

STATS	MOVES	EFFECTS	HARM
AGGRO	Confront Someone Try Something Challenging ○○○○ » XP	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	WEAPON	
HARD	Attack Someone Do battle ○○○○ » XP	ARMOR	
SHARP	Read a Person Read a Situation ○○○○ » XP	MALICE	
WEIRD	Expose Your Mind to Howling Sorcerous Winds ○○○○ » XP	SCAVENGE	
Hx	Back Someone's Play Interrupt Someone ○○○○ » XP	Choose 1: ○ When you escaped death as a child, you left behind everything you ever owned. You're as poor as any foundling or orphan. You have Barter-1 . ○ The servant who rescued you from death as a child thought ahead and secreted away some of your parents' jewels for you. You have Barter+2 .	BARTER Live Day to Day Drop Coin
IMPROVEMENT			

Mark 6 Xp » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+3).
- Get +1Hard (max Hard+3).
- Get a new Outlaw Heir move.
- Get a new Outlaw Heir move.
- Double your warriors' number. Add a named warrior.
- Double your warriors' number. Add a named warrior.
- Get a **stronghold** and **wealth**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.
- Get with the MC for a custom improvement.

- 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.

NAME:

PRONOUNS:

1ST IMPRESSION

OUTLAW HEIR MOVES

- **Hunters & Ambushers** †: Your warriors are adept in the wilderness and are armed with limber javelins and hunting bows. They get *range* and *stealth*.
- **Life on the Run**: Name your escape route or your fallback position and roll+Sharp. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- **Voices of the Land**: When you take a moment to listen to the landscape, roll+Sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1 to your roll. On a 10+, ask 3. On a 7-9, ask 2:
 - *Whose land is this, or who rules it? On this land, to whom do I answer?*
 - *What does this landscape want?*
 - *How could I most safely cross this landscape, or best use it to my advantage?*
 - *Where is this landscape most treacherous?*
 - *Who or what is hidden in this landscape, and what gives them away to me?*On a miss, ask 1 anyway, but tell the MC that the landscape echoes with your footfalls, to any who know how to hear them.
- **War-Sorcerer** †: Your warriors include a war-sorcerer, crooked and strange. Detail them with the MC as an NPC spellcaster.
- **Your Parents' Voices**: When you sit quietly, you can remember your parents' voices. They speak wisdom, justice, and ambition to you, and sometimes revenge. Treat your memories as **advisors** and their voices as **insight**.

OTHER MOVES

- **Leadership** (Marks: ○○○○○○○○○○)

* This is a **highly interruptible** move.
† This move requires you to have warriors.

ENEMIES

Choose between:

- | | |
|---|---|
| <input type="radio"/> Your enemies are your own family, your siblings or close cousins who deposed you. | <input type="radio"/> Your enemies are not your kin, but assailed and overthrew your family from without. |
| <input type="radio"/> Your enemies still occupy your family's great hall and former holdings. | <input type="radio"/> Your enemies rule, but have abandoned your family's old hall and holdings to ruin. |
| <input type="radio"/> Your enemies believe that you are harmless, dead, or fled far away. | <input type="radio"/> Your enemies are on guard against you and alert to news of your doings. |
| <input type="radio"/> Your enemies dream of expanding as kings, uniting all under their reign. | <input type="radio"/> Your enemies strive to spread their cult, overthrowing any existing order and law. |
| <input type="radio"/> Your enemies rule in name, but under their rule chaos is widespread. | <input type="radio"/> Your enemies rule strictly and decisively, aggressively enforcing their dominion. |
| <input type="radio"/> A detail of your own: | |

Tell the MC what you've chosen.

WARRIOR BAND

You have gathered around you a small number of warriors, rebels and outlaws like yourself, some loyal to you, some still more loyal to your parents. They number (circle 1): 6 / 8 / 12. They're armed with a mix of swords, spears, daggers, and armor (2-harm, 1-armor, melee). They give you **leadership**.

They include (choose 3):

- | | |
|--------|--|
| _____: | A veteran war-captain, who holds discipline and trains the rest to fight as a unit. Your warriors get reach & control . |
| _____: | A wealthy knight, who has helped outfit them well. Your warriors have superior arms worth +1harm & +1armor . |
| _____: | A skilled scout, who can speak to you of both your allies' and your enemies' movements and preparations. |
| _____: | An experienced bandit and raider. You get +1Barter . |
| _____: | A spy, intimate with people in enemy households, who can speak to you of your enemy's thoughts and intentions. |
| _____: | A young warrior of unwavering devotion and loyalty to you, whose enthusiasm gives you +1 to your leadership rolls. |
| _____: | A warrior, wronged, who hates your enemies bitterly, who will take harm on your behalf. |

Some NPC names: Ashara, Bestin, Callow, Eaten, Griffin, Harrol, Lamprey, Marko, Rack, Tabi.

CLOTHING, LIVING SPACE & INCIDENTALS

THE OUTLAW HEIR

The leader of a small band of loyal warriors, surviving in the margins of your enemy's rule.

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

NAME

Imagine one person whispering your name to another as a word of hope, and another person snarling your name as a curse. What name do they use? Is it your only name?

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

bold, careworn, charismatic, closed-hearted, confident, controlled, generous, graceful, gracious, hard-hearted, kind, large-hearted, merciless, passionate, patient, quiet, rageful, ruthless, striking, thoughtful, watchful, young.

STATS

Choose a set:

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

EFFECTS

When you choose your gear, list your armor.

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 to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Outlaw Heir moves.

GEAR

You get:

- Your enemies.
- Your warrior band.
- Your parents' weapons.
- 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.

YOUR PARENTS' WEAPONS

- **A named & storied war sword** (4-harm, 2-handed, hand, reach & control)
- **A plain side sword** (3-harm, hand)
- **A jeweled dagger** (2-harm, hand, valuable)

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 group: *Which of you remember my parents?*

- For those who do, write Hx+2.
- For those who don't, write Hx+1 if you admire them, and Hx-1 if you don't.

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.