (max 3-Malice) ○ A new playbook	
COOL Act Under Fire Reason with Someone ○○○○ » XP	ARMOR		
HARD Attack Someone Do battle ○○○○ » XP	MALICE		
SHARP Read a Person Read a Situation ○○○○ » XP	SCAVENGE Choose 1: ○ You don't hold yourself too high above your subjects, but live much like they do, subject to the same tides of plenty and want. You have Barter+1 . ○ No matter what changing fortunes bring to your stronghold, you live above and you always take your share first. You have Barter+3 .		BARTER Live Day to Day Drop Coin
WEIRD Expose Your Mind to Howling Sorcerous Winds ○○○○ » XP	IMPROVEMENT Mark 6 Xp » ○○○○○○ » Improve: ○ Get +1Cool (max Cool+3). ○ Get +1Hard (max Hard+3). ○ Get +1Sharp (max Sharp+3). ○ Get +1Weird (max Weird+3). ○ Get a new Axe King move. ○ Get a new Axe King move. ○ Expand your stronghold with a custom option. ○ Expand your stronghold with a custom option. ○ Get a move from an unused playbook. ○ Get a move from an unused playbook. ○ Get +1 to any stat (max stat+3). ○ Change your character to another playbook. ○ Unlock the advanced moves. ○ Unlock a gamechanger. ○ Create an additional character to play. ○ Retire your character to safety. ○ Get with the MC for a custom improvement.		
Hx Back Someone's Play Interrupt Someone ○○○○ » XP			

NAME:

THE AXE KING

Years ago, you and your raiders seized a stronghold from some petty king and settled in for the winter. Winter became summer and stretched into years, and you're the petty king now — warm at night, well fed, but with your axe still close at hand.

PRONOUNS:

1ST IMPRESSION

AXE KING MOVES

- **Alliance**: You have an alliance with a nearby stronghold. Choose another location in this hard zone. Get with the MC to outline the stronghold, its ruler, and the terms of your alliance. When you roll **wealth**, you get *surplus: exchange with [x]* and *want: strain with [x]*.
- **Decisive**: When you **attack** or **do battle**, you get +1choice.
- **Hard-won Instincts**: When you enter into a nonviolent situation, roll+Hard. On a 10+, both. On a 7–9, choose 1:
 - If anyone here has worked against you or otherwise betrayed you, they're too quick to answer you or move to your side. Ask the MC and the other players who is.
 - If anyone here has secrets you might find useful, they watch you with weighing eyes. Ask the MC and the other players who does.
 On a miss, if you have any enemies here, they panic and immediately move against you.
- **Spell-Crowned** †: When you cast a spell, you can pay for it with the luck and vitality of your holding. To pay for 1 degree of sorcerous power, choose 1 of your holding's wants; it comes true. You also gain these spells, and the standard move **sorcery**:
 - The Storm-Spell**: Cast this spell to summon a violent and unnatural storm, no matter how clear the sky. For each degree of sorcerous power, the storm rages for 1 hour, and works 1 transformation upon the landscape. Choose the effect with the MC, following the rules for extreme weather.
 - The War-Spell**: Cast this spell upon warriors you're leading or accompanying into battle. For each degree of sorcerous power, they gain +1harm or +1armor, your choice.
- **True Loyalty** †: One of your warriors — your old lieutenant, your right hand, the captain of your guard, your young champion — isn't just loyal and competent, they're *reliable*. Detail them now with the MC.

OTHER MOVES

- **Leadership**
- **Wealth**
- **At the reins**

* This is a **highly interruptible** move.

† This move requires you to have a holding and/or warriors.

STRONGHOLD & GARRISON

You rule a stronghold, a defensive fortress where a population lives and works, numbering (circle 1): 100 / 150 / 250. It gives you **wealth**. It includes:

- **Defensive walls**, a small secure keep, barracks, an armory, kitchens, yards, a well, cisterns, and cellars. *In battle it's a defensive position. Surplus: security. Want: hunger.*
- It defends (choose 1 or more):
- **A borderland**, across which enemies dwell. *Surplus: emissaries, hospitality. Want: hostility, refugees.*
 - **A bustling marketplace** (circle 1): a finedealery, a flea meet, an outfittery, a sharehouse, a traderoad market, a waypoint. You can ask the MC to explain the options. *Surplus: +1Barter, affluence. Want: thievery.*
 - **A center of craft** (circle 1-3): blacksmithing, husbandry, leatherwork, metalwork, pottery, stonework, weaponsmithing, weaving, woodwork, other: _____. *Surplus: +1Barter, goods. Want: shortages.*
 - **A center of knowledge**, with a library, scribes, scholars, and students. *Surplus: advisors, pilgrims. Want: cults.*
 - **A notable religious site**, with an attendant priesthood. *Surplus: pilgrims, worship. Want: schisms.*
 - **A stable** with perhaps a dozen horses, including your own personal mount (*you detail*), and their attendant grooms. You get **at the reins**. *Surplus: mounts. Want: expenses.*
 - **A town within its walls**, close and narrow houses and cramped alleyways. *Surplus: hospitality, revelry. Want: disease.*
 - **A trade route** (circle 1): A barge-plied canal, a caravan road, a high mountain pass, an important bridge, a long slow river, a sea port. *Surplus: +1Barter, strangers. Want: strangers.*
 - **A village outside its walls**, families of farmers, herders, and crofters who can crowd into your walls in times of danger. *Surplus: produce. Want: famine.*

Your old raiding war-band has settled into your stronghold's defensive garrison. Now it numbers (circle 1): 20 / 30 / 50. It's armed with axes, swords, spears, bows, daggers, and mail armor (2-harm, 1-armor, melee, range). It gives you **leadership**. It includes:

- Your lieutenant: _____
- Your most restless: _____
- Your best on watch: _____
- Your most ruthless: _____
- Your best in battle: _____
- Your most dumbass: _____

Some NPC names: Alafar, Arif, Carrol, Deller, Eaten, Fosko, Kaida, Lamprey, Rack, Skink, Tabi.

NO-NONSENSE WEAPONS

- **Axe** (3-harm, hand)
- **Dagger** (2-harm, hand)
- **Side sword** (3-harm, hand)
- **Mail & plate armor** (2-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE AXE KING

Ruler of a stronghold and its war-band garrison.

To create your Axe King, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Imagine your lieutenant addressing you. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Aristocratic, avuncular, busy, calculating, dangerous, domineering, easygoing, generous, gorgeous, gracious, hardnosed, hardworking, hospitable, indolent, kind, regal, ruthless.

STATS

Choose a set:

Aggro+0, Cool+1, Hard+2, Sharp+1, Weird-1
Aggro-1, Cool+0, Hard+2, Sharp+1, Weird+1
Aggro+1, Cool+1, Hard+2, Sharp+0, Weird-1
Aggro+2, Cool+0, Hard+2, Sharp+1, Weird-2

EFFECTS

When you choose your gear, note your armor and your weapons, including tags and harm.

You have 0-Malice.

You have barter per your scavenge.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear and other options to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Axe King moves. One of your stronghold options might give you **at the reins** as well.

GEAR

You get:

- Your stronghold & garrison.
- All 4 no-nonsense weapons.
- Clothing you detail.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, stronghold, and moves.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask:

- *Which of you have position, rank, or duties in my stronghold?* For those characters, briefly decide their position or duties together, then write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You're wary, watchful, and conscientious.

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

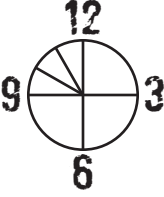
Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

STATS	MOVES	EFFECTS	HARM
<div>AGGRO</div>	Confront Someone Try Something Challenging ○○○○ » XP	<div>SEE —» REVERSE</div> <div>WEAPON</div>	<div>COUNTDOWN</div> <div></div> <div>○ Stabilized</div> <div>When life becomes untenable: ○ Die. Or come back with: ○ +1Aggro (max Aggro+3) ○ +1Weird (max Weird+3) ○ +1Malice (max 3-Malice) ○ A new playbook</div>
<div>COOL</div>	Act Under Fire Reason with Someone ○○○○ » XP	<div>ARMOR</div>	
<div>HARD</div>	Attack Someone Do battle ○○○○ » XP	<div>MALICE</div>	
<div>SHARP</div>	Read a Person Read a Situation ○○○○ » XP	<div>SCAVENGE</div> <div>Choose 1: ○ You're bound by your sense of justice, and most often lend your sword to the defense of the downtrodden and desperate, not to the ambitions of the wealthy. You have Barter+0.</div>	
<div>WEIRD</div>	Expose Your Mind to Howling Sorcerous Winds ○○○○ » XP	<div>BARTER</div> <div>Live Day to Day Drop Coin</div>	
<div>Hx</div>	Back Someone's Play Interrupt Someone ○○○○ » XP	<div>IMPROVEMENT</div> <div>Mark 6 XP » ○○○○○○ » Improve: ○ Get +1Cool (max Cool+3). ○ Get +1Hard (max Hard+3). ○ Get +1Sharp (max Sharp+3). ○ Get +1Weird (max Weird+3). ○ Get a new Bloody Sword move. ○ Get a new Bloody Sword move. ○ Add 1–3 ports of call. ○ Get warriors and leadership. ○ Get a move from an unused playbook. ○ Get a move from an unused playbook. ○ Get +1 to any stat (max stat+3). ○ Change your character to another playbook. ○ Unlock the advanced moves. ○ Unlock a gamechanger. ○ Create an additional character to play. ○ Retire your character to safety. ○ Get with the MC for a custom improvement.</div>	

NAME: THE BLOODY SWORD

You've known from youth that you have the potential to master the sword. You're strong, talented, patient, and, at need, capable of abrupt and pitiless violence. But the road to mastery is long to walk and awash knee-deep in blood.

PRONOUNS:

1ST IMPRESSION

BLOODY SWORD MOVES

○ **Bloody Reputation:** When you meet strangers, they know you by your bloody reputation. Roll+Hard. On a 10+, they've heard the truth about you. If necessary, decide with the MC what it is. On a 7–9, they've heard an exaggerated version — not true, but certainly not false. On a miss, they've heard worse of you than you deserve. (Why?) In any case, ask the MC how they react to you.

○ **Mount:** You have a war-horse (*you detail*) and the standard move **at the reins**.

○ **Revenant:** You were once dead, but fury and will brought you back. If you haven't already, under harm, mark *come back with* +1Malice and give yourself the +1Malice benefit. Whenever you inflict harm, add your Malice to the harm you inflict, and whenever you suffer harm, subtract your Malice from the harm you suffer.

○ **Show of Readiness:** When you face enemies, arm yourself and roll+Hard. On a 10+, choose 2 of the following. On a 7–9, choose 1. Ask the MC who backs down, who flees, and who's left to face you.

- Any who thought I'd submit without a fight, back down or flee.
- Any who have loved ones waiting for them to return, back down or flee.
- Any who somehow thought I'd be easy to face, back down or flee.
- Any who've seen me fight before, back down or flee.
- Any who're facing me for pay, must weigh their pay against the value of their lives. If they find the balance poor, they back down or flee.

On a miss, they attack you at once, before their nerve fails.

○ **Warrior Instincts:** When you've read a situation and you're acting on the MC's answers, take +2 to your rolls instead of +1.

OTHER MOVES

● **Ear to the ground**

* This is a **highly interruptible** move.

YOUR PORTS OF CALL

Your unsettled life means that you know people all over. Choose hard zone locations for 4:

_____ : *Someone here owes me a debt of money that they'll never be able to repay, but I can call on them for what they're able.*

_____ : *The people here remember me at my worst.*

_____ : *An old captain of mine settled down here, who'll open their house to me and reminisce with me into the night.*

_____ : *I stood in defense of the town here, but they've forgotten what they owe me and now regard me poorly.*

_____ : *I once broke the hold of a raiding bandit clan, and the people here hold me in their hearts.*

_____ : *I keep flash rooms here and spend freely on their best. The people here treat me like a king.*

_____ : *I have family and friends I can trust here, who'll put me up while things blow over.*

_____ : *I have loved ones here, and I'd drop everything to go to them if they needed me.*

_____ : *The warlord here regards my skills very highly and would have me fight for them, if they could.*

_____ : *I have an old companion here, who would be pleased to see me and take up again our carousing and riotous ways.*

_____ : *I have an old rival here, who would be pleased to see me and take up again their old grievances.*

You define:

:

You define:

:

You get **ear to the ground**.

SWORD MASTER WEAPONS

- **War sword** (4-harm, 2-handed, hand, reach & control)
- **Side sword** (3-harm, hand)
- **Dagger** (2-harm, hand)
- **Mail & plate armor** (2-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE BLOODY SWORD

A warrior and sword master, striving, free to ply violence for a cause or for pay.

To create your Bloody Sword, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Imagine people outside of your presence, speaking of you with respect or fear. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Alert, cagey, calculating, calm, catlike, controlled, disciplined, energetic, expansive, focused, generous, gregarious, open-hearted, pent-up, precise, predatory, quiet, scarred, spare, watchful, wild-eyed, wolflike.

STATS

Choose a set:

Aggro-1, Cool+1, Hard+2, Sharp+1, Weird+0
Aggro+0, Cool+1, Hard+2, Sharp+1, Weird-1
Aggro+1, Cool-1, Hard+2, Sharp+0, Weird+1
Aggro+1, Cool+1, Hard+2, Sharp+0, Weird-1

EFFECTS

When you choose your gear, note your armor and your weapon, including tags and harm.

By default, you have 0-Malice, but a move might give you 1-Malice.

You have barter per your scavenge.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Bloody Sword moves. Your ports of call give you **ear to the ground**, and one of your moves might give you **at the reins** as well.

GEAR

You get:

- Your ports of call.
- All 4 sword master weapons.
- Clothing you detail.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, moves, and den.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Have any of you fought shoulder to shoulder beside me?* For those characters, write Hx+2.
- *Do any of you truly depend on me for protection?* For those characters, write Hx+2.
- *Have any of you met me across the battlefield as my enemy?* For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx+1. You keep a practiced eye on the people around you.

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

STATS	MOVES	EFFECTS	HARM	
<div>AGGRO</div>	Confront Someone Try Something Challenging ○○○○ » Xp	<div>SEE —» REVERSE</div> <div>WEAPON</div>	<div>COUNTDOWN</div> <div><div>12</div><div>9</div><div>3</div><div>6</div></div> <div>○ Stabilized</div> <div>When life becomes untenable: ○ Die. Or come back with: ○ +1Aggro (max Aggro+3) ○ +1Weird (max Weird+3) ○ +1Malice (max 3-Malice) ○ A new playbook</div>	
<div>COOL</div>	Act Under Fire Reason with Someone ○○○○ » Xp	<div>ARMOR</div>		
<div>HARD</div>	Attack Someone Do battle ○○○○ » Xp	<div>MALICE</div>		
<div>SHARP</div>	Read a Person Read a Situation ○○○○ » Xp	<div>SCAVENGE</div> <div>Choose 1: ○ You've fought free from desperation. You enjoy what you have, but you don't relish the fight. You've set the worst and the most vicious parts of yourself aside. You have Barter+1.</div>		<div>BARTER</div> <div>Live Day to Day Drop Coin</div>
<div>WEIRD</div>	Expose Your Mind to Howling Sorcerous Winds ○○○○ » Xp	<div>○ You've fought free from desperation, but you're still fighting for more and always more. The fight's become part of you. You have Barter+2.</div>		
<div>Hx</div>	Back Someone's Play Interrupt Someone ○○○○ » Xp	<div>IMPROVEMENT</div> <div>Mark 6 Xp » ○○○○○○ » Improve: ○ Get +1Cool (max Cool+3). ○ Get +1Sharp (max Sharp+3). ○ Get a new Gutter Jay move. ○ Get a new Gutter Jay move. ○ Get 2 spells (from any source) and sorcery. ○ Get a gang and leadership. ○ Get ports of call and ear to the ground. ○ Get a refuge. ○ Get a move from an unused playbook. ○ Get a move from an unused playbook.</div> <div>○ Get +1 to any stat (max stat+3). ○ Change your character to another playbook. ○ Unlock the advanced moves. ○ Unlock a gamechanger. ○ Create an additional character to play. ○ Retire your character to safety. ○ Get with the MC for a custom improvement.</div>		

NAME:	THE GUTTER JAY
PRONOUNS:	You've seen the life of desperation, scratching survival from the ruins and trying to hold off the circling wolves. It's not for you. Against it you've devoted every ounce of your will, your beauty, and, when it came to it, the cold edge of your dagger.
1ST IMPRESSION	
<div>GUTTER JAY MOVES</div> <div>○ Brazen: You get +1Malice (max 3-Malice). When you confront someone, add your Malice to your roll.</div> <div>○ Charming: When you have a safe moment with someone, you can draw them out or draw them in. Roll+Cool. On a 10+, choose 3. On a 7–9, choose 2. Either way, if they don't respond as you hoped, take +1forward against them.<ul style="list-style-type: none">• I find them enticing. Will they welcome me closer?• I want to laugh, joke, sport with them. Will they let down their guard?• I want to feel safe with them. Will they show themselves calm, easy, kind?• I want to know them better. Will they open up to me?• I want to be myself with them, not put on a show. Will they take time to listen to me?• I find them diverting, for now. What will they do to keep my interest?On a miss, choose 1 anyway, but your attention wanders. Ask how they take it.</div> <div>○ Spell-Canny: At the end of the session, whisper any secrets that you've learned — true secrets that you've truly learned — to the howling sorcerous winds. For each, mark 1, to a max of 6. When you cast a spell, you pay for it with the secrets you've told. To pay for 1 degree of sorcerous power, erase 1 mark. You also gain 2 spells and the standard move sorcery. Choose from the binding-spell, the smoke-spell, or the vulture-spell.<div>Secrets: ○○○○○○</div></div> <div>○ Unflinching: You get +1Malice (max 3-Malice). When you attack someone by stealth and surprise, add your Malice to the harm you inflict.</div> <div>○ Witty & Provocative: When you banter with a crowd or put on a show for an audience, roll+Cool. On a 10+, choose up to 3, repeats allowed. On a 7–9, choose 1 or 2. Either way, if they don't respond as you hoped, you get +1Malice (max 3-Malice) for the single next time you use it.<ul style="list-style-type: none">• I say or do [x]. Do I win them over to my side?• I say or do [x]. Do I get them laughing?• I say or do [x]. Do I provoke them to action? What?• I say or do [x]. Do I turn them against [y]?• I say or do [x]. Do I mollify them?On a miss, you lose your audience's attention.</div> <div>OTHER MOVES</div>	

* This is a **highly interruptible** move.

DEBTS

On your way out of desperation you've relied on others, and now you're in their debt. Choose 5 NPCs and name them:

- When _____ asks me to kill, I'll kill for them.
- When _____ needs food, I'll go hungry for them.
- When _____ expects tribute from me, I'll offer it up.
- When _____ comes to call on me, I'll open my life to them.
- When _____ asks me for a favor or a service, I'll do it and more.
- When _____ summons me, I'll drop other concerns to go to them.
- When _____ asks me to take their side in a conflict, I won't waver.
- When _____ asks me for your thoughts, I'll tell them unmixed truth.
- When _____ asks me to protect them, I'll stand between them and all harm.

Tell the MC about them and remind them to create them as threats. Some NPC names: Alafar, Blind Blue, Deller, Eaten, Fosko, Kaida, Lamprey, Pavia, Rack, Tabi.

If you ever let a debt go unfulfilled, mark experience and cross it out. It's done. It's up to the MC or the other player to decide how they take it and what they do.

BEAUTIFUL WEAPONS

Choose 3:

- **An armor coat layered of velvet, silk and steel** (2-armor, valuable)
- **An armor shirt as supple as snake's scales** (2-armor, valuable)
- **A fine bow and swans'-wing arrows** (3-harm, close/far, valuable)
- **A fine bow and swifts'-wing arrows** (4-harm, close, valuable)
- **A dagger like the hunter's moon** (2-harm, hand, thrown, valuable)
- **A dagger like a splinter of silvered glass** (2-harm, hand, thrown, valuable)
- **A dagger like a still viper** (2-harm, hand, thrown, valuable)
- **A sword like a beating wing** (4-harm, hand, valuable)
- **A sword like the cutting frost** (4-harm, hand, valuable)
- **A sword like a leaping flame** (4-harm, hand, valuable)

SPELLS

The move **spell-canny** might give you spells, in which case choose 2:

- **The Binding-Spell**: Cast this spell by whispering to someone in a time and place of safety. For each degree of sorcerous power, give them 1 instruction or 1 proscription. Hereafter, until many days have passed, should they decline to follow your instructions or heed your proscriptions, they immediately suffer 1-harm (ignoring armor).
- **The Smoke-Spell**: Cast this spell to slip through a barrier like smoke might. For each degree of sorcerous power, pass 1 barrier, until you're free.
- **The Vulture-Spell**: Cast this spell to call to any bird you see. It must come close to you and listen. For each degree of sorcerous power, it must answer 1 question you put to it or obey 1 order you give it, with no regard to its own life or safety.

CLOTHING & OTHER INCIDENTALS

THE GUTTER JAY

Beautiful, charming, and capable of ferocious violence. Independent but indebted to dangerous NPCs.

To create your Gutter Jay, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Imagine someone calling out to you across a crowded space and rushing to meet you. What name do they call you? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Beautiful, calculating, calm, crooked, deceptive, eager, easy, ferocious, fiery, flamboyant, flashy, furtive, hungry, immoderate, indulgent, measured, ruthless, subtle, tempestuous, uncaring, unflinching, wicked.

STATS

Choose a set:

Aggro+1, Cool+2, Hard+1, Sharp+0, Weird-1
Aggro+0, Cool+2, Hard+1, Sharp+1, Weird-1
Aggro-1, Cool+2, Hard+1, Sharp+0, Weird+1
Aggro+1, Cool+2, Hard-1, Sharp+1, Weird+0

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Malice, but your moves might give you 1-Malice or even 2-Malice.

You have barter per your scavenge.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Gutter Jay moves.

GEAR

You get:

- Your debts. Choose 5.
- Your beautiful weapons. Choose 3.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavange, hard zone, moves, debts, and beautiful things.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1 or both:

- *I take my debts seriously. Am I indebted to any of you?* For those characters, write Hx+2.
- *I admire practical power. Are any of you, more interested in abstract, mystical, or otherworldly power instead?* For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx+1. You're watchful and wary.

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

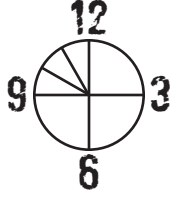
Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavange choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

STATS	MOVES	EFFECTS	HARM
AGGRO Confront Someone Try Something Challenging ○○○○ » XP	WEAPON ARMOR MALICE SCAVENGE Choose 1: <input type="radio"/> Being raised to devotion didn't prepare you to survive in absence of your old cult, and you haven't repaired the lack. You have Barter-1 . <input type="radio"/> Being raised to devotion instilled in you a cynical willingness to exploit others, their credulity, their superstitions, their fears. You have Barter+2 .	COUNTDOWN  ○ Stabilized When life becomes untenable: <input type="radio"/> Die. Or come back with: <input type="radio"/> +1Aggro (max Aggro+3) <input type="radio"/> +1Weird (max Weird+3) <input type="radio"/> +1Malice (max 3-Malice) <input type="radio"/> A new playbook	BARTER Live Day to Day Drop Coin
COOL Act Under Fire Reason with Someone ○○○○ » XP			
HARD Attack Someone Do battle ○○○○ » XP			
SHARP Read a Person Read a Situation ○○○○ » XP			
WEIRD Expose Your Mind to Howling Sorcerous Winds ○○○○ » XP			
Hx Back Someone's Play Interrupt Someone ○○○○ » XP	IMPROVEMENT Mark 6 XP » ○○○○○○ » Improve: <input type="radio"/> Get +1Aggro (max Aggro+3). <input type="radio"/> Get +1Sharp (max Sharp+3). <input type="radio"/> Get +1Weird (max Weird+3). <input type="radio"/> Get +1Malice (max 3-Malice). <input type="radio"/> Get a new Lost Priest move. <input type="radio"/> Get a new Lost Priest move. <input type="radio"/> Get 2 more spells (from any source). <input type="radio"/> Get 2 more spells (from any source). <input type="radio"/> Get a move from an unused playbook. <input type="radio"/> Get a move from an unused playbook. <hr/> <input type="radio"/> Get +1 to any stat (max stat+3). <input type="radio"/> Change your character to another playbook. <input type="radio"/> Unlock the advanced moves. <input type="radio"/> Unlock a gamechanger. <input type="radio"/> Create an additional character to play. <input type="radio"/> Retire your character to safety. <input type="radio"/> Get with the MC for a custom improvement.		

NAME: **THE LOST PRIEST**

You were raised in devotion to strange sorcerous gods. You were initiated in their worship, trained in their rituals, and prepared always for a destiny of sacrifice. When you learned at last that all gods are lies, you were heartbroken and relieved.

PRONOUNS:

1ST IMPRESSION

LOST PRIEST MOVES

- **Remnant Devotion** †: When you cast a spell, you can pay for it by sacrificing your Xp — only if you have any — to the sorcerous gods of your past devotion. To pay for 1 degree of sorcerous power, erase 1 Xp and mark it to one of these sorcerous gods:
 - *The Cannibal of Souls*: ○○○○○○
 - *The Throne Behind the Watchers*: ○○○○○○
 - *The Stone in the Throat of the Grave*: ○○○○○○
 - *The Thorn-Blind Devourer*: ○○○○○○
 - *The Wanderer in Filth*: ○○○○○○
 When you mark a sorcerous god's 6th mark, ask the MC whether the god appears to you. If it does, erase its marks and ask what happens. If it doesn't, it's shown itself finally to be a lie. Cross it out; you can't sacrifice to it any more.
- **Ceremonial Disfigurement**: You get -1Cool (min Cool-2), +1Weird (max Weird+3), and +1Malice (max 3-Malice.)
- **Preacher**: When you proclaim the sorcerous gods to a mob, name the god whose lies you're telling and roll+Weird. On a 10+, hold 3 against the mob. On a 7–9, hold 1. Spend your hold 1 for 1 to make the mob:
 - Bring people forward, by name or description, and deliver them to you.
 - Bring forward all their precious things as offerings to you or to the sorcerous gods.
 - Unite and fight for you as warriors (2-harm, 0-armor). Choose their number and their impulse with the MC. While they remain united, you get **leadership**.
 - Fall into uninhibited emotional excess: celebrating, lamenting, cowering, fighting, as you choose.
 - Go quietly back to their lives.
 On a miss, the mob turns on you.
- **Proselytes**: You get a cult, a following (you detail). You get **devotion**.
- **Sanctuary**: You get a refuge (you detail).

OTHER MOVES

- **Sorcery**

* This is a **highly interruptible** move.

† This move requires you to have spells to cast.

SPELLS

Choose 3:

- **The Binding-Spell:** Cast this spell by whispering to someone in a time and place of safety. For each degree of sorcerous power, give them 1 instruction or 1 proscription. Hereafter, until many days have passed, should they decline to follow your instructions or heed your proscriptions, they immediately suffer 1-harm (ignoring armor).
- **The Corruption-Spell:** Cast this spell to reveal the corruption and decay of the world around you. For each degree of sorcerous power, name a person, entity, object, or force present, and ask:
 - *At this moment, how are you falling short? Why?*
The MC can answer, or any player who knows.
- **The Ghost-Spell:** Cast this spell to call upon a ghost by name. If possible, it must appear to you. It appears as the shadow of itself in life. For each degree of sorcerous power, it must truthfully answer 1 question you put to it, even the secrets it kept to the grave.
- **The Heartbeat-Spell:** Cast this spell to hear the rhythms and secrets of the heartbeats of all present. For each degree of sorcerous power, ask 1 question:
 - *Who here feels alone?*
 - *Who here feels excitement?*
 - *Who here feels longing?*
 - *Who here feels silenced?*
 - *Who here feels satisfied, whole, and complete in themselves?*
 - *Who here feels justified, no matter what they do?*
 - *Who here feels secure, no matter what might happen?*
 - *A question of your own. If someone answers it, it stands; otherwise choose another.*
 - *Who here fears discovery?*
 - *Who here grieves?*
 - *Who here feels shame?*
 - *Who here feels rage?*
- **The Storm-Spell:** Cast this spell to summon a violent and unnatural storm, no matter how clear the sky. For each degree of sorcerous power, the storm rages for 1 hour, and works 1 transformation upon the landscape. Choose the effect with the MC, following the rules for extreme weather.
- **The Violence-Spell:** Cast this spell to awaken violence in someone. For each degree of sorcerous power, ask 1 question of their subconscious and their conscience:
 - *What's the worst thing you've ever chosen to do?*
 - *What's the worst thing you've ever considered, but chosen not to do?*
 - *Where is [this person] vulnerable to you?*
 - *What does [this person] owe you?*
 - *What do you envy, hate, despise, or covet that [this person] has, is, or does?*
 - *A question of your own. If they answer it, it stands; otherwise choose another.*Now tell their subconscious and their conscience a story: *here* is the violence that they may do, and *here* is why it's justified. Ask if they'll act on it.
- **The Watchers-Spell:** Cast this spell to ask the Watchers for news. For each degree of sorcerous power, ask 1 question:
 - *What will the hungry witches reveal to me? What must I reveal to them in return?*
 - *What have the little blind birds seen, that I haven't seen?*
 - *What are the night-cats talking about, when they don't think I'm listening?*
 - *What do the corpse worms know, that I will find useful?*
 - *What have the hornets tasted? What have the flies?*
 - *What has the sickle moon seen since last time she looked down on us?*

CLOTHING, LIVING SPACE & INCIDENTALS

THE LOST PRIEST

A sorcerer-priest who has lost faith, but whose powers and whose devotion to sorcerous gods linger.

To create your Lost Priest, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Imagine someone supplicating you with respect, begging you for mercy. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Afraid, alienated, bitter, calm, cynical, dour, ecstatic, intelligent, fearful, fearsome, fervent, generous, muttering, mystical, perceptive, pious, scrupulous, self-aware, snarling, strange, thoughtful, watchful, wild, wrathful.

STATS

Choose a set:

Aggro-1, Cool+1, Hard+0, Sharp+1, Weird+2
Aggro+1, Cool+0, Hard+1, Sharp-1, Weird+2
Aggro+0, Cool-1, Hard+1, Sharp+1, Weird+2
Aggro+1, Cool-2, Hard+2, Sharp+0, Weird+2

EFFECTS

When you choose your gear, list your armor and your weapon (if any), including tags and harm.

By default you have 0-Malice, but a move might give you 1-Malice.

You have barter per your scavenge.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear to the hard zone as necessary.

MOVES

You get all the basic moves. You get **remnant devotion** and choose 1 more Lost Priest move. Your spells give you the standard move **sorcery**.

GEAR

You get:

- Your spells. Choose 3.
- A dagger (2-harm, hand), if you choose.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, and moves.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, name the sorcerous gods and ask: *Do any of you believe in these sorcerous gods? Do any of you wear, carry, or show tokens of their worship?*

- For the characters who believe but don't show tokens of it, write Hx+1.
- For the characters who believe and show tokens of it, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+0.

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

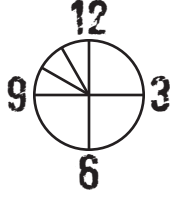
Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

STATS	MOVES	EFFECTS	HARM
AGGRO Confront Someone Try Something Challenging ○○○○ » Xp	WEAPON	COUNTDOWN  ○ Stabilized When life becomes untenable: ○ Die. Or come back with: ○ +1Aggro (max Aggro+3) ○ +1Weird (max Weird+3) ○ +1Malice (max 3-Malice) ○ A new playbook	
COOL Act Under Fire Reason with Someone ○○○○ » Xp	ARMOR		
HARD Attack Someone Do battle ○○○○ » Xp	MALICE		
SHARP Read a Person Read a Situation ○○○○ » Xp	SCAVENGE Choose 1: ○ You're devoted first to your sorcerous disciplines and live a life of austerity. Still, you're known and feared. You have Barter+1 . ○ Why submit to the study, discipline, and rigor of sorcery, and not relish the rewards? You live a life of magical extortion and indulgence. You have Barter+3 .		BARTER Live Day to Day Drop Coin
WEIRD Expose Your Mind to Howling Sorcerous Winds ○○○○ » Xp	IMPROVEMENT Mark 6 Xp » ○○○○○○ » Improve: ○ Get +1Cool (max Cool+3). ○ Get +1Malice (max 3-Malice). ○ Get a new Warlock move. ○ Get a new Warlock move. ○ Get 2 more spells (from any source). ○ Get 2 more spells (from any source). ○ Get 2 more spells (from any source). ○ Get a following and devotion . ○ Get a move from an unused playbook. ○ Get a move from an unused playbook.		
Hx Back Someone's Play Interrupt Someone ○○○○ » Xp			

NAME: _____

PRONOUNS: _____

1ST IMPRESSION _____

WARLOCK MOVES

- **Mastery of Faith** †: When you cast a spell, you can pay for it with your good faith and your trust in your relationships. To pay for 1 degree of sorcerous power, choose another player's character. You get -1 to your Hx with them, and they get -1 to their Hx with you, both to a minimum of -1.
- **Mastery of the Flesh** †: When you cast a spell, you can pay for it with the health of your own body. To pay for 1 degree of sorcerous power, suffer 1-harm (ignoring armor).
- **Mastery of Fortune** †: When you cast a spell, you can pay for it with your own resilience and hope for the future. To pay for 1 degree of sorcerous power, mark 1. Next time you roll dice, erase one mark and take -1 to your roll. **Marks:** ○○○○○
- **Mastery of the Earth** †: When you cast a spell, you can pay for it by harming the landscape around you. To pay for 1 degree of sorcerous power, choose 1:
 - A place near at hand becomes **broken ground**. Ask the MC where and what happens.
 - A place near at hand becomes **shifting ground**. Ask the MC where and what happens.
 - A place near at hand becomes a **cradle**. Ask the MC where and what happens.
 - A place near at hand becomes a **doorway**. Ask the MC where and what happens.
- **Mastery of Rigor** †: When you cast a spell, you can pay for it by constraining yourself to certain disciplines, rigors, and rites. To pay for 1 degree of sorcerous power, choose 1:
 - You've gone without eating and you'll continue without eating. Suffer self-inflicted d-harm (food).
 - You've gone without sleep and you'll continue without sleep. Suffer self-inflicted d-harm (sleep).
 - You've set aside longing and have no intentions beyond this spell. You're satisfied with the world and your place in it, and you'll remain so at the end of the session, thus forgoing 1Xp.
 - The force of will and sorcerous discipline required for this spell may be beyond you. To cast it, you must **try something challenging**.

OTHER MOVES

- **Sorcery**

* This is a **highly interruptible** move.

† This move requires you to have spells to cast.

SPELLS

You get the standard move **sorcery** and 4 spells:

- **The Binding-Spell:** Cast this spell by whispering to someone in a time and place of safety. For each degree of sorcerous power, give them 1 instruction or 1 proscription. Hereafter, until many days have passed, should they decline to follow your instructions or heed your proscriptions, they immediately suffer 1-harm (ignoring armor).
- **The Counter-Spell:** When an enemy casts a spell, you may cast this spell to abnegate it. For each degree of sorcerous power, undo 1 degree of your enemy's spell.
- **The Death-Spell:** Catch and command an enemy's attention and cast this spell upon them. For each degree of sorcerous power, they suffer 1-harm (ignoring armor).
- **The Ghost-Spell:** Cast this spell to call upon a ghost by name. If possible, it must appear to you. It appears as the shadow of itself in life. For each degree of sorcerous power, it must truthfully answer 1 question you put to it, even the secrets it kept to the grave.
- **The Ghoul-Spell:** Cast this spell upon a fresh corpse. It returns to animation as a ghoul. For each degree of sorcerous power, it must obey 1 order you give it. Ghouls are tireless, fearless, and possessed of inhuman strength. They can suffer bodily damage and destruction, but feel no pain nor act in self-preservation.
- **The Guardian-Spell:** Cast this spell upon yourself when you're going into battle. An invisible warrior stands over you, defending you as with a great shield. For each degree of sorcerous power, for 1 attack, it protects you with armor equal to your Malice.
- **The Hate-Spell:** Cast this spell upon yourself in a time of seclusion. For each degree of sorcerous power, you get +1Malice (max 3-Malice), for the single next time you use it.
- **The Hunt-Spell:** Cast this spell to summon a pack of predatory creatures. For each degree of sorcerous power, 1 individual creature answers your summons. Define their nature with the MC. Tell them the name of their quarry and whether they hunt to kill, to corner, or to bring. They must carry out the hunt without regard to their own preferences, lives or safety.
- **The Pyre-Spell:** Cast this spell upon a soldier in an enemy warband. Eerie, unearthly flame licks them, inflicting harm equal to your Malice. For each degree of sorcerous power, the fire spreads and affects twice as many enemies: first 1, then 2, then 4, then 8, then 16, inflicting harm equal to your Malice to each.
- **The Sending-Spell:** Cast this spell in solitude. It creates before you a vision of the face of the person you name. Speak into their ear and they'll hear you, no matter how far distant; listen at their mouth and you'll hear their answer, if they give one. For each degree of sorcerous power, you can have one such exchange with them.
- **The Vulture-Spell:** Cast this spell to call to any bird you see. It must come close to you and listen. For each degree of sorcerous power, it must answer 1 question you put to it or obey 1 order you give it, with no regard to its own life or safety.

CLOTHING, LIVING SPACE & INCIDENTALS

THE WARLOCK

A wizard, sorcerer, and necromancer, possessed of dangerous and expensive powers.

To create your Warlock, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Imagine someone speaking of you with fearful superstition. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Delicate, disciplined, disciplined, foresightful, haughty, impatient, insightful, intense, moody, mystical, patient, ruthless, secretive, self-denying, self-involved, severe, studious, tempestuous, wrathful.

STATS

Choose a set:

Aggro+2, Cool-1, Hard-1, Sharp+0, Weird+2
Aggro+1, Cool+0, Hard-1, Sharp+1, Weird+2
Aggro+0, Cool-1, Hard+1, Sharp+1, Weird+2
Aggro-1, Cool+1, Hard+1, Sharp+0, Weird+2

EFFECTS

When you choose your gear, list your armor and your weapon (if any), including tags and harm.

You have 1-Malice.

You have barter per your scavenge.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Warlock moves. Your spells give you the standard move **sorcery**.

GEAR

You get:

- Your spells. Choose 4.
- A dagger (2-harm, hand), if you choose.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, and moves.

Hx

Everyone introduces their characters by name, pronouns, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Have any of you shown yourself to be fearless in the face of sorcery?* For those characters, write Hx+3.
- *Have any of you shown yourself to be jealous of my power?* For those characters, write Hx+1.
- *Have any of you shown yourself to have the potential for sorcerous mastery to rival my own?* For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx+0. They haven't yet captured your full attention.

On the others' turns, volunteer if you like.

IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

-BASIC MOVES-

AGGRO: CONFRONT SOMEONE

When you **confront someone**, make it clear what you want from them and how far you're ready to go, and roll+Aggro. **On a 10+**, they have to choose: defy you to your face and take the consequences, or cave and do what you want. **On a 7-9**, if they don't want to obey you or defy you, they can try to stall, make excuses, or pass the buck, but in return you take +1 forward against them. **On a miss**, the MC will tell you what.

AGGRO: TRY SOMETHING CHALLENGING

If you're **trying to do something challenging**, a physical action that might be beyond you, requiring strength, skill, great care, quick reflexes, patience, or hard work, roll+Aggro. **On a 10+**, you're able to take it on. Ask the MC what you can accomplish, and no one could expect to do more. **On a 7-9**, ask the MC what it will cost you, and decide for yourself whether to go through with it. **On a miss**, the MC will tell you what.

COOL: ACT UNDER FIRE

When you **act under fire**, stick to your guns, or hold it together under stress, roll+Cool. **On a 10+**, you're solid. You stand or you follow through without flinching or hesitating. Ask the MC how it goes. **On a 7-9**, you flinch, hesitate, waver, or stall. Choose which, and ask the MC what it costs you. You might suffer harm. **On a miss**, the MC will tell you what.

If you're **doing battle** or exposing yourself to literal enemy fire or attack, you might take harm no matter what you roll. In that case, **on a 10+**, expect to take little harm (-1harm). **On a 7-9**, full harm. **On a miss**, terrible harm (+1harm).

COOL: REASON WITH SOMEONE

To **reason with someone**, propose a mutual course of action and roll+Cool. **On a 10+**, they have to choose: set reservations aside and go along with you, or else frankly — maybe violently — refuse. **On a 7-9**, or if they seem reasonable about refusing, ask for their counterproposal, or ask what you would have to do to convince them, and decide for yourself whether and how to pursue it. **On a miss**, the MC will tell you what.

HARD: ATTACK SOMEONE

When you **attack someone**, roll+Hard. On any hit, you inflict harm as established. **On a 10+**, choose 2 options against your enemy as well. **On a 7-9**, choose 1.

- **Inflict terrible harm:** Inflict +1harm.
- **Seize hold of something:** Name it; you have definite hold of it.
- **Get them out of your way:** You knock them down, drive them away, or fight past them.
- **Impress, frighten, or dismay them:** Ask the MC how this changes their morale and intentions.
- **Pin them down:** They're immobilized, cornered, or boxed in, and can't move freely.

On a miss, the MC will tell you what.

HARD: DO BATTLE

When you **attack someone while under fire**, or someone who can and will defend themselves, you're **doing battle**. Be prepared to exchange harm, and roll two pairs of dice at the same time. Assign one pair to **attacking**, and the other to **acting under fire**. It's your choice which.

Expect to take harm no matter what roll you assign to **acting under fire**. Generally, **on a 10+**, you take little harm (-1harm). **On a 7-9**, full harm. **On a miss**, terrible harm (+1harm)

SHARP: READ A PERSON

When you **read someone** in a charged interaction, roll+Sharp. At any time during your interaction, you can pause to ask them a question: something that your character realizes about theirs. They have to answer frankly. **On a 10+**, ask 3 in total. **On a 7-9**, ask 2 in total.

- *Are you telling the truth? (How can I tell?)*
- *What are you feeling? (How can I tell?)*
- *What are you thinking of doing? (How can I tell?)*
- *What do you hope I'll do? (How can I tell?)*
- *How are you vulnerable to me? (How can I tell?)*
- *How could I get you to do [x]? (How can I tell?)*

On a miss, the MC will tell you what, They might have you ask 1 anyway, but be prepared for the worst.

SHARP: READ A SITUATION

When you **read a charged situation**, roll+Sharp. **On a 10+**, ask the MC 3 questions right now. **On a 7-9**, ask the MC 1 question. They have to answer frankly. As play goes on, when you're acting on their answers, take +1 to any rolls you make.

- *Who's in control here? (How can I tell?)*
- *What's my best way in / out / around / through? (What makes me think so?)*
- *Who or what poses the biggest threat to me? (How can I tell?)*
- *Who or what represents the best opportunity for me to do [x]? (How can I tell?)*
- *What should I be on the lookout for? (What makes me think so?)*

On a miss, the MC will tell you what, They might have you ask 1 anyway, but be prepared for the worst.

WEIRD: EXPOSE YOUR MIND TO HOWLING

SORCEROUS WINDS

When you **expose your mind to howling sorcerous winds**, roll+Weird. On a hit, the MC tells you something new and interesting about the current situation, from the point of view of the howling winds. They can also ask you a question or two; answer them frankly. **On a 10+**, the MC should give you good detail, and might answer followup questions. **On a 7-9**, the MC should give you an impression at least. **Either way**, if you already know all there is to know, the MC should tell you so. **On a miss**, the MC will tell you what.

-WARRIORS OF THE WORLD ABLAZE-

Hx: BACK SOMEONE'S PLAY

When you **back the play** of someone making a roll, roll+Hx. **On a 10+**, choose a benefit with the MC. **On a 7-9**, before you choose, the MC tells you what it'll cost you. Decide whether to proceed, and if you do, choose a benefit with the MC.

- *They get +1 to their roll.*
- *They get to ask +1 question or choose +1 option.*
- *They get +1harm, +1armor, +1Ψ, or another +1 as appropriate.*
- *Another benefit, as you agree.*

On a miss, the MC will tell you what. They might choose a benefit with you anyway, but be prepared for the worst.

Hx: INTERRUPT SOMEONE

To **interrupt someone**, roll+Hx. (If an NPC, roll+Aggro.) **On any hit**, the MC chooses the most suitable:

- *You're there first.*
- *You're in their way.*
- *You're ready for it.*

...And they have to deal with you instead of doing what they intended. **On a 10+**, you also take +1 to your next roll against them. **On a miss**, you still interrupt them, but the MC chooses the most suitable:

- *They see what's happening and can change course smoothly.*
- *They take +1 to their next roll against you.*

Note that you can't interrupt someone who's interrupting you, or interrupt them mid-process in another move. (An example: someone's reasoning with them and has hit with a 10+. You can't interrupt them before they choose whether to accede or refuse; let them see that move through.)

When you make a **highly interruptible** move, marked with *, announce that you're making it and explicitly give everyone a chance to interrupt you. Otherwise, they can call a do-over and retroactively interrupt you if they want, even after play's continued on.

BARTER: DROP COIN

When you **drop coin** to buy something, or when you cruise a marketplace, roll+Barter. **On a 10+**, your trading partner, or the people of the marketplace, consider you to be both rich and powerful. **On a 7-9**, they consider you to be either rich or powerful; the MC chooses which. **On a miss**, they consider you to be neither rich nor powerful. **No matter the result**, ask the MC how they treat you and what kind of deal or deals they make available to you.

BARTER: LIVE DAY TO DAY

At the beginning of the session, or when there's a break in play, roll+Barter. **On a 10+**, ask the MC what's free and what's easy. **On a 7-9**, ask what's easy and what's hard. **On a miss**, ask what's hard and what's impossible. If you're interested in a specific resource, you can ask the MC about it specifically.

—MAKING MOVES—

It's your responsibility as a player to choose and announce the moves you're making, by name.

The MC and the other players can suggest moves to you freely, especially if they see that you're making one but haven't realized it yet.

The MC can also call for you to make any move that they think you definitely should.

If you and the MC or another player disagree about your moves, explain yourself, and don't proceed with play until you've worked it out between you.

SIMULTANEOUS MOVES

If you and another player are acting at the same time, hold your dice out in your closed fist, and tell them to do the same. Both of you should take the time to explain to the MC what you're doing and what moves you're making. If either of you roll prematurely, it doesn't count, pick your dice back up and hold your horses.

It's the MC's job to tell you whether you should roll your dice at the same time, or one before the other.

It's your responsibility as a player to make sure that the MC and the other players know that you have something to say. Holding your dice in your fist obtrusively in the play space is a signal that you don't need to interrupt who's speaking, but that they do need to hear you out before play proceeds.

TRYING SOMETHING CHALLENGING vs ACTING UNDER FIRE

Trying something challenging is for tasks that require hard work, skill, sustained effort, speed, maybe luck. **Acting under fire** is for actions that you would have no trouble with, if you weren't trying to do them under fire.

For actions that could be either, get with the MC to choose which. For actions that are definitely both, **act under fire** first to determine whether you can proceed, then **try it** to determine what you can accomplish.

TRYING SOMETHING CHALLENGING vs ANOTHER PC

If you and another player or other players **try something challenging** against each other, handle it by **interrupting** each other instead. Roll+Hx simultaneously; all results apply.

WHEN YOU ATTACK

You can always attack a single enemy. If a number of enemies are *encircling you* or are *in your immediate path*, you can choose to attack them all. Ask the MC whether you should attack each separately or make a single attack against them collectively as a gang.

The *area* and *messy weapon* tags let you attack more enemies at once.

PC vs PC BATTLES

If you and another player **attack each other**, you're necessarily **doing battle**, so follow those rules. Roll dice simultaneously. Make your choices and commit to them without knowing what the other player's chosen.

If you make contradictory choices, they cancel each other out.

PC vs NPC BATTLES

After you've made your choices, if any NPCs are still in the fight, ask the MC what they're doing now.

—EXPERIENCE & IMPROVEMENT—

ROLLING YOUR STATS

Whenever you roll a stat, mark it. When you make its 4th mark, get 1XP and erase its marks to start again.

Your playbook, the moves you choose, and your play style all influence how often you roll. If you find yourself pulling ahead or falling behind the other players, it's normal. If it gets to the point where anyone feels that it's unfair, talk together as a group, with the MC, to make sure that every player is getting the opportunities to roll their stats that they need.

HARM & HEALING

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.

AT THE END OF THE SESSION

At the end of every session, choose a character who knows you better than they used to. Tell that player to add +1 to their Hx with you on their sheet. If more than one character knows you better, choose at most two.

If no one knows you better, choose a character who doesn't know you as well as they thought, a character you distrust, or any other character you want. Tell that player to take -1 to their Hx with you on their sheet.

Rolling Over Hx: Whenever your Hx with someone reaches +4, either during a session or at the session's end, three things happen. First, reset it to Hx+1. Next, mark 1XP. Finally, choose 1 of the following to ask or tell them:

- *What's a secret I've learned or realized about you?*
- *I'm more open to you than I was. You gain +1Hx with me on your sheet.*
- *Hey, I'm thinking of doing [x]. What's your take? What do you suggest?*
- *What's our next step? Let's make a plan together for what comes next for us.*

Whenever your Hx with someone reaches -3, reset to Hx-1 and mark 1XP. Don't choose from the list.

At the end of every session, judge for yourself: Are you satisfied with the world and your place in it? If you're not, get 1XP.

If you are, cool. You can take it easy until something changes.

At the end of every session, judge for yourself: Does your scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

When you change your scavenge, you can simply switch to the other option, or you can get with the MC to write a new one to reflect your current situation. Typically, you write the text and the MC assigns barter, but check with the MC to confirm.

IMPROVEMENT

When you get your 6th XP, choose an improvement, and erase your XP to start again.

Mark the improvement you've taken. You can't choose it again.

If necessary, get with the MC to decide how and when your improvement comes into play.

The Ungiven Future: The improvements below the line begin play locked. Unlock them by taking 5 improvements above the line.

STANDARD MOVES

Certain kinds of equipment, status, or NPC allies give you access to these moves.

AT THE REINS

The standard moves for mounts.

When you're at the reins and you **give your mount its head**, roll+Cool. **On a 10+**, your mount does whatever's necessary to achieve its impulse, and succeeds, or else it risks or injures itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it strives to achieve its impulse, but at this moment, the outcome's uncertain. Ask the MC how things stand now, and take +1 forward. **On a miss**, it struggles to pursue its impulse but falls short. Decide with the MC how and why.

When you're at the reins and you **rein your mount in**, you're forcing it to deny its impulse and pursue some other impulse or goal instead. Say what you're making it do and roll+Hard. **On a 10+**, it obeys. It does whatever's necessary to achieve your goal, and succeeds, or else it risks or injures itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it obeys, but grudgingly: it tries to find a balance between your goal and its defiance. Ask the MC what balance it finds, and what happens. **On a miss**, it defies you. It pursues its defiance with its full will and intent. Ask the MC what it does.

For both moves, if you're dealing with terrain or other creatures, as mounts or not, the MC should bring their impulses to bear against your vehicle's as well.

Outriding another player's character:

Both of you make your moves. If the outcomes are compatible, incorporate them together. If they contradict, decide with the MC whether they cancel out, whether you're **interrupting** one another, or whether now you're **doing battle**.

Using your mount as a weapon:

When you're **at the reins**, you can use your mount as a weapon when you **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When you do, you roll the dice and make your choices, but it's your mount that inflicts and suffers harm, not you yourself.

CONJURY

This standard move for a sorcerous circle.

When you cast a spell with your sorcerous circle's ceremonial participation, sacrifice, or united will, their efforts give you 1 additional degree of sorcerous power.

Note that conjury replaces augury — the old effects of augury are now to be incorporated into spells, as necessary — and a sorcerous circle replaces a psychic antenna.

DEVOTION

The standard move for a following.

At the beginning of the session, if your followers are secure and stable, roll+Aggro. **On a 10+**, during the session, your followers offer you all of their devotions. **On a 7–9**, they offer you all of their devotions, but choose 1 demand. **On a miss**, or if your followers are in crisis, all of their demands.

If you have more than 1 group of followers, roll separately for each of them.

Make this move before you **live day to day**.

EAR TO THE GROUND

The standard move for ports of call.

At the beginning of the session, or whenever there's a break in play, name the location of one of your ports of call or another location you care about, and roll+Cool. **On a 10+**, word reaches you that (choose 1):

- *There's a great opportunity for you there. Ask the MC what it is.*
- *Choose 1 from the 7–9 list below.*

On a 7–9, word reaches you that (choose 1):

- *They're facing a serious problem there. Ask the MC what it is.*
- *Somebody there needs to talk to you. Ask the MC who.*
- *Something bad is coming your way, and somebody there has a warning for you. Ask the MC what their warning is.*

On a miss, word reaches you that:

- *Somebody there wants your blood. Ask the MC who.*

Make this move before you **live day to day**.

INSIGHT

The standard move for advisors.

When you **go to your advisors for insight**, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you get 1XP.

LEADERSHIP

The standard move for warriors.

When **give your warriors an order**, if it lines up with their impulses, generally they'll obey it. If they won't, or when you give them an order that's out of line with their impulses, roll+Hard. **On any hit**, they follow your order. **On a 10+**, they snap to, and you take +1 forward into whatever you're having them do. **On a miss**, maybe they still do it, but you'll hear about it later; maybe they refuse; or maybe they even make a bid to replace you as their leader.

Using your warriors as a tool or weapon:

When you have warriors, you can use them as a tool when you **try something challenging**, or in other demanding circumstances, or you can use them as a weapon when you **confront**, **attack**, or **do battle** with someone, or in other violent circumstances. When you do, you roll the dice and make your choices, but it's your warriors' capabilities that determine how much work they can accomplish, and how well, not your own, and it's they who inflict and suffer harm, not you yourself.

—STANDARD MOVES—

RESEARCH

The standard move for **sources**.

When you **go to your source for information**, tell the MC what you're trying to find out and roll+Sharp. **On a 10+**, the MC answers your question from your source's point of view. **On a 7–9**, the MC chooses 1:

- *It's too much. There's no simple answer, or your sources conflict, or it's impossible to get to the bottom of this. Ask an easier question instead.*
- *You find yourself down a rabbit hole, or you discover one of your source's obsessions. Ask a different, weirder question instead.*
- *For a technical, occult, or sorcerous source: this subject is challenging your source's limits. It's overheating or consuming resources at an unsafe rate, it's producing gibberish in addition to truth, it's summoning sorcerous entities or consuming the souls of the living. The MC answers your question, but you'll have to deal with the damage afterward.*
- *For a human source: this subject is too provocative. Pursuing it endangers your source or exposes them to retaliation. The MC answers your question, but you'll have to deal with the fallout afterward.*

On a miss, the MC can choose 1 of the above, and/or choose this:

- *Your source needs [x] from you before it can answer any more of your questions.*

SORCERY

The standard move for **spells**.

When you cast a spell, it begins with degrees of sorcerous power equal to your Malice. If you want more, you can use other moves or effects to pay for it.

TINKERING

The standard move for a **workspace**.

When you **go into your workspace** to create something, repair something, solve a problem, or get to the bottom of something, tell the MC about it and ask if it's possible. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:

- *You can accomplish [x] on a 10+, but on a 7–9 you can only accomplish [x].*
- *It's going to take hours/days/weeks/months of work.*
- *First you'll have to get/make/fix/figure out [x].*
- *You're going to need [x] to help you with it.*
- *It's going to cost a wealth of coin.*
- *The best you'll be able to do is not great, it'll be poor, slow, weak or unreliable.*
- *It's going to mean exposing yourself or others to serious danger.*
- *You're going to have to add [x] to your workspace first.*
- *It's going to take you several/dozens/hundreds of tries.*
- *You're going to have to take [x] apart to do it.*

The MC might connect them all with “and,” or might throw in a merciful “or.”

If the MC has you roll, per the first option, they choose your stat. Usually sharp or weird, but it depends on your project and it's their call.

Once you've accomplished the necessities, you can go ahead and accomplish your project. Ask the MC what happens.

True prerequisites:

When you tell the MC about a project and ask if it's possible, instead of telling you “sure, no problem, but...” the MC is allowed to tell you “maybe, but you'll need to expand your workspace to [named workspace tag] before you can even begin.”

When the MC gives you a true prerequisite like this, you can take it as an intermediate project, and use **tinkering** again to accomplish it.

For example, suppose that you have an armory (workspace: weapons), and you want to create a magical sword. The MC answers that maybe you can, but you'll need to expand your workspace to *workspace: enchantment* before you can even begin. You can use **tinkering** to ask back: “cool, I'll do that. Is it possible?” Now the MC has to answer again: “sure, no problem, but...”

Workspace tags:

- **Workspace-null:** *Having a workspace-null, which is the same as having no workspace at all, still gives you unlisted, rudimentary access to tinkering. Going into a workspace-null just means thinking something through, considering your available tools, and making a plan. You can use it to solve minor practical problems, and also, crucially, to establish a true workspace: “I'd like to assemble a smithy, a workspace: metalwork. Is it possible?”*
- **Workspace: art:** *In a studio, schola, or theater, a workspace: art, you can create art or music, or perform, either privately or for an audience.*
- **Workspace: cosmology:** *In an observatory, a workspace: cosmology, you can research and study the inner workings of the world and the principles upon which reality operates.*
- **Workspace: enchantment:** *In an enchanter's sanctum, a workspace: enchantment, you can invest tools, weapons, clothing, jewelry, and other items with spells and sorcerous powers.*
- **Workspace: healing:** *In a workspace: healing, you can study and treat people's injuries and diseases, support or extend their lives, create prosthetics or enhancements, and even possibly transform them more radically in subtle or overt ways.*
- **Workspace: metalwork:** *In a smithy, a workspace: metalwork, you can work with metal to create tools and crude weapons. For weapons of quality, you need an armory, a workspace: weapons.*
- **Workspace: mounts:** *In a stable, a workspace: mounts, you can raise, train, house, and care for horses or other mounts.*
- **Workspace: trade:** *In a workshop, a workspace: trade, you can conduct business and exercise your craft, be it carpentry, coopering, glassblowing, jewelcraft, masonry, milling, pottery, sailmaking, weaving, woodworking...*
- **Workspace: weapons:** *In an armory, a workspace: weapons, you can create arms and armor of quality, beyond the mere blacksmith's art.*

WEALTH

The standard move for a **holding** or **venue**.

At the beginning of the session, if your holding or venue is secure and stable, roll+Hard. **On a 10+**, during the session, your holding or venue has all of its surpluses. **On a 7–9**, it has all of its surpluses, but choose 1 want. **On a miss**, or if your holding or venue is in crisis, all of its wants.

Make this move before you **live day to day**.