

NAME

LOOK

STATS

COOL

MOVES

- highlight
- Go into danger

HARD

- highlight
- Fly at someone;
- Waylay someone;
- Do battle

HOT

- highlight
- Seduce or manipulate someone

SHARP

- highlight
- Read a person;
- Read a situation

WEIRD

- highlight
- Grasp outward

DEADLY

ARMOR

WOUNDS

- Not life-threatening.
- Life-threatening.
- Dying.
- Come back with -1hard.
- Come back with +1weird.
- Change to a new playbook.
- Die.

HISTORY

highlight

Help or interfere; Session end

BONEPICKER SPECIAL

If you and another character have sex, they choose 1:

- You get +1 to your history with them, and they get +1 to their history with you.
- You recover 1 spent devotion, but they get -1 to their history with you.
- You recover 1 spent devotion, and you must answer any one question they ask.

IMPROVEMENT

experience ○○○○>>>improve

- Get +1sharp (max sharp+3)
- Get +1cool (max cool+2)
- Get +1hard (max hard+2)
- Get +1hard (max hard+2)
- Get +1weird (max weird+2)
- Get a new bonepicker move
- Get a new bonepicker move
- Get an **acolyte** (detail with the MC)
- Get a move from another playbook
- Get a move from another playbook
- Get +1 to any stat (max stat+3)
- Retire your character to safety
- Create a second character to play
- Change your character to a new playbook
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves

THE BONEPICKER

THE BONEPICKER

When you're lying in the dust of fallen empires guts spilled, for whom do you pray? The gods? This is their doing, all of it. Your bold comrades? If you could rely on them you wouldn't be here. Your precious old mother? She's a darling but what will she do for you but weep and mourn. No, you pray for death's gray bird, a bonepicker, to lay a hand upon you, and the cauter, and to tell you whether you will live or die.

BONEPICKER MOVES

- Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- Canny:** when you grasp outward into the world's psychic maelstrom, roll+sharp instead of +weird.
- Detachment:** you can choose to roll+sharp instead of roll+history when you help someone who's rolling.
- The second devotion:** burn incense against reluctance, whisper someone's name to the world's psychic maelstrom, and spend 0-3 devotion. Roll+devotion spent. On a 10+, choose 2. On a 7-9, choose 1:
 - The world's psychic maelstrom whispers back whether they are alive or dead.
 - The world's psychic maelstrom will protect them from harm, if it is able.
 - The world's psychic maelstrom will do them harm, if it is able.
 - The world's psychic maelstrom whispers back who they are with and what they are doing.
 - Recover 1 of the devotion you spent, if you spent any.
 On a miss, ask the MC what the world's psychic maelstrom whispers to you.
- Still-room:** you get a still-room, a **ceremonial space** (cf) of healing. Bring your patients into it and you can contemplate, understand, and transform them like a mystic can contemplate and transform reality.
- Necromancer:** when someone dies in your care, you can use them for **augury**. This is contrary to your devotion, but still, you can.

OTHER MOVES

EQUIPMENT & TRAPPINGS

YOUR DEVOTION



Spent

Your devotion allows you to speak life to the living and death to the dying.

The trappings of your devotion include some or all of:

- *The cauter*
- *The misericorde (deadly: intimate)*
- *The gray bird's wing*
- *The blindfold*
- *Bandages, knives, split-twig clamps, needles, a glass blade*
- *The seven salves: awakening, blood-stop, bone-set, leaping-heart, proof-against-pain, unwakening, and wound-knit*
- *The four incenses: against grief, against fear, against despair, and against reluctance*

When you are fully rested, prepared, and initiated, you have a measure of 6 devotion. When you attend yourself to the wounded, you choose how much of your devotion and endurance to give them, measured as 0–3 devotion “spent.”

You begin play with your full measure of 6 devotion. At need, you can spend 1 keep to recover 2 devotion, if your circumstances allow you the time to rest, prepare and renew your initiations.

When you **devote yourself to someone with 1–3 wounds**, don't roll. They choose: you spend 1 devotion, and they spend their recovery time salved against pain and fear; or else you spend none and they recover in agony like everyone else.

When you **devote yourself to someone with 4–6 wounds**, roll+devotion spent. On a hit, you heal them down to 3 wounds, and choose 2 (on a 10+) or 1 (on a 7–9):

- *They fight you and you must apply unwakening. How long will they be out?*
 - *The pain, incense, and salves make them babble the truth. Ask them what secret they spill.*
 - *Their body is eager to be healed. Recover 1 of the devotion you spent, if you spent any.*
 - *They're at your complete mercy. What do you do to them?*
 - *Their course of recovery teaches you something about your own devotion. Mark experience.*
 - *They owe you for your time, attention, and spent trappings, and you're going to hold them to it.*
- On a miss, they are dying. Speak death to them or defy your devotion.

When you **speak death to the dying**, whisper the words and deliver mercy.

When you **devote yourself to someone who has just died**, spend 2 devotion. They come back, but you choose how they come back. Choose from the regular list, or else choose 1:

- *They come back in your deep, deep debt.*
- *You and they both come back with +1weird (max weird+3).*

○ **You have an acolyte.** When you spend your devotion, first your acolyte spends 1 on your behalf. Thus, to roll+1, spend only 0; to revive someone whose life has passed, spend only 2; and so on.

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; tending to the health of a dozen families or more; serving in a powerful NPC's army; serving a powerful NPC as priest and healer;* or other means as you can negotiate them.

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing;* or other things as you can arrange for them.

THE BONEPICKER

To create your bonepicker, choose **name, look, stats, moves, equipment,** and **history.**

NAME

Ama, Bishe, Cailo, Curdarre, Five, Imsha, Jerre, Mala, Naise, Pavia, Poise, Sara, Tell.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Dark skin, light skin.

Sturdy gray robes.

Haggard face, kind face, lively face, pretty face, rugged face, or strong face.

Bright eyes, caring eyes, clear eyes, hard eyes, laughing eyes, or quick eyes.

Big body, compact body, rangy body, spare body, stout body, or sturdy body.

STATS

Choose one set:

- *Cool+1, Hard=0, Hot+1, Sharp+2, Weird-1*
- *Cool+1, Hard+1, Hot=0, Sharp+2, Weird-1*
- *Cool-1, Hard+1, Hot=0, Sharp+2, Weird+1*
- *Cool+2, Hard=0, Hot-1, Sharp+2, Weird-1*

MOVES

You get all the basic moves, and choose 2 bonepicker moves.

You can use all the battle moves, but learn **baiting a trap** and **keeping lookout** first, as well as the rules for harm.

EQUIPMENT

You begin play with:

- *The trappings of your devotion, without an acolyte.*
- *A small practical weapon.*
- *Coin or goods worth 2 keep.*
- *Clothing suitable to your look (you detail).*

Small practical weapons (choose 1):

- *Dagger (deadly: infighting)*
- *Fighting baton (deadly: hand-to-hand)*
- *Fighting knife (deadly: brawling)*
- *Head-breaker [brass knuckles] (deadly: brawling)*
- *Short sword (deadly: hand-to-hand)*

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

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

- *Which one of you do I see as doomed to self-destruction?*
For that character, write history-2.
- *Which one of you put a hand in when it mattered, and helped me save a life?*
For that character, write history+2.
- *Which one of you has been beside me all along, and has seen everything I've seen?*
For that character, write history+3.

For everyone else, write history+1. You keep your eyes open.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME

LOOK

STATS

COOL

MOVES

- highlight
- Go into danger

HARD

- highlight
- Fly at someone;
- Waylay someone;
- Do battle

HOT

- highlight
- Seduce or manipulate someone

SHARP

- highlight
- Read a person;
- Read a situation

WEIRD

- highlight
- Grasp outward

DEADLY

ARMOR

WOUNDS

- Not life-threatening.
- Life-threatening.
- Dying.
- Come back with -1hard.
- Come back with +1weird.
- Change to a new playbook.
- Die.

HISTORY

highlight

Help or interfere; Session end

CHILD OF BATTLE SPECIAL

If you and another character have sex, you annul their special move. Whatever it is, it doesn't happen.

IMPROVEMENT

experience ○○○○>>>improve

- Get +1hard (max hard+2)
- Get +1hot (max hot+2)
- Get +1sharp (max sharp+2)
- Get +1weird (max weird+2)
- Get a new child of battle move
- Get a new child of battle move
- Get an **ally** (cf; detail with the MC)
- Get a **gang** (you detail) and **leadership**
- Get a move from another playbook
- Get a move from another playbook
- Get +1 to any stat (max stat+3)
- Retire your character to safety
- Create a second character to play
- Change your character to a new playbook
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves

THE CHILD OF BATTLE

THE CHILD OF BATTLE

There are, in this world of fallen empires, those more dangerous than the rest. The children of battle, the ones who carry themselves apart, the ones who glitter like bare blades in the dust. Lower your eyes when you pass them; they are the flame into which moths and fools fling themselves.

CHILD OF BATTLE MOVES

- Anointed for battle:** paint your skin with symbols of terror and power and they count as armor: 2 armor if you're otherwise naked or nearly naked; 1 armor if you're wearing non-armor clothing. When you wear armor, use it instead.
- Ice cold:** when you fly at an NPC, roll+cool instead of +hard. When you fly at another PC, roll+history instead. When you make a battle move that calls for you to roll+hard, you can roll+cool instead.
- Like the viper:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. 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, your enemies immediately identify you as their foremost threat.
- Merciless:** when you inflict harm, inflict +1 harm.
- Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 to the roll instead of +1.
- Visions of death:** when you go into battle, roll+weird. On a 10+, name one NPC who'll die and one NPC who'll live. On a 7-9, name one NPC who'll die OR one NPC who'll live. The MC will make your vision come true, if it is within their power. On a miss, you foresee your own death, and take -1 ongoing until the battle ends.

OTHER MOVES

EQUIPMENT & TRAPPINGS

DISTINCTIVE WEAPONS

○ A distinctive dagger:

Deadly (circle 1): Brawling
Infighting

Hilt (circle 1): Copper
Crude
Golden
Hide-wrapped
Inlaid
Intricate
Ivory
Jeweled
Plain

Blade (circle 2): Broken-backed
Curved
Flame-shaped
Heavy
Leaf-shaped
Long
Notched
Of unusual metal
Razor-sharp
Shining
Slender
Spike-pointed

○ Distinctive armor:

Qualities (circle 2): Antique
Brilliantly enameled
Elaborate helmet
Enameled black
Menacing
Mirror-polished

Of unusual metal
Ornate
Sculpted breastplate
Striking helmet
Supple chain mail
Velvet brigandine

Other distinctive weapons:

- A magical spell that strikes your enemies with blades of darkness (*thrown, area, ignores armor*)
- A matched set of onyx-handled throwing daggers (*thrown, deadly: waylay*)
- A recurved bow and leaf-blade arrows (*at range, deadly: aimed*)
- A variety of hidden blades, spikes, and garrotes (*deadly: brawling*)

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; extorting, raiding, or robbing a wealthy population; executing a murder on behalf of a wealthy NPC; serving a powerful NPC as bodyguard; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

○ A distinctive sword:

Deadly (circle 1): Hand-to-hand
Mounted
On the field

Hilt (circle 1): 2-handed
Crude
Golden
Graceful
Hide-wrapped
Inlaid
Intricate
Ivory
Jeweled
Plain

Blade (circle 2): Age-darkened
Curved
Enchanted
Flame-shaped
Heavy
Leaf-shaped
Light
Long
Notched
Of unusual metal
Razor-sharp
Shining
Short
Straight
Supple

○ A distinctive hand weapon:

Deadly (circle 1-2): +1 to roll
Hand-to-hand
Ignores armor
Mounted
On the field
Vs mounted

Quality (circle 1): Antique
Ornate
Utilitarian

To hold (circle 1): Chain
Haft
Handle
Staff

To strike (circle 2): Chain
Chisel head
Curved blade
Heavy blade
Heavy head
Hook
Long blade
Piercing spike
Short blade
Spikes
Striking head
Two blades

THE CHILD OF BATTLE

To create your child of battle, choose **name, look, stats, moves, equipment,** and **history**.

NAME

Alabaster, Bind, Culistair, Fasha, Hawk, Joy, Marred, Never, Pity, Pyre, Sun, Zephyr.

LOOK

Man, woman, ambiguous, or transgressing.

Dark skin, light skin.

Austere clothing, fanciful clothing, plain clothing, or rich clothing.

Boyish face, girlish face, handsome face, smooth face, striking face, or sweet face.

Arresting eyes, calculating eyes, frosty eyes, indifferent eyes, or merciless eyes.

Angular body, gorgeous body, muscular body, sweet body, or slim body.

STATS

Choose one set:

- Cool+3, Hard-1, Hot+1, Sharp+1, Weird=0
- Cool+3, Hard-1, Hot+2, Sharp=0, Weird-1
- Cool+3, Hard-2, Hot+1, Sharp+1, Weird+1
- Cool+3, Hard=0, Hot+1, Sharp+1, Weird-1

MOVES

You get all the basic moves, and choose 2 child of battle moves.

You can use all the battle moves, but learn **a chaotic free-for-all, standing watch,** and the **subterfuge** moves first.

EQUIPMENT

You begin play with:

- 3 distinctive weapons or armor.
- Coin or goods worth 4 keep.
- Clothing suitable to your look (you detail), including at your option light armor (1 armor) or heavy armor (2 armor).

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for history. On your turn, ask the other players which of their characters you can trust.

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

You are indifferent to what is safe, and drawn to what is not.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME

LOOK

STATS

COOL

MOVES

- highlight
- Go into danger*

HARD

- highlight
- Fly at someone;*
Waylay someone;
Do battle

HOT

- highlight
- Seduce or*
manipulate
someone

SHARP

- highlight
- Read a person;*
Read a situation

WEIRD

- highlight
- Grasp outward*

DEADLY

ARMOR

WOUNDS

- Not life-threatening.*
- Life-threatening.*
- Dying.*
- Come back with -1hard.*
- Come back with +1weird.*
- Change to a new playbook.*
- Die.*

HISTORY

highlight

Help or interfere; Session end

MESMERAST SPECIAL

If you and another character have sex, you immediately do a psychic delve upon them, whether you have the move or not. Roll+weird as normal. However, the MC chooses which questions to ask.

IMPROVEMENT

- experience** ○○○○○>>>improve
- Get +1cool (max cool+2)
 - Get +1sharp (max sharp+2)
 - Get +1hard (max hard+2)
 - Get +1hard (max hard+2)
 - Get a new mesmerast move
 - Get a new mesmerast move
 - Get 2 new or replacement mesmerast trappings
 - Get a **small holding** (you detail) and **wealth**
 - Get a move from another playbook
 - Get a move from another playbook
-
- Get +1 to any stat (max stat+3)
 - Retire your character to safety
 - Create a second character to play
 - Change your character to a new playbook
 - Choose 3 basic moves and advance them
 - Advance the other 4 basic moves

THE MESMERAST

THE MESMERAST

Mesmerasts are the weird, creeping, spying psychic sorcerers of this world of fallen empires. They have powers of compulsion, sorcerous puppet strings, alien hearts, dead souls, and eyes like broken things. They stand in your peripheral vision and whisper into your head, staring. They place polished stones upon your eyes and read your secrets.

MESMERAST MOVES

- Alien & compelling:** when you try to seduce someone, roll+weird instead of roll+hot.
- Mesmeric initiate:** you get +1weird (to weird+3).
- Psychic delve:** when you have time and physical intimacy with someone—mutual intimacy like holding each other in your arms, or 1-sided intimacy like kneeling over them while they're bound—you can reach your mind into their soul. Roll+weird. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to ask their player questions:
 - *What was your character's lowest moment?*
 - *For what does your character crave forgiveness, and of whom?*
 - *What are your character's secret pains?*
 - *In what ways are your character's body and mind vulnerable to me?*
 On a miss, you inflict 1 harm upon your subject, ignoring armor, to no benefit.
- Sorcerous puppet strings:** when you have time and intimacy with someone—again, mutual or 1-sided—you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
 - *Inflict 1 harm upon them, ignoring armor.*
 - *They take -1 to the roll they're making now.*
 If they fulfill your command, it counts for all of your remaining hold and they're free. On a miss, you inflict 1 harm upon them, ignoring armor, to no benefit.
- Unworldly senses:** when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you need not interact in any way.
- Whispering malice:** you can roll+weird to get the effect of flying at someone without making any physical motion. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mesmeric will counts as a weapon (1 harm, ignoring armor).

OTHER MOVES

MESMERAST TRAPPINGS

○ **Incense: against reserve.** *Burn it where your subject will breathe it.* While someone is breathing the smoke of incense against reserve, if you read them or use a mesmerast move on them that gives you hold, you get +1 hold—see **reading a person**, **psychic delve** and **sorcerous puppet strings**.

○ **Invested surrogate.** *Place it where your subject will be able to see it.* For your purposes—see **unworldly senses** and **whispering malice**—if someone can see your invested surrogate, it is as though they can see you.

○ **Object of radiant misery.** *Breathe upon it and whisper the incantation to bring it to life.* An invisible creature violently assaults the souls of everyone present, except you. They cannot defend themselves. It hits them for 1 harm apiece, ignoring armor, and then returns to lifelessness.

○ **Salve: the crown of peace.** *Anoint your subject with it.* Protects your subject from all mesmerast moves and trappings. This effect lasts through one full day and into a second, or until washed away.

○ **Salve: the flayed nerve.** *Anoint your victim with it.* If you anoint someone with the flayed nerve, and you inflict harm upon them with a mesmerast move or trapping, inflict +1 harm—see the **object of radiant misery**, **psychic delve**, **sorcerous puppet strings**, and **whispering malice**. This effect lasts through one full day and into a second, or until washed away.

○ **Violation glove.** *Wear it.* For your purposes—see **psychic delve** and **sorcerous puppet strings**—merely touching their skin with your violation glove counts as time and intimacy with them.

OTHER EQUIPMENT & TRAPPINGS

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; interrogating a warlord NPC's prisoners; serving a powerful NPC as kept mesmerast; extorting or blackmailing a powerful NPC; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

THE MESMERAST

To create your mesmerast, choose **name**, **look**, **stats**, **moves**, **equipment**, and **history**.

NAME

Arrama, Brace, Charmer, Foraire, Pallor, Sin, Sundown, Thast, Xansti.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Dark skin, light skin.

Bizarre clothing, grand clothing, rags, robes, or vestments.

Bony face, flushed face, plump moist face, scarred face, smooth face, or scarred face.

Caring eyes, dead eyes, deep eyes, pale eyes, ruined eyes, soft eyes, or wet eyes.

Awkward angular body, crippled body, fat body, slight body, or soft body.

STATS

Choose one set:

- Cool+1, Hard+1, Hot-2, Sharp+1, Weird+2
- Cool=0, Hard=0, Hot+1, Sharp=0, Weird+2
- Cool+1, Hard-2, Hot-1, Sharp+2, Weird+2
- Cool+2, Hard-1, Hot-1, Sharp=0, Weird+2

MOVES

You get all the basic moves, and choose 2 mesmerast moves.

You can use all the battle moves, but learn **baiting a trap**, **keeping lookout**, and **turning the tables** first.

EQUIPMENT

You begin play with:

- 2 mesmerast trappings.
- A small fancy weapon.
- Coin or goods worth 8 keep.
- Clothing suitable to your look (you detail).

Small fancy weapons (choose 1):

- Antique dagger (deadly: infighting)
- Glass-edge knife (deadly: brawling)
- Hidden knives (deadly: brawling)
- Jeweled skull-pick (deadly: hand-to-hand)
- Ornate dagger (deadly: infighting)

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

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

- Which one of you has slept in my presence (knowingly or unknowingly)? For that character, write history+2.
- Which one of you have I been watching carefully, in secret? For that character, write history+2.
- Which one of you most evidently dislikes and distrusts me? For that character, write history+3.

For everyone else, write history+1. You have weird insights into everyone.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

YOUR MOUNT

Kind (circle 1):

Camel (*fast=0, strong+2, hungry=0, stubborn*)
 Elephant (*fast-1, strong+3, hungry+2, cowardly, huge*)
 Horse (*fast+1, strong+1, hungry+1, tempermental*)

Fast **Strong** **Hungry**

Harm **Armor** **Wounds** 

Looks (circle 2):

Battle-scarred, caparisoned,
 ferocious, hale, half-wild,
 handsome, powerful, ragged,
 regal, sleek, ugly, underfed,
 well-fed, well-groomed.

YOUR WAR-BAND

By default, your war-band consists of about 15 violent bastards, with mounts like yours, an eclectic assortment of arms and armor, and no discipline to speak of (*small gang, savage, 2 harm, 1 armor*).

Then, choose 2:

- Your gang numbers 30 or so (*medium gang instead of small*).
- Your gang's well-armed (+1 *harm*).
- Your gang's well-armored (+1 *armor*).
- Your gang's well-disciplined (*drop savage*).
- Your gang's nomadic at heart, and able to keep and care for its mounts without needing a permanent home (*add mobile*).
- Your gang's self-sufficient, able to provide for itself by raiding and scavenging (*add rich*).

And choose 1:

- Your gang's mounts are in bad shape and need constant attention (*vulnerable: undermounted*).
- Your gang's loose-knit, with warriors coming and going as they choose (*vulnerable: desertion*).
- Your gang is in significant debt to someone powerful (*vulnerable: obligation*).
- Your has powerful enemies (*vulnerable: reprisals*).
- Your gang is filthy and unwell (*vulnerable: disease*).

Names & Ranks:

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle, plus your mount's *hungry*. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; extorting, raiding, or robbing a wealthy population; executing a murder on behalf of a wealthy NPC; serving a powerful NPC as bodyguard; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

Size	
<input type="text"/>	
Harm	Armor
<input type="text"/>	<input type="text"/>
Tags	
<input type="text"/>	
Losses 	

THE WOLFSHEAD

To create your mesmerast, choose **name, look, stats, moves, equipment, mount, war-band,** and **history.**

NAME

Arned, Brunt, Burke, Damre, Dienne, Juck, Kaley, Maise, Malerre, Tambore, Truth.

LOOK

Man, woman, ambiguous, or transgressing.

Dark skin, light skin.

Filthy clothing, functional clothing, poor clothing, stolen clothing, sturdy clothing.

Broken face, narrow face, rugged face, strong face, or weathered face.

Calculating eyes, kind eyes, narrow eyes, scorched eyes, or weary eyes.

Fat body, rangy body, squat body, sturdy body, or wiry body.

STATS

Choose one set:

- *Cool+1, Hard+2, Hot-1, Sharp+1, Weird=0*
- *Cool+1, Hard+2, Hot+1, Sharp=0, Weird-1*
- *Cool+1, Hard+2, Hot=0, Sharp+1, Weird-1*
- *Cool+2, Hard+2, Hot-1, Sharp=0, Weird-1*

MOVES

You get all the basic moves, and both wolfshead moves.

You can use all the battle moves, and probably will.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

EQUIPMENT

Detail your mount and your war-band.

In addition, you begin play with:

- *Armor and 3 no-nonsense weapons.*
- *Coin or goods worth 2 keep.*
- *Clothing suitable to your look (you detail).*

Armor (choose 1):

- *Leather coat, helmet, boots (1 armor).*
- *Breastplate, helmet, boots (2 armor).*
- *Mail coat, helmet, boots (2 armor).*

No-nonsense weapons (choose 3):

- *Bastard sword (deadly: on the field)*
- *Battle-axe (deadly: on the field)*
- *Dagger (deadly: infighting)*
- *Fighting knife (deadly: brawling)*
- *Lance (deadly: mounted)*
- *Sword (deadly: hand-to-hand & on the field)*
- *War-mace (deadly: on the field)*

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for history. On your turn,

ask 1, 2, or all 3:

- *Which one of you used to fight in my war-band?*
For that character, write history+1.
- *Which one of you believes that you could outfight me, if it came to it?*
For that character, write history+2.
- *Which one of you once stood up to me, war-band and all?*
For that character, write history+3.

For everyone else, write history-1. Their affairs are not, you suppose, your concern.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

NAME

LOOK

STATS

COOL

MOVES

- highlight
- Go into danger

HARD

- highlight
- Fly at someone;
- Waylay someone;
- Do battle

HOT

- highlight
- Seduce or manipulate someone

SHARP

- highlight
- Read a person;
- Read a situation

WEIRD

- highlight
- Grasp outward

DEADLY

ARMOR

WOUNDS

- Not life-threatening.
- Life-threatening.
- Dying.
- Come back with -1hard.
- Come back with +1weird.
- Change to a new playbook.
- Die.

HISTORY

highlight

Help or interfere; Session end

SWORD MASTER SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

IMPROVEMENT

experience ○○○○>>>improve

- Get +1cool (max cool+2)
- Get +1hot (max hot+2)
- Get +1sharp (max sharp+2)
- Get +1weird (max weird+2)
- Get a new sword master move
- Get a new sword master move
- Get a **war-band** (you detail) and **bloody-crowned**
- Get a **small holding** (you detail) and **wealth**
- Get a move from another playbook
- Get a move from another playbook
- Get +1 to any stat (max stat+3)
- Retire your character to safety
- Create a second character to play
- Change your character to a new playbook
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves

THE SWORD MASTER

THE SWORD MASTER

When the great empires of the golden age fell, with them fell law and society. This world in their dust is ugly, desperate, violent. What's yours is yours only while you can hold it in your hands. There's no peace. There's no stability but what you carve, inch by inch, out of the ruins and wilds, and then defend with murder and blood.

SWORD MASTER MOVES

- Battle-hardened:** when you go into danger, roll+hard instead of roll+cool. When you make a battle move that calls for you to roll+cool, you can roll+hard instead.
- Battlefield instincts:** when you grasp outward, roll+hard instead of roll+weird, but only in battle.
- Bloodcrazed:** whenever you inflict harm, inflict +1 harm.
- Cauterer:** you know how to cauterize a wound, set a bone, supplicate death for life. This counts as a bonepicker's devotion (cf), with a maximum of 2 devotion.
- Knight-killer:** in battle, you count as a mounted warrior even on foot (+1 harm, +1 armor against non-mounted enemies; mounted enemies get no advantage against you).
- No fool, I:** name your escape route and roll+hard. On a 10+, you win free and 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, and the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- Ruthless:** you get +1hard (to hard+3).

OTHER MOVES

EQUIPMENT & TRAPPINGS

WEAPONS

Terrifying Weapons of War (choose 1):

- Crossbow & quarrels (at range, slow, pierces armor)
- Greatsword (deadly: on the field)
- Poleaxe (deadly: on the field & vs mounted)
- Staff-sword (deadly: on the field & vs mounted)
- Spiked flail (deadly: on the field)

Serious Weapons (choose 2):

- Bastard sword (deadly: on the field)
- Battle-axe (deadly: on the field)
- Battle pick (pierces armor)
- Cat-gutter [short sword] (deadly: hand-to-hand & infighting)
- Sword (deadly: on the field & hand-to-hand)
- Shod cudgel (deadly: hand-to-hand)
- Shortbow & arrows (at range, deadly: aimed)
- War-mace (deadly: on the field)

Backup Weapons (choose 1):

- Dagger (deadly: infighting)
- Fighting knife (deadly: brawling)
- Head breaker [brass knuckles] (deadly: brawling)
- Staff (+1 to roll)
- Weighted chain (deadly: hand-to-hand)

Armor (choose 1):

- Leather coat, helmet, boots (1 armor)
- Breastplate, helmet, boots (2 armor)
- Brigandine, helmet, boots (2 armor)
- Hide cape, helmet, boots (2 armor)
- Laced plates, helmet, boots (2 armor)
- Leather apron, helmet, boots (2 armor)
- Mail coat, helmet, boots (2 armor)

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; extorting, raiding, or robbing a wealthy population; executing a murder on behalf of a wealthy NPC; serving a powerful NPC as bodyguard; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

THE SWORD MASTER

To create your sword master, choose **name**, **look**, **stats**, **moves**, **equipment**, and **history**.

NAME

Chaplain, Etienne, Grekkor, Jonker, Kelle, Regine, Rue, Touner, Vanne, Viktor.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Dark skin, light skin.

Battered old armor, immaculate armor, mismatched armor, well-kept armor.

Bony face, blunt face, dull face, plain face, scarred face, or worn face.

Cunning eyes, desperate eyes, raging eyes, sad eyes, or wise eyes.

Battered body, compact body, hard body, huge body, stocky body, stringy body.

STATS

Choose one set:

- Cool+1, Hard+2, Hot-1, Sharp+1, Weird=0
- Cool-1, Hard+2, Hot-2, Sharp+1, Weird+2
- Cool+1, Hard+2, Hot-2, Sharp+2, Weird-1
- Cool+2, Hard+2, Hot-2, Sharp=0, Weird=0

MOVES

You get all the basic moves, and choose 2 sword master moves.

You can use all the battle moves, and probably will.

EQUIPMENT

You begin play with:

- 1 terrifying weapon of war.
- 2 serious weapons.
- 1 backup weapon.
- Armor.
- Coin or goods worth 2 keep.
- Clothing suitable to your look (you detail).

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

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

- Which one of you once left me bleeding, and did nothing for me?
For that character, write history-2.
- Which one of you has fought shoulder to shoulder with me?
For that character, write history+2.
- Which one of you is the prettiest and/or the smartest?
For that character, write history+3.

For everyone else, write history-1. You find no urgent need to understand most people.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

YOUR STRONGHOLD

By default, your stronghold is home to 75-150 souls, who survive by hunting, simple farming, and scavenging (*plenty: 1 keep, want: hunger*). It's protected by simple ditches and fences (+1 armor to defenders). You command a warband of about 40 violent people, with an armory of scavenged and makeshift weapons and simple armor (*medium war-band, 3 harm, 1 armor*). Your stables keep mounts for 8 warriors, plus pack animals; choose camels (*fast=0, strong+2, hungry=0, stubborn*), elephants (*fast-1, strong+3, hungry+2, cowardly, huge*), or horses (*fast+1, strong+1, hungry+1, tempermental*).

Then, choose 4:

- Your subjects are many, 200-300 souls (*plenty: +1 keep, want: disease*).
- Your subjects are few, 50-60 souls (*want: anxiety instead of want: hunger*).
- Your war-band engages in lucrative raiding (*plenty: +1 keep, want: reprisals*).
- You receive protection tribute from local villages (*plenty: +1 keep, want: obligation*).
- Your subjects include skilled tradespeople (*plenty: +1 keep, want: idleness*).
- Your stronghold includes a bustling market commons (*surplus: +1 keep, want: strangers*).
- Your warband is large, 60 violent people or so (*large war-band instead of medium*).
- Your warband's armory is well-stocked and maintained (+1 harm, +1 armor).
- Your stronghold is defended by concentric ditches and stone walls (+2 armor to defenders instead of +1).
- Your stables keep mounts for 16 warriors, in addition to pack animals.

And choose 2:

- Your subjects are filthy and unwell (*want: disease*).
- Your subjects are lazy or unskilled (*want: famine*).
- Your subjects follow a sybaritic cult (*plenty: -1 keep, want: savagery*).
- You owe protection tribute to an NPC more powerful than you (*plenty: -1 keep, want: reprisals*).
- Your war-band is small, only 10-20 violent people (*small war-band instead of medium*).
- Your war-band is a pack of bloody hyenas (*want: savagery*).
- Your war-band's armory is very poor (-1 harm, -1 armor).
- Your stronghold has no permanent defenses (*no armor bonus to defenders*).
- Your stables keep no mounts for warriors, only pack animals.

STRONGHOLD

<p>Defenses</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Plenty</p> <div style="border: 1px solid black; height: 30px; width: 100%;"></div> <p>Want</p> <div style="border: 1px solid black; height: 30px; width: 100%;"></div>	<p>SUBJECTS</p> <p>Souls</p> <div style="border: 1px solid black; height: 25px; width: 100%;"></div> <p>Survival</p> <div style="border: 1px solid black; height: 40px; width: 100%;"></div> <p>Losses </p> <p>Names & Positions:</p>	<p>WAR-BAND</p> <p>Size</p> <div style="border: 1px solid black; height: 25px; width: 100%;"></div> <p>Harm Armor</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 40px; height: 40px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px;"></div> </div> <p>Tags</p> <div style="border: 1px solid black; height: 60px; width: 100%;"></div> <p>Losses </p>
--	--	---

THE STRONGHOLDER

To create your strongholder, choose **name, look, stats, moves, equipment, stronghold,** and **history**.

NAME

Blache, Boleyr, Borbeq, Dunnerre, Lin, Marca, Simos, Sumia, Ucli.

LOOK

Man, woman, ambiguous, or transgressing.

Dark skin, light skin.

Distinctive clothing, fine clothing, grand clothing, or practical clothing.

Aristocratic face, cruel face, gorgeous face, soft face, stern face, strong face.

Commanding eyes, cool eyes, forgiving eyes, generous eyes, languid eyes, or sharp eyes.

Fat body, massive body, sensual body, soft body, tall spare body, or wiry body.

STATS

Choose one set:

- Cool-1, Hard+2, Hot+1, Sharp+1, Weird=0
- Cool+1, Hard+2, Hot+1, Sharp=+1, Weird-2
- Cool+2, Hard+2, Hot=0, Sharp+2, Weird=0
- Cool=0, Hard+2, Hot+1, Sharp-1, Weird+1

MOVES

You get all the basic moves and both strongholder moves.

You can use all the battle moves, and probably will.

EQUIPMENT

Detail your holding.

In addition, you begin play with:

- *Dagger (deadly: infighting)*
- *Sword (deadly: on the field, hand-to-hand)*.
- *Mail coat, helmet, boots (2 armor)*.
- *Clothing suitable to your look (you detail)*.

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for history. On your turn, ask either or both:

- *Which of you have been with me since before?*
For those characters, write history+2.
- *Have any of you ever betrayed or stolen from me?*
For those character, write history+3.

For everyone else, write history+1. It's in your interests to know everyone's business.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME

LOOK

STATS

COOL

MOVES

highlight
Go into danger

HARD

highlight
*Fly at someone;
Waylay someone;
Do battle*

HOT

highlight
*Seduce or
manipulate
someone*

SHARP

highlight
*Read a person;
Read a situation*

WEIRD

highlight
Grasp outward

DEADLY

ARMOR

WOUNDS

Not life-threatening.

Life-threatening.

Dying. _____

Come back with -1hard.

Come back with +1weird.

Change to a new playbook.

Die.

HISTORY

highlight

Help or interfere; Session end

HOCUS SPECIAL

If you and another character have sex, you each hold 1. Either of you can spend your hold at any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

IMPROVEMENT

experience ○○○○>>improve _____

- Get +1cool (max cool+2)
- Get +1hard (max hard+2)
- Get +1sharp (max sharp+2)
- Get a new hocus move
- Get a new hocus move
- Choose a new option for your followers
- Choose a new option for your followers
- Get a **small holding** (you detail) and **wealth**
- Get a move from another playbook
- Get a move from another playbook

- Get +1 to any stat (max stat+3)
- Retire your character to safety
- Create a second character to play
- Change your character to a new playbook
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves

THE HOCUS

THE HOCUS

When the empires fell, did their gods fall with them, swept away by the same psychic maelstrom of hate and violence? Or, was it that their gods abandoned them, leaving them exposed to the maelstrom at last? Or again, was it that their gods turned on them, and the maelstrom was their unsheathed sword?

Here in the dust of their fall, only this is certain: the gods are gone, and the maelstrom remains.

HOCUS MOVES

Fortunes: *fortune, plenty, and want all depend upon your followers.* At the beginning of the session, roll+fortune. On a 10+, your followers have plenty. On a 7-9, they have plenty, but choose 1 want. On a miss, they are in want. If their plenty lists keep, like 1 keep or 2 keep, that's your personal share, to spend for your lifestyle or for what you will.

Charismatic: when you try to manipulate someone, roll+weird instead of roll+hot.

Frenzy: when you speak the truth to a mob, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:

- *Bring people forward and deliver them to you.*
- *Bring forward all their precious things.*
- *Unite and fight for you as a war-band (size appropriate, 2 harm, 0 armor).*
- *Fall into an orgy of uninhibited emotion: coupling, lamenting, fighting, sharing, celebrating, as you choose.*
- *Go quietly back to their lives.*

On a miss, the mob turns on you.

Prey to inexpressible impulses: you get +1weird (to weird+3).

Sanctified: the world's psychic maelstrom gives you +1 armor.

Seeing souls: when you help or interfere with someone, you can roll+weird instead of roll+history.

OTHER MOVES

EQUIPMENT & TRAPPINGS

YOUR FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population (*fortune +1, plenty: 1 keep, want: desertion*).

Characterize them (circle 1):

Your court, your cult, your disciples, your emissaries, your family, your students.

When you travel, they (circle 1): *travel with you, or congregate in their own communities.*

Then, choose 2:

- Your followers are devoted to you (*plenty: +1 keep, and want: hunger instead of want: desertion*).
- Your followers are involved in successful commerce (*+1 fortune*).
- Your followers, in ceremony, can reach into the world's psychic maelstrom (*plenty: augury*).
- Your followers are joyous and celebratory (*plenty: revelry*).
- Your followers are rigorous and argumentative (*plenty: insight*).
- Your followers are hard-working, frugal, and scorn frivolity (*plenty: +1 keep*).
- Your followers are eager, enthusiastic, and successful recruiters (*plenty: growth*).

And choose 1:

- You have few followers, 10 or fewer (*plenty: -1 keep*).
- Your followers aren't yours, you're theirs (*want: demands instead of want: desertion*).
- Your followers rely entirely upon you for their lives and needs (*want: desperation*).
- Your followers love wine and drugs (*plenty: stupor*).
- Your followers disdain fashion, luxury, and convention (*want: disease*).
- Your followers disdain law, peace, reason, and society (*plenty: violence*).
- Your followers are decadent, perverse, and violent (*want: savagery*).
- Your followers have pure and perfect hope in a better world after death (*want: suicide*).

Number <input type="text"/>	Plenty <input type="text"/>	Notables:
Fortune <input type="text"/>	Want <input type="text"/>	
Losses 		

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; serving a powerful NPC as auger and advisor; serving a powerful NPC as ceremonist; serving a population as counselor and intercessor; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

THE HOCUS

To create your hocus, choose **name, look, stats, moves, equipment, followers, and history**.

NAME

Always, Cat, Dust, Gull, Hope, Jackal, Lark, Must, Rabbit, Sorrow, Trout.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Dark skin, light skin.

Grand vestments, immaculate vestments, or tattered vestments.

Ascetic face, determined face, dirty face, innocent face, open face, or severe face.

Burning eyes, clear eyes, dazed eyes, forgiving eyes, or suspicious eyes.

Bony body, fat body, fit body, graceful body, lanky body, or soft body.

STATS

Choose one set:

- *Cool=0, Hard+1, Hot-1, Sharp+1, Weird+2*
- *Cool+1, Hard-1, Hot+1, Sharp=0, Weird+2*
- *Cool-1, Hard+1, Hot=0, Sharp+1, Weird+2*
- *Cool+1, Hard=0, Hot+1, Sharp-1, Weird+2*

MOVES

You get all the basic moves. You get **fortunes**, and choose 2 more hocus moves.

You can use all the battle moves, but learn **a chaotic free-for-all, defending something you hold, and keeping lookout** first.

EQUIPMENT

Detail your followers.

You also begin play with:

- *A simple weapon.*
- *Coin or goods worth 4 keep.*
- *Clothing suitable to your look (you detail).*

Simple weapons (choose 1):

- *Cudgel (deadly: hand-to-hand)*
- *Dagger (deadly: infighting)*
- *Fighting knife (deadly: brawling)*
- *Staff (+1 to roll)*

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for history. On your turn, ask either or both:

- *Which of you are my followers?*
For those characters, write history+2.
- *One of you, I've seen your soul. Which one?*
For that character, write history+3.

For everyone else, write history+1. You're a good and quick judge of others.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME

LOOK

STATS

COOL

[]

MOVES

highlight Go into danger

HARD

[]

highlight Fly at someone; Waylay someone; Do battle

HOT

[]

highlight Seduce or manipulate someone

SHARP

[]

highlight Read a person; Read a situation

WEIRD

[]

highlight Grasp outward

DEADLY

[]

ARMOR

[]

WOUNDS

Wounds tracking area with circles and text: Not life-threatening, Life-threatening, Dying, Come back with -1hard, Come back with +1weird, Change to a new playbook, Die.

HISTORY

highlight

Help or interfere; Session end

MYSTIC SPECIAL

If you and another character have sex, they immediately speak to you, as though they were a thing and you'd rolled a 10+, whether you have things speak or not. The other player and the MC should answer your questions between them.

This is the only time that move works on people. Otherwise, only things.

IMPROVEMENT

experience ○○○○>>>improve

- Get +1cool (max cool+2)
Get +1hard (max hard+2)
Get +1sharp (max sharp+2)
Get a new mystic move
Get a new mystic move
Get a war-band (you detail) and leadership
Add 2 options to your ceremonial space
Add 2 options to your ceremonial space
Get a move from another playbook
Get a move from another playbook
Get +1 to any stat (max stat+3)
Retire your character to safety
Create a second character to play
Change your character to a new playbook
Choose 3 basic moves and advance them
Advance the other 4 basic moves

THE MYSTIC

THE MYSTIC

Empires fell. Empires always fall. The world is alive.

MYSTIC MOVES

- Bonefeel: at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1 forward now. On a miss, the MC holds 1, and either you or the MC can spend it to have you already be there, but somehow pinned, caught, or trapped.
Implacable: when you go into danger, roll+weird instead of roll+cool. When you make a battle move that calls for you to roll+cool, you can roll+weird instead.
Things speak: whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1: Who handled this thing before me? Who made this thing? What has this thing seen and heard? What secret does thing thing know? What's wrong with this thing, and how might I put it right? On a miss, ask the MC what the world's psychic maelstrom whispers to you.
Unsettling insights: you get +1 weird (to weird+3).
Wisdom: when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark experience.
The world's fraying edge: some component of your ceremonial space, or some arrangement of its components, is uniquely receptive to the world's psychic maelstrom (add augury). Choose and name it, or else leave it for the MC to reveal during play.

OTHER MOVES

YOUR CEREMONIAL SPACE

Choose which of the following your ceremonial space includes. Circle 4:

- Acolytes (*Carna, Theuy, Pamenne, eg*)
- A bloody altar, abnegated by sigils
- Captive birds
- A garden of useful plants
- A great, smoky crystal, a closed window
- A labyrinth
- A library of books and scrolls
- The magician's iron tree
- A mooncatching pool
- A relic of the golden age of empires
- A shrine to one of the chained gods
- A spring of fresh water
- Standing stones
- Supplies for compounding incense and salves
- Tools for engraving and inscription
- A vulvic grotto

In your ceremonial space you can discover the truth about something, transform something, or imbue something with magical power. Tell the MC what, and answer the MC's questions. Once the MC understands your undertaking, they'll tell you what it will require.

MC, choose 1-4 of the following:

- *It's going to take hours/days/weeks/months of work and attention.*
- *First you'll have to get/build/fix/figure out __.*
- *You're going to need __'s help and insight.*
- *It's going to cost you a great deal of money.*
- *You cannot be certain of your results; they'll be weak or unreliable.*
- *It's going to mean exposing yourself (plus any others who work with you) to serious danger.*
- *You're going to have to add __ to your ceremonial space first.*
- *It's going to take several/dozens/hundreds of tries.*
- *You're going to have to take __ apart to do it.*

MC, connect them all with "and," or throw in a merciful "or."

Once you've accomplished the necessities, you can proceed to accomplish the thing itself. Ask the MC the details of what you've learned or created.

EQUIPMENT & TRAPPINGS

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; serving a powerful NPC as oracle and counselor; serving a population as celebrant and judge; conducting research for a powerful NPC; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

THE MYSTIC

To create your mystic, choose **name, look, stats, moves, equipment, ceremonial space, and history.**

NAME

Andai, Barad, Burdock, Etrenne, Fauci, Iassica, Iosta, Lah, Olive, Tal, Whitien.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Dark skin, light skin.

Practical clothing, simple vestments.

Expressive face, open face, plain face, or pretty face.

Appraising eyes, calm eyes, dancing eyes, quick eyes, or squinting eyes.

Fat body, hunched body, slight body, strange body, stumpy body, or wiry body.

STATS

Choose one set:

- *Cool-1, Hard=0, Hot+1, Sharp+1, Weird+2*
- *Cool=0, Hard-1, Hot-1, Sharp+2, Weird+2*
- *Cool+1, Hard-1, Hot=0, Sharp+1, Weird+2*
- *Cool+1, Hard+1, Hot-1, Sharp=0, Weird+2*

MOVES

You get all the basic moves, and choose 2 mystic moves.

You can use all the battle moves, but learn **keeping lookout, baiting a trap, and turning the tables** first.

EQUIPMENT

Detail your ceremonial space.

You also begin play with:

- *A simple weapon.*
- *Coin or goods worth 6 keep.*
- *Clothing suitable to your look (you detail).*

Simple weapons (choose 1):

- *Cudgel (deadly: hand-to-hand)*
- *Dagger (deadly: infighting)*
- *Fighting knife (deadly: brawling)*
- *Staff (+1 to roll)*

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

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

- *Which of you is the most strange?*
For that character, write history+1.
- *Which of you is the most curious?*
For that character, write history+1.
- *Which of you is the biggest potential problem?*
For that character, write history+2.

For everyone else, write history-1. You have other things to .

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME

LOOK

STATS

COOL

MOVES

- highlight
- Go into danger

HARD

- highlight
- Fly at someone;
- Waylay someone;
- Do battle

HOT

- highlight
- Seduce or manipulate someone

SHARP

- highlight
- Read a person;
- Read a situation

WEIRD

- highlight
- Grasp outward

DEADLY

ARMOR

WOUNDS

Not life-threatening.

Life-threatening.

Dying.

Come back with -1hard.

Come back with +1weird.

Change to a new playbook.

Die.

HISTORY

highlight

Help or interfere; Session end

NIGHTSHADE SPECIAL

If you and another character have sex, choose 1:

- You take +1 forward and so do they.
- You take +1 forward, but they take -1 forward.
- They must give you a gift worth at least 1 keep.
- You get +1 history with them; at your choice, they get +1 history with you.
- You can **hypnotize** them as though you'd rolled a 10+, even if you haven't chosen to get the move.

IMPROVEMENT

experience ○○○○>>>improve

- Get +1cool (max cool+2)
 - Get +1cool (max cool+2)
 - Get +1hard (max hard+2)
 - Get +1sharp (max sharp+2)
 - Get a new nightshade move
 - Get a new nightshade move
 - Get **followers** (you detail) and **fortunes**
 - Get a **war-hand** (you detail) and **bloody-crowned**
 - Get a move from another playbook
 - Get a move from another playbook
-
- Get +1 to any stat (max stat+3)
 - Retire your character to safety
 - Create a second character to play
 - Change your character to a new playbook
 - Choose 3 basic moves and advance them
 - Advance the other 4 basic moves

THE NIGHTSHADE

THE NIGHTSHADE

The oldest living remember it, a childhood time of terror, the great cities of empire thrashing, burning, falling. Thousands of years of culture, the greatest achievements of civilization, lost in dust and smoke and hate.

There is a new beauty come into the world now, though, wild, sharp. The glittering frost, the slim blade, the poison flower. There's little in it of kindness, but still, it is beautiful.

NIGHTSHADE MOVES

Artful & gracious: when you perform your chosen art—any act of expression or culture—or when you put your chosen art before an audience, roll+hot. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

This person must meet me.

This person must have my services.

This person loves me.

This person must give me a gift.

This person admires my patron.

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

Breathtaking: you get +1 hot (to hot+3).

Hypnotic: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

- Giving you something you want.
- Acting as your eyes and ears.
- Fighting to protect or champion you.
- Doing what you ask them to do.

For NPCs, while you have hold over them they simply can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- They distract themselves with the thought of you. They're going into danger.
- They inspire themselves with the thought of you. They take +1 right now.

On a miss, they hold 2 over you, on the exact same terms.

Lost: when you whisper someone's name to the world's psychic maelstrom, roll+weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1 forward against them as well. On a miss, ask the MC what or who the world's psychic maelstrom brings to you instead.

Radiant passion: when you make a show and display of passion—anguish, desire, fury, any—no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

OTHER MOVES

NIGHTSHADE TRAPPINGS

Gracious weapons (choose 2):

- A dagger with a worked-gold hilt and golden blade inlay (*deadly: infighting*)
- A hunting bow and swan-fledged arrows (*at range, deadly: aimed*)
- A jasper-handled throwing knife (*thrown, deadly: waylay*)
- A magical spell that strikes your enemy's heart as with skewers of glass (*thrown, ignores armor*)
- A magical spell that turns your enemy's blade aside at the last instant (*1 armor*)
- A slim and jewel-hilted sword (*deadly: hand-to-hand*)

Precious things (choose 2):

- A case of cedar-wood, beautifully carved with many figures.
- A circlet of beaten gold, primitive in style but shockingly rich in design.
- Gold and silver coins showing the faces of ancient emperors, drilled to wear as jewelry.
- A magical spell that, cast in darkness, hides you from the view of both friend and enemy, until once you speak aloud.
- A magical spell that, cast in a high and exposed place, calls to you the spirit of its wild wind. Ask the spirit three questions about what it has touched.
- A magical spell that, cast upon a pair of shoes, carries their wearer high into the air, to alight safely where they choose.
- A polished glass lens in an engraved silver frame. Peer through it; it enlarges what you examine.
- A polished silver mirror, backed with cavorting figures in inlaid gold.
- A trailing cape made of the winter fur of leopards.
- A veil of silk, shining white, weighted with polished stone beads.

YOUR KEEP

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle. If you can't or won't, tell the MC and answer her questions. You can earn your keep by: *working the hard earth; performing for a public audience, for their coins; performing for a private audience, for their commission; appearing at the side of a powerful NPC; or other means as you can negotiate them.*

In addition to your lifestyle, you might spend your keep on: *a night in high luxury and company; someone else's protection, service, or labor; a weapon or other equipment; tribute to a warlord; the bribes required to turn someone's eye or secure someone's complicity; rich or beautiful clothing; or other things as you can arrange for them.*

THE NIGHTSHADE

To create your nightshade, choose **name, look, stats, moves, equipment,** and **history.**

NAME

Dune, Dusk, Gazelle, Grace, Heron, June, Lion, Mercury, October, Plum, Venus.

LOOK

Man, woman, ambiguous, transgressing, or androgyne.

Dark skin, light skin.

Fine clothing, luxurious clothing, spectacular clothing, understated clothing.

Beautiful face, fresh face, strange face, striking face, or sweet face.

Arresting eyes, bright eyes, cool eyes, dark eyes, laughing eyes, mocking eyes, shadowed eyes, or troubled eyes.

Calloused hands, expressive hands, quick hands, steady hands, strong hands.

Fat body, lush body, slim body, toned body, unnatural body, or young body.

STATS

Choose one set:

- *Cool+1, Hard-1, Hot+2, Sharp+1, Weird=0*
- *Cool=0, Hard=0, Hot+2, Sharp=0, Weird+1*
- *Cool-1, Hard=0, Hot+2, Sharp+2, Weird-1*
- *Cool+1, Hard+1, Hot+2, Sharp+1, Weird-2*

MOVES

You get all the basic moves, and choose 2 nightshade moves.

You can use all the battle moves, but learn **keeping lookout**, **standing guard**, **baiting a trap**, and **turning the tables** first.

EQUIPMENT

You begin play with:

- *2 gracious weapons.*
- *2 precious things.*
- *Coin or goods worth 2 keep.*
- *Clothing suitable to your look (you detail).*

HISTORY

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

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

- *Which one of you is my friend?*
For that character, write history+2.
- *Which one of you is my lover?*
For that character, write history+1.
- *Which one of you is in love with me?*
For that character, write history-1.

For everyone else, write history+1 or history-1, as you choose. You find no urgent need to understand most people.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest history on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GOALS

During play, it's your job to have your character make and pursue goals. They can be any goals you want, long term and short-. Begin by thinking what your goals might be this very morning, as play begins.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your history with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

BASIC MOVES

All player characters can use all the basic moves.

GO INTO DANGER

When you **go into danger**, or hold your course despite danger, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice. On a miss, be prepared for the worst.

Advanced: on a 12+, you transcend the danger. You do what you set out to do, and the MC must offer you a better outcome, true beauty, inspiration, or a moment of grace.

FLY AT SOMEONE

When you **fly at someone**, roll+hard. On a 10+, they have to choose:

- Force your hand and suffer the consequences
- Submit and do what you want

On a 7–9, they can choose 1 of the above, or 1 of the following:

- Let you past unhindered.
- Retreat to a safe position.
- Give you what they think you want, or tell you what they think you want to hear.
- Back off calmly, hands where you can see.

...And if they've misjudged you, you can press them.

On a miss, be prepared for the worst.

Advanced: on a 12+, if they do not submit and do what you want, you choose:

- Disable, disarm, and capture them.
- Humiliate them before inflicting harm as established.
- Killing them outright.

WAYLAY SOMEONE

When you **attack someone unsuspecting or helpless**, ask the MC if there's a chance that they can fight back. If there is, treat it as flying at them, but your victim has no choice to submit, they must choose something else. If there isn't a chance, you simply inflict harm as established.

IN BATTLE

When you're **in battle**, you can bring the battle moves into play.

Advanced: For all the battle moves that give you a choice, on a 12+, you get +1 choice.

SEDUCE OR MANIPULATE SOMEONE

When you try to **seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

- if they do it, they mark experience
- if they refuse, erase one of their stat highlights for the remainder of the session

What they do then is up to them.

On a miss, for either NPCs or PCs, be prepared for the worst.

Advanced: on a 12+, only if they're an NPC, they do it, and furthermore you win them fully over to you. Tell the MC to erase their threat type and make them an ally. Choose 1:

- Ally: confidante.
- Ally: guardian.
- Ally: representative.
- Ally: friend.
- Ally: lover.
- Ally: right hand.

READ A PERSON

When you **read a person** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- is your character telling the truth?
- what's your character really feeling?
- what does your character intend to do?
- what does your character wish I'd do?
- how could I get your character to __?

On a miss, ask 1 anyway, but be prepared for the worst.

Advanced: on a 12+, hold 3, but spend them 1 for 1 to ask any question you like.

READ A SITUATION

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- where's my best escape route / way in / way past?
- which enemy is most vulnerable to me?
- which enemy is the biggest threat?
- what should I be on the lookout for?
- what's my enemy's true position?
- who's in control here?

On a miss, ask 1 anyway, but be prepared for the worst.

Advanced: on a 12+, ask any 3 questions you like.

GRASP OUTWARD

When you **grasp blindly outward** from yourself into the world's psychic maelstrom, roll+weird. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that. On a miss, be prepared for the worst.

Advanced: on a 12+, you reach through the world's psychic maelstrom to what's beyond.

HELP OR INTERFERE

When you **help or interfere with someone** who's making a roll, roll+Hx. On a 10+, they take +2 (help) or -2 (interfere) to their roll. On a 7–9, they take +1 (help) or -1 (interfere) to their roll. On a miss, be prepared for the worst.

SESSION END

At the **end of every session**, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience). If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character at your whim. Tell that player to take -1 to their Hx with you on their sheet. If this brings them to Hx -3, they reset to Hx=0 (and therefore mark experience).

HARM & HEALING

Establishing harm:

- If you're fighting unarmed, you inflict 1 harm.
- If you're fighting armed, within your weapon's range, you inflict 2 harm.
- If you're fighting when and where your weapon is deadly, you inflict 3 harm.
- Subtract your armor from the harm against you.

Ranges:

Weapons have three ranges: *at range*, *thrown*, and *within reach*. A weapon's range is *within reach* unless its listing specifies *at range* or *thrown*.

Weapons can't be brought to bear outside their range. However, the ranges overlap: the nearest part of *at range* overlaps with the farthest part of *thrown*, and the nearest part of *thrown* overlaps with the farthest part of *within reach*.

Many *within reach* weapons are most deadly at a particular distance. These are: *on the field* (the furthest reach, requiring the most freedom of motion), then *hand-to-hand*, then *infighting*, then *brawling*, then *intimate*. If two combatants have complete freedom of motion, then the one with the *further reach* sets the distance at which they're fighting. If your enemy has reach on you, you can close to your own preferred distance only if you can keep your enemy from moving freely away again.

Reaches:

- *On the field* is when you can sprint, stride and swing your weapon at full reach, in any direction. Examples: on a field, on a road, in a wide yard.
- *Hand-to-hand* is when you can approach and withdraw freely, but not circle your enemy or run in any direction you like. Examples: in a forest, on a bridge, in a wide hallway.
- *Infighting* is when you are confined to a small space, without room or freedom to charge or withdraw. Examples: in a boat, in a small room, in a tight hallway.
- *Brawling* is when you are grappling, holding, and wrestling with your enemy.
- *Intimate* is when you have your enemy in your power, unable to move at all.

SUFFERING HARM

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case.

This move is unusual in that a hit is bad for the player and a miss is good:

When you **suffer harm**, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, the MC can choose 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

INFLECTING HARM

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

HEALING HARM

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

COMMERCE MOVES

By default, characters have access to the commerce moves, but the MC might decide to limit them, case by case.

When you **give 1 keep's worth of coin or goods to someone**, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **go into a bustling market**, looking for some particular thing to buy, and it's not already obvious that you'll be able to find it for sale, roll+sharp. On a 10+, yes, you find it for sale. On a 7-9, the MC chooses one of the following:

- *It costs 1 keep's worth more than you'd expect*
- *It's not openly for sale, but you find someone who can lead you to someone selling it.*
- *It's not openly for sale, but you find someone who sold it recently, who may be willing to introduce you to their previous buyer.*
- *It's not available for sale, but you find something similar. Will it do?*

When you **make known that you want something**, that you'll pay to speed it on its way, roll+keep spent (max roll+3). It has to be something you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

INSIGHT

By default, nobody has access to insight, but a hocus or patron might get it.

When you **call upon NPCs 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 mark experience.

AUGURY

By default, nobody has access to augury, but a hocus' followers or a mystic's ceremonial space might give it.

When you **use your followers or your ceremonial space for augury**, roll+weird. On a hit, you can choose 1:

- *Reach through the world's psychic maelstrom to something or someone connected to it.*
- *Isolate and protect a person or thing from the world's psychic maelstrom.*
- *Isolate and contain a fragment of the world's psychic maelstrom itself.*
- *Speak words into the world's psychic maelstrom.*
- *Open a window into the world's psychic maelstrom.*

By default, the effect will last only as long as you hold it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability. On a 10+, choose 2; on a 7-9, choose 1:

- *It'll persist (for a while) without your actively holding it.*
- *It reaches deep into the world's psychic maelstrom.*
- *It reaches broadly throughout the world's psychic maelstrom.*
- *It's stable and contained, no bleeding.*

On a miss, whatever bad happens, your followers or ceremonial space bear the brunt.

BATTLE MOVES

Everyone character can use all the battle moves.

SINGLE COMBAT

When you **do single combat with someone**, no quarters, exchange harm, but first roll+hard. On a 10+, both. On a 7–9, choose 1. On a miss, your opponent chooses 1 against you:

- you inflict terrible harm (+1harm)
- you suffer little harm (-1harm)

After you exchange harm, do you prefer to end the fight now, or fight on? Commit without knowing the other's choice. If both of you prefer to end the fight now, it ends. If both of you prefer to fight on, it continues, and you must make the move again. If one of you prefers to end the fight, though, and the other to fight on, then the former must either flee or else submit to the latter's mercy.

A CHAOTIC FREE-FOR-ALL

When you're in a **chaotic free for all**, the mass of combatants suffers harm as established, as a single war-band inflicting harm upon itself, but first roll+cool. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You are able to avoid taking any harm yourself.
- You are able to protect another character from taking any harm.
- You add to the chaos. The combatants as a whole inflict and suffer +1harm.
- You are able to calm the chaos. The combatants as a whole inflict and suffer -1harm.
- You are able to take a single short action, uninterfered with, perhaps unnoticed.

ASSAULT A POSITION

To **assault a secure position**, exchange harm, but first roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).
- You force your way into your enemy's position
- You force your enemy to withdraw

SEIZE SOMETHING BY FORCE

To **seize something valuable by force**, exchange harm, but first roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).
- You take definite and undeniable control of it.
- It's safe, secure, and undamaged in the fighting.

DEFEND SOMETHING YOU HOLD

To **defend something you hold**, a position, person, or thing, exchange harm, but first roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You inflict terrible harm (+1harm).
- You suffer little harm (-1harm).
- You hold it decisively against your enemy's advance.
- You impress, dismay, or frighten your enemy.

HOLD AN ENEMY OFF

When you **fight to hold an enemy off**, roll+hard. On a 10+, choose 3. On a 7–9, choose 2. On a miss, choose 1:

- You buy an ally the liberty to move or act freely.
- You give another PC +1 choice to their own battle move.
- You deny an enemy the chance to move or act freely. (If a PC, they may still act under fire.)
- You take an opportune shot, inflicting harm on an enemy within your reach.

STAND GUARD

When you **stand guard over an ally**, roll+cool. On a hit, if anyone attacks or interferes with your ally, you attack them and inflict harm, no roll or move required. On a 10+, choose 1:

- ...And you inflict your harm before they can carry out their attack or interference.
- ...And you inflict terrible harm (+1 harm).

On a miss, you are able to warn your ally but not attack your enemy.

KEEP LOOKOUT

When you **keep lookout for what's coming**, roll+sharp. On a 10+, hold 3. On a 7–9, hold 2. On a miss, hold 1. During the battle, spend your hold, 1 for 1, to ask the MC what's coming and choose 1:

- Direct a PC ally's attention to an enemy. If they make a battle move against that enemy, they get +1 choice to their move.
- Give a PC ally an order, instruction, or suggestion. If they do it, they get +1 to any rolls they make in the effort.
- Direct any ally's attention to an enemy. If they attack that enemy, they inflict +1 harm.
- Direct any ally's attention to a danger. They take -1 harm from that danger.

BAIT A TRAP

When **you're the bait**, roll+cool. On a 10+, choose 2. On a 7–9, choose 1:

- You draw your prey all the way into the trap. Otherwise, they only approach.
- Your prey doesn't suspect you. Otherwise, they're wary and alert.
- You don't expose yourself to extra risk. Otherwise, any harm your prey inflicts is +1.

On a miss, the MC chooses 1 for you.

HUNT PREY

When **you're the cat**, roll+cool. On a hit, you catch your prey out. On a 10+, you've driven them first to a place of your choosing; say where. On a 7–9, you've had to follow them where they wanted to go; they say where. On a miss, your prey escapes you.

ESCAPE A HUNTER

When **you're the mouse**, roll+cool. On a 10+, you escape clean and leave your hunter hunting. On a 7–9, your hunter catches you out, but only after you've led them to a place of your choosing; say where. On a miss, your hunter catches you out and the MC says where.

TURN THE TABLES

When you **don't know whether you're the cat or the mouse**, roll+sharp. On a hit, you decide which you are. On a 10+, you take +1forward as well. On a miss, you're the mouse.

MOUNTED BATTLE MOVES

OUTDISTANCE OR OVERTAKE ANOTHER RIDER

When you try to **outdistance or overtake another rider**, roll+cool, modified by your mounts' relative speed. On a 10+, you outdistance them and get away, or else overtake them and draw alongside. On a 7–9, choose 1:

- *You outdistance them and escape, but your mount suffers 1-harm ap from the strain.*
Or, you overtake them, but your mount suffers 1-harm ap the same.
- *You don't escape them, but you can go to ground in a place you choose.*
Or, you don't overtake them, but you can drive them into a place you choose.
- *They overtake you, but their mount suffers 1-harm ap from the strain.*
Or, they outdistance you, but their mount suffers suffers 1-harm ap the same.

On a miss, your counterpart chooses 1 against you.

DEAL WITH BAD TERRAIN

When you have to **deal with bad terrain**, roll+cool, plus your mount's strength. On a 10+, you race through untouched. On a 7–9, choose 1:

- *You slow down and pick your way forward.*
- *You push too hard and your mount suffers harm as established.*
- *You must go back or try to find another way.*

On a miss, the MC chooses 1 for you; the others are impossible.

LEAP ONTO A MOVING ANIMAL

To **leap onto a moving animal**, roll+cool, minus its speed. On a 10+, you're on and you made it look easy. Take +1 forward. On a 7–9, you're on, but you're in a poor position and you certainly aren't in control. On a miss, the MC chooses: you're hanging on for dear life, or you're down and good luck to you.

SHOULDER ANOTHER RIDER

To **shoulder another rider**, roll+cool. On a hit, you shoulder them aside. On a 10+, you further force them to draw up, braek off, or loose their seating. On a miss, they shoulder you aside instead.

UNSEAT A RIDER

To **unseat a rider**, inflict 1 or more harm, and declare that you unseat them. They can choose to keep the saddle instead, but must suffer +1 harm to do so.

KEEP & LIFESTYLE

At the beginning of the session, spend 1, 2, or 3 keep for your lifestyle (plus your mount's hungry, if you have one). If you can't or won't, tell the MC and answer her questions.

Imagine four possible lifestyles, relative to one another, here in the dust of fallen empires. First is the typical one: you eat what the people around you eat, wear what they wear, sleep where they sleep. Spend 1 keep at the beginning of the session to live this life.

Next is better: you eat first and best, as an honored guest, a beloved leader, or a feared intruder. You wear finer clothing than the people around you, and sleep apart from them, in greater comfort. Spend 2 keep at the beginning of the session to live this life.

Next is better still: you do not eat the best of their food, but better food, food of your own, prepared by your own servants, of ingredients not available to the people around you. You wear clothing the like of which they have never before seen; kingly, queenly stuff. You sleep in luxury. Spend 3 keep at the beginning of the session to live this life.

Last is worst: you are starving, in rags, desperate, dying of hunger, thirst, and exposure. This is what it should mean to spend 0 keep at the beginning of the session, and it might. But first, answer the MC's questions.

MC, start with, "then who will pay 1 keep to keep __ alive?"

If someone will, good. Let them work out the debt, gift, or exchange between them.

If no one will, though, choose:

- *Choose an NPC who'll provide for them. Tell them so, and ask whether they'll accept their patronage. Likely there are strings attached.*
- *Ask them, "so, who do you think should pay for your keep? How do you approach them?" Play it out in summary or in detail.*
- *Give them an opportunity to work for their keep before it comes to its worst case. Ask them what they propose to do, and for whom, or choose an NPC yourself to offer them work.*
- *Or they are, yes, desperate and starving after all. Inflict harm, take away their stuff. Tell them their circumstances now and ask what they do.*

Someone has to pay for their keep, or they have none.

Working for Your Keep

Working the hard earth is worth 1 keep.

Other duties should be worth 2–4 keep, depending on both how onerous they are and how well you perform them. Expect 3 keep, be grateful for 4, and resent 2.

When you work, the MC gets to choose:

- *The MC describes the work you do very quickly, in summary.*
- *You play out the work you do, making moves and conducting play as normal.*
- *Make a single move or a quick snowball of moves to see how it goes.*

At the end, the MC tells you how much it was worth.