

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: ○ Whatever violence moves in you, it's yours to yourself, and you simply will not be told who to kill. Even gold doesn't move you. 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 +1Aggro (max Aggro+3). ○ Get +1Cool (max Cool+3). ○ Get +1Hard (max Hard+3). ○ Get +1Sharp (max Sharp+3). ○ Get a new Hunting Kite move. ○ Get a new Hunting Kite move. ○ Get 2 spells (from any source) and sorcery. ○ Get a gang and leadership. ○ Get a move from an unused playbook. ○ Get a move from an unused playbook. ○ Get with the MC for a custom improvement.</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.</div>	

NAME:	THE HUNTING KITE
PRONOUNS:	<p>There are those in this world — you — who are more dangerous than the rest. You hover, watchful, on the winds of battle, glittering like a bare blade in the smoldering dusk. Where your eyes fall, there your sword may fall, and there death falls.</p>
1ST IMPRESSION	
HUNTING KITE MOVES	<div>○ Illuminated for Battle: You get +1Malice (max 3-Malice). Illustrate your skin — your arms and legs, your shoulders, back, torso, and face — with figures and sigils of power and protection. When they're visible, they count as armor equal to your Malice. Cover them with clothing and they still count as 1-Armor, but if you wear armor, use it instead.</div> <div>○ Like the Viper: When you enter into a charged situation, roll+Cool. On a 10+, hold 2. On a 7–9, hold 1. As the situation develops, when you choose, spend your hold 1-for-1 to make eye contact with an NPC present. They freeze or flinch and can't take action until you break it off. On a miss, any enemies you have here immediately move against you. <div>Hold: ○○</div></div> <div>○ Malicious Instincts: You get +1Malice (max 3-Malice). When you've read a situation and you're acting on the MC's answers, add your Malice to the roll, instead of the usual +1.</div> <div>○ Malicious Violence: You get +1Malice (max 3-Malice). When you attack someone, you get additional choices equal to your Malice:<ul style="list-style-type: none">• Strike with impossible precision: Inflict +1harm.• Strike with impossible speed: Inflict +1harm.• Command the battlefield: Make an additional choice from the attack move.</div> <div>○ Your Violent Shadow: You have an NPC companion, a <i>reliable</i> ally and fellow hunter, competent and deadly. Detail them with the MC, but also choose 1:<ul style="list-style-type: none">• They have a doom, to die at the hands of someone they love, and it makes them moody.• They love excess, pleasure, and liberty, and it leads them into danger.• They imbibe poison, which (they say) liberates their soul, but it makes them undependable.• They are young and very cruel.• They are haunted by suffering in their past, whose shadows visit them as terrors and frenzies.• They have a quest, some dream they hope one day to achieve or some wrong they hope one day to make right, and it hasn't yet come between you.</div>
OTHER MOVES	

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

DISTINCTIVE WEAPONS

○ A DISTINCTIVE SWORD: ____-harm, hand. Optional: valuable.

Choose its length (circle 1): *Short (3-harm), long (4-harm), bastard (4-harm, reach & control), great (4-harm, 2-handed, reach & control).*

Choose its hilt (circle 1): *Crude, golden, graceful, hide-wrapped, inlaid, ivory, jeweled, plain.*

Choose its blade (circle 2): *Age-darkened, curved, enchanted, etched, flame-shaped, leaf-shaped, light, notched, of unusual metal, of unusual non-metal material, patterned, razor-sharp, runed, shining, single-edged, straight, supple.*

○ A DISTINCTIVE DAGGER: 2-harm, hand. Optional: thrown, valuable.

Choose its hilt (circle 1): *Copper, crude, golden, hide-wrapped, inlaid, intricate, ivory, jeweled, plain.*

Choose its blade (circle 2): *Broken-backed, curved, flame-shaped, heavy, leaf-shaped, long, notched, of unusual metal, of unusual non-metal material, razor-sharp, shining, slender, snake-shaped.*

○ A DISTINCTIVE HAND WEAPON: ____-harm, hand. Optional: thrown.

Choose its base (circle 1): *Chain (1-harm), haft (1-harm), handle (1-harm), staff (1-harm, 2-handed, reach & control).*

Choose its options (circle 1 or 2): *2-handed (+1harm, 2-handed), blade: curved / heavy / short (+1harm), blade: long (+2harm), chain (+1harm, gruesome), chisel head (+1harm, pierces armor), flail (+1harm), hardened / shod / studded (+1harm), hook (reach & control), parrying (reach & control), piercing spike (+1harm, pierces armor), spikes (+1harm, gruesome), weighted head (+1harm).*

○ DISTINCTIVE ARMOR: 2-armor.

Choose its qualities (circle 2): *Antique, brilliantly enameled, elaborate helmet, enameled black, menacing, mirror-polished, of unusual metal, of unusual non-metal material, ornate, sculpted breastplate, striking helmet, supple chain mail, velvet brigandine.*

○ A DISTINCTIVE SHIELD: Off-hand, reach & control.

Choose its quality (circle 1): *Unusual blazon, unusual design, unusual material, unusual shape.*

○ A BOW & DISTINCTIVE ARROWS: 3-harm, close/far.

Choose its fletching (circle 1): *Doves' feathers, gulls' feathers, hawks' feathers, herons' feathers, owls' feathers, peacocks' feathers, ravens' feathers, swans' feathers, vultures' feathers.*

CLOTHING, LIVING SPACE & INCIDENTALS

— THE HUNTING KITE —

A warrior and killer, but a hunter, not a soldier — quick, independent, always menacing, almost untouchable.

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

NAME

Imagine someone whispering your name as a warning to someone else. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Attentive, beautiful, calm, disciplined, distant, eager, elegant, fastidious, gleeful, gorgeous, intent, relaxed, relentless, removed, reserved, ruthless, scornful, superior, watchful.

STATS

Choose a set:

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

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 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 Hunting Kite moves.

GEAR

You get:

- Your distinctive 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, 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 the other players which of their characters you can trust.

- For the characters you can trust, write Hx-1.
- For the characters you can't trust, write Hx+2.

You're indifferent to what is safe, and drawn to what is not.

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 doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.