

Character Summary Tier

Name _____ Pronouns _____
Culture _____

Heart

Blind

Strength

Subtlety

Charm

All stats should be in the range -1 to +3. On character creation allocate stats as +2, +1, 0, 0, -1. Use the overlay box for temporary modifiers.

Stress:

Harm

Fill one box when you receive harm at the level directed. If all boxes at that level are full, fill the next empty box at a higher level.

Level 1:

Level 2:

Level 3 (Strength & Subtlety -1):

Level 4 (*Dying, no moves possible*):

Level 4 (Dying, no moves possible):

Wealth

1	2	3	4	5	6	7	8	9	10
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Debt

Armour

Description:

Light
(1 harm per use)

Medium
(2 harm per use -1 subtlety)

Plate
(3 harm per use -2 subtlety)

Quality	Uses
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Basic

Serviceable

Masterful

Appearance



Background:

Background Move:

Complication:

Equipment

Item

Quality
(original/current)

Custom Moves

[illegible]

The Artificer

XP:

Components:



Poles + _____ - _____

Suggestions: sharp, careful, imaginative, visionary, honest; nitpicking, obsessive, inconsiderate, mercenary, ideological

Mark XP:

- ☐ When your positive pole helps you inspire someone about the possibility of your devices / When your negative pole pushes someone away from taking interest
- ☒ **After something goes wrong with one of your devices, resulting in significant harm to the person trying to use it**
- ☐ When your negative pole prevents someone from doing something dangerous / When your positive pole encourages someone to do something dangerous
- ☒ **After one of your inventions convinces somebody significant that they should support you and your allies**
- ☐ When your positive pole helps encourage someone to trust your devices / When your negative pole helps you to keep someone from a bad solution
- ☒ **After you discover someone ripping off your designs or selling knock-off versions of your devices**
- ☐ When your negative pole leads you to react emotionally to failure / When your positive pole helps you to accept the necessity of failure
- ☒ **After you create a device that gets you and your allies out of a tight spot**
- ☐ When your positive pole leads you to a novel idea / When your negative pole causes you to get stuck on an old idea
- ☒ **After you create a device that appears to act of its own accord without your intervention**
- ☐ When your negative pole leads you to keep your methods secret / When your positive pole leads you to let something important slip

Starting moves

Prepare Device

When you have some time to prepare a simple device for a specific purpose, mark off 1 Component and roll +Subtlety.

On a success you have created a Basic quality device. On a 10+ pick three, on a 7-9 pick one:

- You can use it more than once
- It is Serviceable quality (it operates at 1 Tier higher than the user)
- You can break it down after use and recover the Component
- It does not draw any attention or draws lots of attention, as you prefer
- It does not have any unexpected or hazardous side-effects

You can also use this to attempt to repair an existing device if you have a good idea of how it works.

Improvise Device

When you have to put together a simple device for a specific purpose very quickly during a scene, mark off 2 Components and roll +Subtlety. On a 10+ it works exactly as you hoped and falls apart immediately after use, but you regain one Component. On a 7-9 it works well considering the constraints you were working under, but its effectiveness is limited or it has an unexpected or hazardous side-effect. You can use this to attempt to repair an existing device if you know how it works.

Mechanical Eye

When you roll *Investigate A Place* you can add two questions to the list: "How does this thing work?" and "What Materials can I find here?"

Mechanical Knowledge

When you roll Common Knowledge on a topic related to devices and how they are made, you take Advantage.

Advanced moves

Blueprints

☐ When you plan to build a complex machine, describe what you intend it to do and the GM will give you one to four of the following conditions:

- It will require a specific Artefact
- It will take days/weeks/months
- It will require ___ Wealth
- You will need help from _____
- You will incur danger from _____
- The best you can do will be limited in some way
- It will be very large, fragile, difficult to move, or have to be built in place
- You will be able to get at most ___ uses out of it

When you have matched all the prerequisites, you are able to build the machine with the established limitations You can use this to attempt to repair an existing device if you know how it works.

Patronage

☐ You have found a patron with the resources to provide good quality components and tools. When you use *Prepare Device* or *Blueprints* to produce something, its quality is Masterful.

User Friendly

☐ When you or an ally is about to use one of your devices, spend an Action Point to protect them from the direct impact of any side effects.

A Few Upgrades

☐ When you upgrade one of your companions' equipment by integrating your devices, describe what it will do, mark off the components used, and roll +Subtlety. On a 10+ it works as planned. On a 7-9 pick one:

- The equipment is reduced in quality
- The effect will require recharging with your components each time it is used

The Chancer

XP:

Poles +

Suggestions: Friendly, sociable, inventive, smart, charming

-

Untrustworthy, dishonest, corrupt, devious, manipulative, amoral

Mark XP:

- ☐ When your positive pole solves a problem for the group / when your negative pole causes a problem for the group

After you came through for the group in a way that went beyond expectations

- ☐ When your negative pole leads you to be dishonest in a way that solves a problem for the group / When your positive pole leads you to be dishonest in a way that causes problem for the group.

After you betray a friend or ally for your own benefit, with disastrous consequences for them

- ☐ When your positive pole helps turn an enemy into an ally / When your negative pole isolates you from your allies.

After you have worked with your allies to perform an extraordinary deception

- ☐ When your positive pole risks giving away your deceit / When your negative pole risks implicating an ally.

After the people who have fallen for your deceptions work together to capture you

- ☐ When your positive pole helps you turn an enemy into an ally / When your negative pole helps to turn an ally into an enemy.

After you realise that you have been subject to a massive deception

- ☐ When your negative pole helps you to see through a lie / When your positive pole causes you to treat someone with excessive scepticism.

Starting moves

An Opportunity Presents

When you need something that is hard to obtain and you ask a contact for it, roll +Charm. On a 10+ they are able to get the exact thing you need. On a 7-9 they are able to get something very close. In either case there is a string attached, choose one:

You owe them a favour

- Your acquisition is on loan and there will be serious problems if it isn't returned within a fixed period
- Your acquisition has a reputation or will be recognised
- Your acquisition is stolen and its owner is looking for it

Game Knows Game

When someone you talk to is operating some kind of grift, trick, or con, you can tell. You can spend an Action Point to know one of the following:

- Who is the mark?
- What is the con?
- What are they going to do next?

I Apologise For My Friend

When one of your allies fails a Charm roll in your presence, and you attempt to smooth things over, you can spend an Action Point to turn the failure into an intermediate success.

Not What It Looks Like

When you need to smuggle something (or someone) into a place it would not normally be permitted, explain how and roll +Charm. On a 10+ you get it in, no questions asked. On a 7-9 you get it in but it's close - mark 2 stress and whoever would normally prevent you from entry is suspicious.

Advanced moves

Finger Of Blame

☐ When you need to frame someone for something that you or your associates are doing, spend an Action Point to do so very convincingly if you have something belonging to them or a prepared forgery otherwise enough to raise suspicion.

A Reliable Source

☐ When you need a rumour to spread, drop hints to your contacts and roll +Charm. On a 10+ your rumour spreads through the community. On a 7-9 pick one:

- It will take a long time to propagate
- Someone determined could trace the rumour back to you
- Spreading it took a little money. Tell the GM who you had to pay off and they will tell you how much

Just The Thing You Need

☐ When you offer someone a convincing forgery or fake, roll +Charm. On a 10+ they are persuaded of its authenticity. On a 7-9, they are persuaded for now, but they're going to start asking questions in a while and they will remember who provided it.

The Grand Deceit

☐ When you put a grand strategic deceit into play, roll +Charm. On a 10+ those you aim to deceive are taken in completely and commit entirely to countering your apparent strategy. On a 7-9 they are persuaded but cautious - they will take more time, investigate more thoroughly, or hold back some of their forces.

The Conscript

XP: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

The Organisation

Poles + _____ - _____

Suggestions: willing, clever, diligent, honest, brave; naïve, ignorant, resentful, lazy, awkward

Mark XP:

- ☐ When your positive pole helps you to handle your situation / When your negative pole puts you into conflict with your orders

+ After you find yourself in a situation where you need the organisation to come through for you and they do

- ☐ When your positive pole draws the attention of your commanders / When your negative pole draws the ire of your commanders

- After you face the organisation's discipline for failure or insubordination

- ☐ When your negative pole helps you to tolerate bad treatment / When your positive pole draws you to resist unfairness

+ After you take part in a major victory for the organisation

- ☐ When your positive pole helps you follow orders accurately / When your negative pole leads you to follow orders either too zealously or in a slapdash fashion

- After you use corruption within the organisation for your own benefit

- ☐ When your negative pole helps you to avoid trouble / When your positive pole leads you to get into trouble

+ After you take the opportunity to protect other conscripts even at a cost to yourself

- ☐ When your positive pole leads you to celebrate your allies / When your negative pole leads you to sympathise with your opponents

Starting moves

Organisational Knowledge

When you investigate a place you can add "What involvement did my organisation have here?" to the list of available questions. When you *Examine A Person* you can add "How does this person feel about my organisation?" to the list of available questions.

Friends and Allies

When you describe how your allies in your organisation work alongside you to achieve your goal, take Advantage on your next roll.

Survival Instinct

When you face opponents who are better resourced and better equipped than you, roll +Strength. On a 10+ pick 3, on a 7-9 pick one:

- You successfully protect an ally
- You fight at +1 Tier (deal +1 harm, reduce 1 incoming harm)
- You hold the line successfully
- You find an escape route
- You find something of use or value

Advanced moves

Sympathy Vote

☐ When you need someone's help, you can play on the fact you're a conscript to gain their sympathy - take advantage on your next Persuade roll with them.

Survivor's Discipline

☐ When you find yourself in a struggle for survival alongside allies from your organisation, spend an Action Point and choose one:

- Escape to a specific nearby location
 - Retrieve a nearby person or object that has been seized or cut-off by your opponents
 - Hold your ground without being pushed back for the rest of the scene
- No matter how difficult it seems, you will be able to do it, although there is no guarantee you and your allies will avoid harm during the process.

Organisational Understanding

☐ When your organisation is under threat, you always know where it is most vulnerable. What you do with this information is, of course, up to you.

Not As If They're Paying You

☐ When you need a piece of equipment and are able to visit the organisation's stores, fill in the required paperwork and roll +Strength. On a 10+ you are able to find exactly what you need in a serviceable condition. On a 7-9 you find what you need, but choose one:

- It's old, frayed, rusty, or dented, and in basic condition
- The stores will need it back soon and in the same condition it's in now
- It was placed there by mistake and belongs to someone who wants it back

The Defeated

XP: ☐☐☐☐☐☐☐

Poles + _____ - _____

Suggestions: Accomplished, brave, experienced, capable, renowned;
ashamed, heartbroken, bitter, cynical, indecisive.

Mark XP:

☐ When an ally shows your positive pole better than you do / When your negative pole interferes with your goals.

☒ After your despair pushes you to give up a significant part of your old life

☐ When you overcome your negative pole to assist someone / When you fail because your positive pole was not strong enough.

☒ After a significant victory shows you a path to a new goal or destination

☐ When your awareness of your negative pole allows you to help or protect an ally / When your positive pole leads you or an ally into trouble or danger.

☒ After you witness or suffer a defeat that reminds you of your past

☐ When your negative pole leaves you prepared for a danger you encounter / When your positive pole leaves you vulnerable to a danger you encounter.

☒ After you intervene to prevent a defeat similar to the one you suffered

☐ When your positive pole helps you to reverse a situation that is going wrong / When your negative pole helps you to reverse a situation that is going well.

☒ After you use your experience to help an ally through the consequences of their own defeat

☐ When your positive pole helps you to rebuild something important to someone / When your negative pole leads you to persuade someone not to rebuild.

Starting moves

Remember How We Were

When Hello Old Friend is triggered you automatically claim a 7-9 result without having to roll. However, people remember the way you were; you also cannot claim a full success.

Hard Experience

Pick the skill you once prided yourself on:

- Strength if you were expert in close combat
- Subtlety if you were a great archer or hunter
- Charm if you were a lawyer, performer or philosopher
- Mind if you have completed a relevant arc
- When you Engage An Opponent with that skill, you may roll +Heart instead of the usual stat. If you choose to roll with the usual stat instead, take disadvantage.

I Used To Be Better

When you take harm from an opponent, you can choose one: you gain an action point or your allies get advantage on their next attack against that opponent.

Let Me Tell You About It

When an ally needs help and you have an action point, you can tell a relevant story about your past and give them the action point.

Advanced moves

Haven't Forgotten Everything

☐ When an opponent sees you as you are, not as you were, you can spend an action point to turn any partially successful roll against them into a full success.

The Path To Becoming

☐ When you are doing something you have never done before and you trigger a move, you can roll +Heart instead of the usual stat and take advantage.

I Will Not Let You Down

☐ When you fail a roll you can spend an action point to roll it again, replacing whatever stat was required with Heart.

Not Who I Was

☐ When an enemy has you at a significant disadvantage, you can spend an Action Point and describe how you reverse the situation.

The Fighter

XP:

Rival

Poles +

-

Suggestions: strong, kind, protective, disciplined, prepared; dangerous, brutal, boastful, aggressive, inconsiderate

Mark XP:

- ☐ When your positive pole brings you a decisive victory / When your negative pole results in collateral damage

☒ After your performance in combat draws the attention of someone important

- ☐ When your positive pole enhances your reputation / When your negative pole darkens your reputation

☒ After you face the bitter taste of defeat in a fight against your Rival

- ☐ When your positive pole causes you to complement your rival's ability / When your negative pole causes you to overreach attempting to prove yourself

☒ After you taste the power of victory in a fight that you know you will never be able to equal

- ☐ When your negative pole prevents a fight / When your positive pole causes a fight

☒ After you find yourself significantly weakened in a way that threatens your fighting ability

- ☐ When your positive pole keeps you patient in spite of frustration / When your negative pole causes you to make a rash decision out of frustration

☒ After you find yourself facing an opponent whom you cannot defeat through physical power

- ☐ When your positive pole lets you show your value to your allies / When your negative pole leads you to overreact in your frustration

Starting moves

Signature Technique

When you employ your signature technique (describe it) and roll +Strength. On a success deal your harm as normal and pick one:

- You cause them great harm
- You disarm them
- You knock them to the floor
- You weaken their resolve
- You impress or intimidate those watching

On a 7-9 also pick one:

- Something you value is broken
- You take harm as established by the fiction
- You place yourself in a vulnerable position
- You draw unwelcome attention to yourself

Battle Hardened

When you face opponents in combat, treat your Tier as one higher than it actually is for dealing and receiving harm.

Scholar Of The Blade

When you have faced someone in combat, you gain some insight about them – you can ask one:

- Who taught them to fight?
- What is their weakness?
- Where does their fighting style come from?

Advanced moves

Fight Me!

- ☐ When your rival appears during a fight, spend an Action Point to single them out and force them to fight you rather than anyone else.

Global Threat

- ☐ Nearby allies take advantage to any Face A Challenge rolls while you fight beside them.

Battle Through

- ☐ When you have an objective in sight and physical opponents are trying to prevent you getting there, roll +Strength. On a success you fight your way through to your objective. On a 7-9 choose one:
- You cannot hold your objective for long
 - You take harm during the action
 - Your action reveals your strategy to your opponents
 - Your weapon or armour is damaged.

Protect

- ☐ When you choose to protect a person or thing that is under physical attack, roll +Strength. On a success, pick one; on a 10+, pick three:
- Redirect any harm from the one you are protecting to yourself
 - Halve any incoming harm to yourself
 - Move them to a safer location
 - Counter an incoming attack, inflicting harm on the attacker

Uncanny Strength

- ☐ When you perform a feat of strength that a normal person would be incapable of, within the limits of the fiction, and spend an Action Point, you can do one of the following:
- Lift something very heavy
 - Bend something very strong
 - Break something very resilient
 - Hold back something with great momentum
- "The limits of the fiction" means the upper threshold of what is humanly possible in your world. This strength will last for a short time. At the GM's discretion it may be that you can sustain your Uncanny Strength for a little longer with a successful Face A Challenge roll.

The Fool

XP:

Niche Interest

Poles + _____ - _____

Suggestions: charming, cheerful, indomitable, easygoing, funny; annoying, incompetent, careless, loud, reckless

Mark XP:

- ☐ When your positive pole helps break the tension / When your negative pole raises the tension
- ☒ **After a flippant comment gets you in serious trouble with someone in authority**
- ☐ When your negative pole leads to someone underestimating you / When your positive pole leads to someone not taking you seriously
- ☒ **After you charm someone significant or powerful into helping you or your allies**
- ☐ When your positive pole helps bring someone to your allies side / When your negative pole disappoints someone who is helping you
- ☒ **After you lose something or someone so important to you that you don't have a quip or one-liner to respond with**
- ☐ When your negative pole aggravates your opponents / When your positive pole leads you to respond inappropriately in a serious situation
- ☒ **After you give up something of profound importance to you in order to help an ally**
- ☐ When your positive pole helps your allies in a difficult moment / When your negative pole cheers your allies in a relaxed moment
- ☒ **After you suffer a serious defeat that makes you feel as though you have nothing of importance to bring to your allies**
- ☐ When you struggle against your negative pole and overcome it / When you lean into your positive pole in a way that helps your allies

Starting moves

Geek Out

Choose a niche topic that you are fascinated by - a specific sport, music genre or performer, historical period, or type of creature. When someone successfully rolls *Investigate A Place* in a scene where you are present, you can ask "How is this relevant to my niche interest?" in addition to their questions. There may be no relationship or it may be very tenuous, but you never know.

Charming And Open

When you talk to someone with disarming openness, you can ask them a question from the list below and they must answer honestly. In return they will ask you a question from the same list, which you must answer honestly.

- How could I persuade you to _____?
- What do you really want?
- Who are you working for?
- What do you wish I would do?
- How do you feel right now?

The Punchline

When an opponent assails you and you struggle to avoid it, roll +Charm. On a success, a fortunate coincidence or accident intervenes in your favour and your opponent suffers 1 Harm. On a 10+ choose three, on a 7-9 choose one:

- The accident affects more than one opponent
- The accident does not significantly affect your allies
- The accident does not block your escape or path forward
- The accident affects your opponent severely - deal +1 harm.
- The accident causes your opponent to drop or lose something they are carrying.

Engage An Opponent With Stupidity

When you Engage An Opponent With Wit but your arguments are spurious, confusing, and bad, declare that you are engaging with stupidity and roll the move as usual. A 6- counts as a full success, and a 10+ counts as a failure.

No Common Sense

When you roll *Common Knowledge* on something related to your niche topic, take Advantage. In every other circumstance you take disadvantage.

Advanced moves

Goad

- ☐ When you are being particularly irritating towards an NPC you wish to goad into action, spend an Action Point and they will (GM's choice):
 - Attack you (or attack you specifically, ignoring your allies, if you're already in combat)
 - Leave the scene in fury
 - Try to force you to leave the scene through another method at their disposal

Unreasonably Competitive

- ☐ When one of your allies rolls *Escape Peril*, *Engage An Opponent At Range*, or *Engage An Opponent With Force* and you try to one-up them, roll +Charm. On a success you do the same thing, but slightly better in some way – describe how you adapt the action to your unique style. On a 7-9 it somehow increases the chaos or puts you in the line of fire.

Don't Know What's Good For Me

- ☐ When you fail an *Escape Peril* roll but relentlessly push through regardless, roll +Charm. On a 10+ you miraculously succeed. On a 7-9 you fail in a way that is miraculously survivable. In either case, pick one:
 - The experience was terrifying, mark Stress
 - The experience was painful, take 1 Harm
 - During the experience you lost or broke something important – explain what Failure will inevitably be worse than simply failing the original *Escape Peril* roll.

You can't tell me what to do

- ☐ When you do something you have been explicitly told not to, take advantage on your next roll.

The Gifted

XP:

The Power

Poles + -

Suggestions: generous, faithful, insightful, carefree, enthusiastic; obsessive, ambitious, entitled, careless, overcautious

Mark XP:

- ☐ When your positive pole encourages you to use your gift to help others / When your negative pole encourages you to use your gift to harm or deceive others
- ☒ **After you have a revelation about the nature of your power**
- ☐ When your positive pole causes you to hold back instead of using your power / When your negative pole causes you to expend huge amounts of power
- ☒ **After the Other takes control of your power for its interests instead of yours**
- ☐ When your positive pole leads you to question the Other's motives / When your negative pole leads you to follow the Other's will unquestioningly
- ☒ **After you direct your power with a new degree of control and skill**
- ☐ When your positive pole leads you to use your power with care and finesse / When your negative pole leads you to use your power with no regard for the consequences
- ☒ **After you receive a dire warning, signal, or lesson from history regarding the possible reasons for the Other's interest in you**
- ☐ When your negative pole leads you to be cautious of your power / When your positive pole pushes you to use your power incautiously
- ☒ **After you find yourself isolated from or forbidden to use the Other's power**
- ☐ When your negative pole helps you on the way to recovering your power / When your positive pole helps you acknowledge or accept your disempowerment

Starting moves

Use Power

When you use your power to make a small change to the world, roll +Heart. On a 10+ your power manifests exactly as you will it. On a 7-9 your power manifests but not quite exactly as you wanted it to – perhaps it manifests more or less than you hoped, or it may create an attention-grabbing noise or light; the GM will tell you what happens.

Othersight

When you roll Investigate A Place, you may also ask “What does my power reveal about this place?”

Othershield

When you would take harm and you instinctively turn to your power to reduce it, roll +Heart. On a 10+ your power intercedes, reduce the incoming harm by 2. On a 7-9 your power intercedes but in a strange or inconsistent way. Reduce the incoming harm by 1, but also describe what strange manifestation occurs.

Othergate

When you've answered the four foundational questions about the Other and you choose to open a doorway to where the Other exists, you succeed – Roll +Heart. On a 10+ pick 3, on a 7-9 pick 1.

- You are able to bring someone else with you.
- You will be able to control the place and time of your return.
- The Other will not immediately be aware of your presence.
- You will have control of the doorway.

Advanced moves

Otherlash

☐ When you roll Othershield, on a success your power reflects the harm you would have received back on who or whatever caused it.

Master Power

☐ When you roll Use Power you may make an intermediate change in the world. You can spend an Action Point to make a minor change with no roll.

Otherwill

☐ When you are in alignment with the intent of The Other and you need to persuade someone to your way of thinking, you can spend an Action Point to automatically succeed a Persuade roll.

Unleash Power (requires Master Power)

☐ When you roll Use Power you may make a major change in the world. You can spend an Action Point to make an intermediate change with no roll and you may make a minor change with no roll.

The Other

What does The Other grant you?

What does The Other want?

What kind of entity is The Other?

What is The Other's name?

The Healer

XP: ☐ ☐ ☐ ☐ ☐ ☐ ☐

Poles + _____ ~ _____

Suggestions: kind, knowledgeable, experienced, careful, considerate, intellectual; cynical, cold, heartless, bitter, disappointed

Mark XP:

- ☐ When your positive pole leads you to heal someone who needs it / When your negative pole leads you to turn someone away who seeks your help
- ☒ **After you have saved the life of someone important**
- ☐ When your positive pole draws you to get too involved in a situation / When your negative pole leads you to encourage someone else to give up on helping someone
- ☒ **After you betray a friend or ally for your own benefit, with disastrous consequences for them**
- ☐ When your positive pole helps turn an enemy into an ally / When your negative pole isolates you from your allies.
- ☒ **After you have worked with your allies to perform an extraordinary deception**
- ☐ When your positive pole risks giving away your deceit / When your negative pole risks implicating an ally.
- ☒ **After the people who have fallen for your deceptions work together to capture you**
- ☐ When your positive pole helps you turn an enemy into an ally / When your negative pole helps to turn an ally into an enemy.
- ☒ **After you realise that you have been subject to a massive deception**
- ☐ When your negative pole helps you to see through a lie / When your positive pole causes you to treat someone with excessive scepticism.

Starting moves

The Hands Of A Healer

When someone is injured and you leap in to help, roll+Heart. On a success choose one:

- You reduce the harm someone has taken by one level, if possible
 - You relieve a symptom of a disease or poison
 - You can stabilise a critical injury
 - You can restore someone to consciousness if the cause of their unconsciousness has been removed
- On an intermediate success pick one:
- Your skills have drawn unwanted attention
 - The work takes it out of you – take disadvantage on all Heart rolls for the rest of the scene
 - You find yourself connected to the person you healed in an unexpected way
 - You have only alleviated the problem for a short period, not stopped it

On The Table

When treating a seriously injured patient in a scene framed around your healing process, roll +Heart. On a success you are able to reduce 2 harm on a PC patient, or offer significant improvement to an NPC. On a mixed success you run into a complication - pick one:

- You discover an underlying problem you were previously unaware of.
- The treatment requires a lot of rare or expensive ingredients or equipment - explain why this is a problem.
- It takes a lot out of you – take the level 1 harm "Exhausted."

This Is My Field

When engaging an opponent with wit in regard to medicine you can always roll +Heart and take Advantage.

Advanced moves

Focused Essence

☐ Given a few hours in a well-equipped space, you are able to create a single use item capable of clearing a single level 1 harm. The items may be potions, empowered crystals, bandages, or salves - describe them when you produce them.

Safe Space

☐ When you take some time to mark out an enclosed shape on the ground, up to ten metres across, and protect it with your skills, anyone brought into the demarcated space is automatically stabilised and will not die there while you are present.

Patient Confidentiality

☐ When you are dealing with an NPC whose good will you need, you can spend an Action Point to have treated them successfully in the past. You don't have to mention it - you know and they know and they will regard you more favourably as a consequence.

Combat Medic

☐ When you get to an injured person in combat, you can spend an action point to (pick one):

- Reduce 1 harm.
- Alleviate 2 harm for the rest of the scene - the character feels temporarily better and suffers no mechanical or fictional downsides for the rest of the scene, but the harm is not removed and the symptoms will return afterwards.
- Prevent harm from escalating - if an injury involves some kind of poison or corruption, this will prevent it from advancing.

The Knight

XP:

Virtue:

Quest

Vows

- 1.
- 2.
- 3.

Poles +

Suggestions: Kind/honourable/gentle/trustworthy/indomitable

Intransigent/insensitive/driven/high-strung/irresponsible

Mark XP:

- ☐ When you have shown how your positive pole aligns with your vows / When you have shown how your negative pole aligns with your vows.
- ☒ **After making a significant sacrifice to keep your vows**
- ☐ When your positive pole draws an ally to your side / When your negative pole draws a target on your back.
- ☒ **After choosing between your vows and your quest**
- ☐ When your negative pole forces you to challenge another / When you follow your vows instead of your positive pole.
- ☒ **After facing a significant danger alone for vows, quest, or kindness**
- ☐ When your positive pole leads you to protect another / When your negative pole leads you to honour your vows over helping someone.
- ☒ **After you have been tempted away from your vows**
- ☐ When your negative pole leads you to reject comfort for your quest or vows / When your positive pole leads you to give generously.
- ☒ **After a significant victory has helped you advance your quest**
- ☐ When your positive pole confirms someone's opinion of you / When your negative pole confirms someone's opinion of you.

Starting moves

An Honourable Promise

When you make a promise and you have at least 1 Virtue, spend an Action Point to have your word accepted beyond question. If you break the promise, even if you were powerless to prevent it, lose 1 Virtue.

Moral Compass

When you roll Investigate A Place or Examine A Person, you can add "What [does this/do they] have to do with my quest?" to the standard list of questions.

The Path Of Chivalry

When an enemy acts against your vows and you have at least 1 Virtue, take Advantage in your next roll against them.

Just A Flesh Wound

When you have taken up to level 2 harm during combat, you can spend an Action Point to ignore any mechanical or fictional downsides for the rest of the scene. You are not healed and you will absolutely feel it afterwards.

Advanced moves

Single-Minded

☐ When you see an important objective to your quest, you recognise it. You cannot be persuaded or magically influenced to ignore it and it cannot be magically concealed from you through illusion, cunning, or glamour, unless it is by an enduring curse that you bring with you.

Gentle Knight

☐ When an ally within reach takes harm during combat, the Knight can throw themselves to their companion's defence - roll +Strength. On a success, reduce the harm taken by 1 level and the Knight can choose to take the reduced harm in place of their companion. On a 7-9, reduce the harm taken by 1 level and the Knight will take the reduced harm as well. If the harm is reduced to 0, the Knight will take 2 stress instead. If the Knight takes level 1 harm or higher in place of an ally, recover 1 Virtue.

Encased In Steel

☐ You incur no Subtlety penalty from medium Armour and only a -1 penalty from Heavy Armour.

Silent Knight

☐ (requires Encased In Steel) When you need to Escape Peril to move stealthily, you can take advantage. You can move surprisingly quietly, even wearing the heaviest armour.

Holy Knight

☐ When your quest has divine blessing, you have at least 1 virtue, and you beseech your patron deity to show you the truth of those around you, roll +Heart. On a success you can see the people around you surrounded by a bright aura indicating how your patron sees them.

The Leader

XP:

Loyalty:

Followers

Specialisation

Poles +

-

Suggestions: honest, thoughtful, decisive, charismatic, persuasive; uncaring, zealous, overcautious, disloyal, overconfident

Mark XP:

- ☐ When your positive pole leads you to do something that makes your followers love you / When your negative pole leads you to do something that makes your followers fear you

After your followers come to your defence when you need them

- ☐ When your positive pole makes those you don't lead respect you and your followers / When your negative pole makes those you don't lead fear you and your followers

After you you are forcibly separated from your followers

- ☐ When your positive pole helps you towards recovering your leadership / When your negative pole makes someone feel as though you should not be recovering your leadership

After your leadership is brought into question by your seniors or your peers

- ☐ When your positive pole leads your supporters to stick with you / When your negative pole leads your seniors or peers to feel justified in challenging you

After your followers suffer a significant defeat, failure, or loss

- ☐ When your positive pole helps you rebuild morale / When your negative pole leaves your followers to cope without you

After your followers show loyalty to you over loyalty to your seniors or the chain of command

- ☐ When your positive pole leads you to reward loyalty / When your negative pole leads you to turn away from those who don't follow you

Starting moves

What do we know?

When you send your followers to *Investigate A Place* on your behalf, roll +Heart. On a success, your Lieutenant will report their findings, which will automatically count as rolling a 10+ on *Investigate A Place* and bring you another piece of interesting or useful news – gain +1 Loyalty. On a 7-9 pick one:

- Your followers got into trouble while doing the research and you're going to have to sort it out
- Your followers attracted a lot of attention while doing the research and people will infer that you gave the order
- Your followers resent having to do this kind of work, lose 1 Loyalty

Part Of The Team

When you act alongside your followers and you would normally roll their specialisation, you can roll +Heart instead. On a success, you perform the action as normal but at one Tier higher than your character Tier. On a 10+ your followers are impressed; gain +1 Loyalty.

Rousing Speech

When you need to convey something important to your followers and address them directly and honestly, roll +Heart. On a success, they understand and feel that you are being fair – gain +1 Loyalty. On a 7-9 choose one:

- At least one follower has started questioning your leadership.
- Someone who shouldn't have heard the speech was listening in.
- Your reputation will spread among the wider community in a way that may become a problem for you in future.

There Are Always Casualties

When you lose one or more followers you will also lose 1 Loyalty.

Advanced moves

A Direct Order

- ☐ When you need one of your followers to do exactly as they are told in spite of it seeming dangerous or illogical, roll +Heart. On a 10+ they follow your orders precisely and to the letter. On a 7-9 they will follow your orders but they may hesitate, miss the timing slightly, or improvise a little; something will be slightly off about their part of the plan.

Out Of The Line Of Fire

- ☐ When one of your followers is struck down you can spend an Action Point to ensure their survival.

Hold Your Ground

- ☐ When your followers are hard-pressed and wavering and you lead from the front, roll +Heart. On a success they hold fast, but on a 7-9 they pay a high price for it.

Fade

- ☐ When you order your followers to disappear into anonymity, give the order and roll +Heart. On a success your followers vanish into the environment (physical, magical or political) and cannot be tracked down. On a 7-9 some choose to desert altogether, lose 1 Loyalty.

Execute The Plan

- ☐ When you are separated from your followers but you prepared for this exact situation and you need them right now, roll +Heart. On a 10+ they arrive exactly as planned. On a 7-9 they arrive more or less on time, but there is a complication – perhaps they are a little late, perhaps they have had to break something important to get to you or ran into stiffer resistance than expected.

The Lieutenant

XP: ☐ ☐ ☐ ☐ ☐ ☐ ☐

Poles + _____ - _____

Suggestions: kind, considerate, insightful, patient; demanding, brusque, mistrustful, brutal, nitpicking

Modifier	-1	0	1	1	2
Coherence					

Mark XP:

- ☐ When your positive pole helps your organisation to trust you / When your negative pole builds your reputation within the organisation
- ☒ **After an operation goes wrong in a way that you fear reflects poorly on you in your Leader's eyes**
- ☐ When your negative pole helps reassure someone of your loyalty / When your positive pole makes someone question your loyalty
- ☒ **After you carry out an operation that succeeds beyond your expectations**
- ☐ When your positive pole builds up confidence in your organisation / When your negative pole makes someone fear your organisation
- ☒ **After you suffer a defeat that results in you losing a significant part of your organisation**
- ☐ When your negative pole leads you to treat someone unfairly / When your positive pole leads you to appear weak when you need to be strong
- ☒ **After you are able to root out a group of infiltrators from your organisation**
- ☐ When your positive pole leads you to let someone off lightly / When your negative pole leads you to be heavy-handed
- ☒ **After your leader goes missing, leaving you in effective command of your organisation**
- ☐ When your negative pole makes you look like a poor leader / When your positive pole leads you to get overly involved

Starting moves

Implementation

When you are given a challenging order describe your plan and roll +Coherence. On a success, your plan rolls into action. On a 7-9 choose one:

- It takes much longer than expected
- Someone or something slips through
- People will know your organisation is responsible
- Something you could not have known about impacts you

Find A Specialist

When you seek a specialist in your organisation, roll +Mind. On a 10+ you have just the person - make a note of who they are, and you will be able to call on them again in future. On a 7-9 you don't have anyone with that exact skillset. You will either have to ask someone with a different specialisation to help or try and recruit someone new.

A Bridge Between Worlds

When you have been asked to report to your Leader on a state of affairs or feeling in the organisation, roll +Mind. On a 10+ pick three, on a 7-9 pick two. Your report is:

- Accurate
- Honest
- Comprehensive
- Subtle

What do we know?

When you are ordered to send your people to *Investigate A Place*, roll +Coherence. On a success, your report automatically counts as a 10+ on *Investigate A Place*. On a 10+ you find another piece of useful news. Gain +1 Coherence. On a 7-9 pick one:

- Your people got into some kind of trouble while doing the research
- Your people attracted a lot of attention while doing the research
- Your organisation are grumpy and resentful at having to do this. Lose 1 Coherence.

Organisational Knowledge

When you take a few hours to consult your organisation before rolling Common Knowledge, a failure will yield the same information as an intermediate success.

Advanced moves

A People Person

- ☐ When you roll *Examine A Person* you always take advantage.

Whack-a-mole

- ☐ When you really need to find someone who has been causing problems with your organisation from within, roll +Mind. On a 10+ you identify them successfully - lose 2 coherence if you act to expose them or remove them from the organisation. On a 7-9 you narrow it down, but you don't know exactly who it is. Lose 1 coherence and you'll have to investigate further.

Dressing Down

- ☐ When someone has personally caused an operation to fail or go poorly and you dress them down appropriately during a scene, roll +Mind. On a 10+ they are chastised and the rest of the organisation feels better for it, gain 2 Coherence. On a 7-9 they are chastised but the rest of the organisation feels that you went too far or not far enough, gain 1 Coherence.

Pay Respects

- ☐ When members of your organisation die or are seriously injured and you make sure that they and their families are compensated, play out a scene showing part of this process and gain 1 Coherence.

Planned And Prepared

- ☐ When you are in a dangerous situation, spend an Action Point to have planned for this and have someone from your organisation show up in the nick of time.

The Magus

XP:

School of Magic

Poles + _____ - _____

Suggestions: Intelligent, wise, exacting, insightful, intellectual; arrogant, naïve, intolerant, thoughtless, careless.

Mark XP:

- ☐ When your positive pole helps you to solve a magical problem / When your negative pole causes you to use your powers without considering the consequences.

☒ After your magical prowess attracts fame and attention

- ☐ When your positive pole allows you to use your magic to assist an ally / When your negative pole causes you to use your powers while ignoring likely consequences.

☒ After a magical working goes wrong in a way that has disastrous consequences

- ☐ When you overcome your negative pole to avoid a dangerous consequence / When you ignore your positive pole and use your magic with no plan.

☒ After your magical prowess attracts someone dangerous who insists that you help them

- ☐ When your negative pole leads you to act in accordance with their will / When your positive pole leads you to resist harm that they would have you do.

☒ After you obtain a source of deep lore – either ancient and lost, or newly discovered and original

- ☐ When your positive pole leads you to use your knowledge to enlighten yourself or others / When your negative pole leads you to hoard your secrets jealously.

☒ After you find that your magic is weakening or failing

- ☐ When your positive pole keeps you upbeat in spite of your dwindling power / When your negative pole leads you to feel useless or despair of recovering your primacy

Starting moves

Touched By The Arcane

When you roll *Investigate A Place* you can add “What here is magical?” and “What magic has been performed here?” to the standard list of questions.

Apprentice Working

When you invoke your school of magic and pay a light price to perform a minor task, roll +Mind. On a success: You perform a minor task. On a partial success there is a side-effect, pick one of the common downsides or:

- The working is exhausting and you will be unable to perform further magic until you have rested.

Scholar's Lore

When you see magic performed or sense its traces and want to know what it did, roll +Mind. On a success you recognise the working and its purpose. On a 10+ you gain a further useful insight – who or what performed the magic, how long ago it took place, how to track the worker, or something else – the GM will decide what.

Common Downsides

- The price of the working is one step higher than the working
- The effect is either smaller or greater than you expect - the GM will tell you which
- The working draws unwelcome attention or reveals an unwelcome truth

Advanced moves

Enchanter's Binding

- ☐ When you cast a Working into an object so it can be activated remotely or by somebody else, spend an

Action Point to create the binding.

Minor Working (requires Apprentice Working)

- ☐ When you invoke your school of magic and pay an intermediate price to perform a small task, roll +Mind. On a success: You can invoke your school of magic to perform a minor task. On a partial success pick from the common downsides or:

- The working leaves a scar in the local magical terrain

Major Working (requires Minor Working)

- ☐ When you invoke your school of magic, taking 30 seconds to ten minutes and pay a high price to perform a major task, roll +Mind. On a success the task is performed. On a 10+ Pick one from the list below. On a partial success, exclude one from the list below:

- The effect is unstable
- The working leaves you exhausted, mark 1 extra stress
- The working leaves an unmissable scar in the local magical terrain
- The working leaves you physically changed in a recognisable way - how?

Great Working (Requires Major Working)

- ☐ When you invoke your school of magic in a place of power, combining it with a rare resource and hard preparation, to perform a great task, roll +Mind. On a success: The working is performed as described and the resource is used up. but the cost will be extremely high. On a partial success choose one:
- The effect is more limited than you had hoped for
 - The working leaves the place of power or magical item severely weakened or destroyed
 - The working draws the attention of another power

The Mentor

XP:

☐☐☐☐☐☐☐☐

Disappointment:

☐☐☐☐☐☐☐☐

Student _____

Poles + _____ - _____

Suggestions: experienced, wise, patient, dedicated, trustworthy; demanding, conservative, strict, impatient, grumpy

Mark XP:

- ☐ When your positive pole leads you to offer your student wise advice / When your negative pole leads you to be short with your student or treat them unfairly
- ☒ **After your Student fails in an important task, letting down other people**
- ☐ When your positive pole helps you to protect your student from harm or unjust criticism / When your negative pole leads you to allow your student to suffer when you could have prevented it
- ☒ **After your Student succeeds beyond anyone's expectations, or shows that you were right to choose to teach them**
- ☐ When your Student calls on your positive pole / When your negative pole causes you to downplay your student's abilities
- ☒ **After your Student suffers significant harm that you were unable or unwilling to prevent**
- ☐ When your positive pole leads you to treat your Student with sympathy / When your negative pole leads to your student having to beg for your help
- ☒ **After your Student uses a skill you taught them to achieve something extraordinary**
- ☐ When your positive pole leads you to be humble in the light of your Student's abilities / When your negative pole leads you to understate your Student's abilities
- ☒ **After your Student believes they no longer need your teaching but you know they are wrong**
- ☐ When your positive pole leads you to support your student whether or not they think they need it / When your negative pole leads you to allow your student to suffer the consequences of their mistakes

Starting moves

You Should Have Listened

When your Student fails a roll in your presence, gain 1 disappointment.

I Should Have Shown You

When you fail a roll in your Student's presence, gain 1 disappointment

Remember This

When your Student rolls a 7-9 on any move, expend 1 disappointment to explain where they went wrong and nudge their score to a 10.

Chosen For A Reason

When you need to perform any move from the Student's Arc, including ones they have not yet learned, you can spend 3 disappointment to roll the move as normal, or 5 disappointment to claim an automatic full success.

Didactic Insight

When you roll Investigate A Place or Examine A Person you can add "What should my Student learn from this?" to the list of available questions.

Advanced moves

Just The Basics

☐ When an ally other than your Student needs to use one of your Student's abilities – and it makes sense in your world that this would be possible – you can spend an Action Point for them to be able to roll that skill as if they have it.

Good Judgement

☐ When your Student fails a roll, you can expend an Action Point to turn their failure into an intermediate success. If you do so, you do not gain disappointment, but you can still use *Remember This* to push it to a full success.

My Teaching Is Sound

☐ When you talk up your Student's abilities before they use them and expend 2 disappointment, you can grant them an Action Point.

Do You Understand Where You Went Wrong?

☐ When you frame a scene around debriefing your Student on a recent situation where they used their skills, or training them to fill in gaps in their ability, both of you automatically gain XP at the end of the scene.

The Operative

XP:

Target

Name _____

Name _____

Name _____

Poles + _____ - _____

Suggestions: friendly, loyal, consistent, calm, considerate; calculating, unfeeling, evasive, paranoid, cynical

Mark XP:

☐ When your positive pole helps you get close to someone who you plan to manipulate / When your negative pole leads you to treat an ally as a piece on the board

☒ **After you uncover a revelation that causes a significant shift in your loyalties**

☐ When your negative pole helps you keep someone safe / When your positive pole leads you to put yourself at risk

☒ **After you reveal a significant plan on the part of your enemies in time to act against it**

☐ When your positive pole helps you persuade someone to listen to you / When your negative pole leads you to ignore someone's point of view

☒ **After you discover that someone you thought was an ally has been working against you all the time**

☐ When your positive pole makes you warm to an opponent / When your negative pole makes you sceptical of your allies

☒ **After you successfully retrieve an ally who has been captured by your opponents**

☐ When your positive pole leads you to be careless in public / When your negative pole leads you to be over-careful in private

☒ **After you are captured by your opponents' agents**

☐ When your negative pole helps you to see your opponents' plans / When your positive pole leads you to underestimate your allies

Starting moves

Dead Drop

When you put a question about someone or something out to your network, leave a note at the dead drop, and roll +Subtlety. On a success one of your informants has a useful answer to your question. If it is about one of your Targets increment their counter. On a 10+ pick three, on a 7-9 pick one:

- The response is timely
- The response is detailed (increment the Target counter a second time)
- The response can be used without compromising your informant
- Your informant was not compromised

Cryptography

When you have access to an encrypted message you wish to decode but not the key, roll +Subtlety. On a 10+ you are able to identify the cipher and decode it. On a 7-9 you can't decode it, but you know someone who can. If it relates to a Target, increment their counter.

Tradecraft

When you roll *Examine A Person* or *Investigate A Place*, nobody will notice that is what you are doing if you don't want them to. You can add the question "What subterfuge is going on here?" to the list for either move.

Neutralise

When you use a non-lethal attack (a drug, padded blackjack, nerve point attack etc) on an unsuspecting opponent, roll +Subtlety. On a 10+ they are down for the count, no long-term harm has been done. On a 7-9 they are down for now, but pick one:

- You don't know how long they'll be out
- They caught a glimpse of you and might be able to recognise you in future
- They have an ally or accomplice nearby

Advanced moves

One Face Among Many

☐ When you wear a disguise to conceal your identity, describe the persona you adopt and roll +Subtlety. On a 10+ mark 3 hold, on a 7-9 mark 2. Spend your hold 1 for 1 to:

- Convince someone you are who you claim to be
- Tie yourself into someone's network of acquaintances
- Use a piece of intelligence you have regarding someone
- Shed your disguise in a way that leaves it completely unconnected to you

The Lizard Trick

☐ You always know when you are being followed. Spend an Action Point to lose whoever is tailing you.

Trained Responses

☐ When an opponent attacks unexpectedly, you are ready for them. You act first.

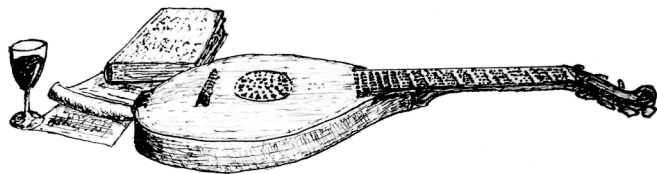
Combat Concealment

☐ When you strike from a place of concealment or an opponent's blind spot, roll +Subtlety. On a success you get the drop on them - with a 10+ pick three, on a 7-9 pick one:

- Deal your harm
- Deal +1 harm (if you do not choose 'deal your harm' this deals 1 harm)
- Avoid retribution
- Steal something they are carrying (but not holding)
- Place something on their person
- Impede their movement in some way

The Performer

XP: ☐☐☐☐☐☐☐☐



Poles + _____ - _____

Suggestions: persuasive, inspiring, creative, open, original; egotistical, selfish, arrogant, insensitive, avaricious

Mark XP:

- ☐ When your positive pole solves a problem for the group / when your negative pole causes a problem for the group
- ☒ **After you came through for the group in a way that went beyond expectations**
- ☐ When your negative pole leads you to be dishonest in a way that solves a problem for the group / When your positive pole leads you to be dishonest in a way that causes problem for the group.
- ☒ **After you betray a friend or ally for your own benefit, with disastrous consequences for them**
- ☐ When your positive pole helps turn an enemy into an ally / When your negative pole isolates you from your allies.
- ☒ **After you have worked with your allies to perform an extraordinary deception**
- ☐ When your positive pole risks giving away your deceit / When your negative pole risks implicating an ally.
- ☒ **After the people who have fallen for your deceptions work together to capture you**
- ☐ When your positive pole helps you turn an enemy into an ally / When your negative pole helps to turn an ally into an enemy.
- ☒ **After you realise that you have been subject to a massive deception**
- ☐ When your negative pole helps you to see through a lie / When your positive pole causes you to treat someone with excessive scepticism.

Starting moves

Play To The Crowd

When you perform to a crowd, roll +Charm. On a 10+ choose three, on a 7-9 choose one:

- The audience gives you something of value in gratitude
- Someone in the audience will want to make you an offer
- Your reputation spreads through the town
- The audience are persuaded by the sentiment or message of your performance – explain how
- Nobody in the audience was searching for you with hostile intent
- You are offered free bed and board
-

The Healer In Your Heart

When you sooth your allies through your performance, describe what you do and roll +Charm. On a 10+ each of your allies present can clear up to four Stress. On a 7-9 each of your allies can clear up to two Stress, but you reveal more about yourself than you wanted to.

Eyes Of A Showman

You can always tell when someone else is performing. When you Examine A Person you can add "Who are they performing for?" to the list of questions.

Advanced moves

Could Be Anyone

☐ When you want to move through a busy space unnoticed, you have the ability to blend in - describe the way you change your appearance and gait, or what type of disguise you use and roll +Charm.

On a 10+ pick three, on a 7-9 pick one:

- Nobody sees through your disguise
- You shake off someone who is following you
- Your disguise is not memorable- the people you pass are unlikely to give you a second thought
- You are able to guide your allies through unnoticed

☐ The Greatest Show

When you begin to perform a grand show that you and your allies have prepared carefully with a specific goal, (This specifically refers to a performance that has taken great preparation), roll +Charm.

On a success your performance accomplishes its goal. On a 10+ all allies who assisted in the preparation of the performance gain an Action Point to spend in any scene during or immediately consequent upon the performance.

☐ Everything I Do

When you perform for a specific person and spend an Action Point, your performance speaks to their heart and they will look on you more favourably.

That's Me In The Spotlight

☐ When you make a performance to distract from something your allies are doing, roll +Charm. On a 10+ you cover their tracks and you cover yourself in glory - your allies will have advantage on any rolls to stay out of sight. On a 7-9 you are centre of attention, but your performance is somewhat sub-par or the audience is a little restive – pick one:

- You don't hold the audience for as long as you hoped
- Word will spread that your performances are lacklustre and overrated
- If your allies – or their actions – are found out, you will be implicated

The Priest

XP: ☐☐☐☐☐☐☐☐
Holiness: ☐☐☐☐☐☐☐☐

Religion

Poles + _____ - _____

Suggestions: generous, sagacious, thoughtful, faithful, determined; abstracted, dogmatic, uncritical, detached, passive

Mark XP:

☐ When your positive pole leaves you feeling more confident of your faith / When your negative pole leaves you feeling more confident in your faith

☒ After you are invited to explore the deeper mysteries of your religion

☐ When your positive pole helps attract someone towards your faith or increases their respect / When your negative pole alienates someone from your faith

☒ After you have to make a choice between your religion and something else that matters profoundly to you

☐ When you overcome your negative pole and see someone or something as they truly are / When you ignore your positive pole and act purely for the form of your faith rather than from its heart

☒ After you find yourself disconnected from your deity

☐ When your positive pole helps you to keep faith / When your negative pole leaves you unable to reassure others

☒ After you are subject to a profound revelation or the direct presence of divinity

☐ When your negative pole keeps you from causing friction by inappropriate evangelism / When your positive pole leads you to help someone understand the divine

☒ After you draw the anger or malice of a senior religious figure

☐ When your positive pole causes you to stand up for your deity in spite of worldly pressure / When your negative pole causes you to accede to worldly demands that go against your ideals

Starting moves

Penitent's Prayer

When you offer a prayer, rite, or ritual in accordance with your deity's remit, you can ask that they offer their power to aid you in your moment of need. Roll +Heart. On a success: There is a minor divine intervention of the kind you have asked for - this may extend to healing a single harm, giving a sense of whether someone is telling the truth or lying, a hint as to which direction your deity wishes you to go, or some other minor action that suits their nature. On a partial success choose one:

- The cost is higher than you expected, expend one Holiness or mark two stress.
- You must perform an act of devotion before you can hope for another prayer to be granted
- Your deity makes a demand of you in return.

Footsteps of the Gods

When you roll *Investigate A Place* you may add "What god or spirit watches over this place?" and "What holy manifestation took place here?" in addition to the standard questions.

Advanced moves

Touch Of The Blessed

☐ When you perform a brief prayer and ask your deity's blessing for one of your allies, roll+Heart. On a success choose one:

- They are granted fortune (advantage on their next dice roll)
- They are granted protection (+1 armour for the rest of the scene)
- The blessing of the silver tongue – advantage on their next Charm roll

- The blessing of the swift hand – advantage on their next Subtlety roll
 - The blessing of the strong arm – advantage on their next Strength roll
 - The blessing of the rapid wit – advantage on their next Mind roll
 - The blessing of the indomitable spirit – advantage on their next Heart roll
- On a full success, mark +1 Holiness. On an intermediate success choose one:
- Expend one holiness or two stress
 - You must perform an act of devotion before another prayer will be granted
 - Your deity makes a demand of you in return

Penitent's Bargain

☐ When you offer an appropriate sacrifice in accordance with your deity's remit, and ask that they offer their power to assist with a greater miracle. Expend 3 Holiness and roll + Heart. On a success there is a major divine intervention. Your deity will ask something of you in return. On a partial success choose one:

- The cost is high - mark off another Holiness or 2 stress
- Your prayer draws unwelcome attention

Manifestation

☐ When you have achieved a degree of sainthood in the eyes of your deity and you beseech them for a potent manifestation, expend 5 holiness and roll + Heart. On a success, they will offer a grand intervention. On an intermediate success your deity has expended too much power by this action and they are weakened or vulnerable. Your prayers may not be answered for a while and your devotions will not regain Holiness.

Words of Wisdom

☐ When you share wise counsel with an ally and spend an Action Point, your ally can clear three stress.

The Rebel

XP: ☐ ☐ ☐ ☐ ☐ ☐ ☐

The Oppressor

Poles + _____ - _____

Suggestions: Idealistic, hopeful, inspiring, generous, clever; dangerous, inconsiderate, impulsive, angry, temperamental.

Mark XP:

- ☐ When your positive pole leads you to act in defiance of one of the Oppressor's rules / When your negative pole results in suffering at the hands of the Oppressor's authority

After you've led a high profile attack on the Oppressor's interests

- ☐ When your positive pole lets you inspire another person or group to act in defiance of the Oppressor's authority / When another person or group suffers at the hands of the Oppressor as a result of your negative pole

After the Oppressor has captured, defeated, or brutally suppressed you and those who support you

- ☐ When another character reminds you of why the struggle is important / When your positive pole allows you to be exploited by the Oppressor's forces or those who support them

After one of your trusted allies has been captured by the Oppressor

- ☐ When your positive pole helps persuade people to help them / When your negative pole leads you to overreach in your planning or execution

After you permanently defeat one of the Oppressor's core supporters or turn them to your side

- ☐ When your negative pole protects you from the Oppressor's retribution / When your positive pole gets someone else in trouble with the Oppressor

After you have been captured by the Oppressor

- ☐ When your negative pole leads you to further suffering at the Oppressor's hand / When your positive pole helps you to make progress towards freedom

Starting moves

Underground Press

When you need to get information out in print, you know someone with the skills and equipment to produce posters and pamphlets – ask for their help and roll +Heart. On a success you have a wad of well-printed pamphlets and on a 10+ choose two from the list below; on a 7-9 pick one:

- The pamphlets will be up on walls and in everyone's hands by this time tomorrow.
- The pamphlets are not traceable to you.
- The pamphlets are not traceable to your printer.
- The hidden message in the pamphlet will be found by the right people.

Firebrand

When you seek to Persuade someone with the power of your strongly held convictions, you can roll Heart instead of Charm.

Go To Ground

If your enemies don't have line of sight on you in the streets or outdoors, you can find an escape route that will elude any mundane pursuit.

Advanced moves

Not A Problem For Now

- ☐ When an allied NPC doubts your plans, you can spend an action point to persuade them to go along with you right now – even if it goes against their

perceived personal or group interests, or conflicts with their philosophy. Of course, depending on how things go, this may cause problems later.

The Right Company

- ☐ When you are in a group of NPCs and you need a sympathiser, roll +Heart. On a success one of the group is sympathetic to your cause - explain how you know. On a 7-9 pick one:
- Their commitment is limited
 - They are sceptical of your identity
 - Someone else in the group has clocked you and is not sympathetic to your goals or your movement

Turncoat (requires The Right Company)

- ☐ When a group of NPCs are ordered to attack you, and you need an ally, roll +Heart. On a success one of the group is secretly a member of your cause - explain how you brought them on board. On a 10+ pick one:
- You have agreed a contingency plan for this exact situation
 - They have prepared an escape route
 - They are carrying a piece of equipment you need

Break Cover

- When you have allies with whom you
- ☐ have planned a significant action, roll +Heart as it begins. On a 10+ pick three, on a 7-9 pick one:
- You have plenty of people
 - Your people are well coordinated
 - The Oppressor's forces are not prepared for this action
 - Your people will not be significantly endangered

The Thief

XP:
Suspicion:

The Law

Poles + _____ - _____

Suggestions: deft, charming, inquisitive, generous, garrulous; mercenary, untrustworthy, cold, acquisitive, thoughtless

Mark XP:

- ☐ When your positive pole helps keep someone safe from The Law / When your negative pole leads to you taking more than you need
- ☒ **After you manage to shame The Law in a way that has your name (or your criminal alias) whispered in the streets**
- ☐ When your positive pole leads you to steal something that is dangerous in the hands that currently hold it, making the world a little safer / When your negative pole leads to you endangering or attracting the attention of The Law to someone innocent
- ☒ **After someone plays you at your own game, stealing something precious from you**
- ☐ When your positive pole leads you towards recovering what you lost / When your negative pole leads you to try and compensate your loss through other routes
- ☒ **After you discover that an important or valuable treasure is a fake**
- ☐ When your positive pole leads you to discover something about the reason for the fraud / When your negative pole leads you to use fakery in your dealings with others
- ☒ **After you find yourself with something very valuable but too hot to fence**
- ☐ When your negative pole leads you to overreach / When your positive pole leads you to miss an opportunity for gain
- ☒ **After The Law finally catches up with you**
- ☐ When you overcome your negative pole to prevent something important being stolen, or to steal something important for someone you care about / When you ignore your positive pole and steal from someone innocent who cannot afford the loss

Starting moves

Pass In Silence

When you pass through a space on silent feet without attracting the attention of those who guard it, roll +Subtlety. On a 10+ pick three, on a 7-9 pick one:

- You traverse a challenging route in style
- You find a hidden treasure or golden opportunity
- You find a hidden route in for your companions
- Your passing leaves no trace and gains no Suspicion
- You gain important information on your way through

A Nose For Riches

When you enter a space owned by a wealthy individual and roll Investigate A Place you can add "What is the most valuable thing here and what protects it?" to your list of questions.

Cracking Tools

When you use your lock picking tools you always carry to open a single mundane lock or find the catch for a hidden door or panel; spend an Action Point and it will spring open, silently and safely. You may instead roll +Subtlety, On a 10+ pick three, on a 7-9 pick one:

- The process is quiet
- You can leave it as you found it
- The process is quick
- There is no complication beyond the lock

In either case, the lock is open.

Lay Low

At the end of a session during which you have not incurred any Suspicion, roll 1d6. If the value is less than or equal to your current Suspicion, reduce it by one.

Advanced moves

Combat Concealment

☐ When you strike from a place of concealment or an opponent's blind spot, roll +Subtlety. With a 10+ pick three, on a 7-9 pick one:

- Deal your harm
- Deal +1 harm
- Avoid retribution
- Steal something they are carrying
- Impede their movement in some way

Word On The Street

☐ When you put the word out that you are looking for something rare, roll +Subtlety. On a success, a contact knows where to find it. On a 10+ pick three, on a 7-9 pick one:

- It is somewhere nearby
- Your contact knows exactly where it is
- It is lightly guarded
- Those holding it do not know its worth

Preparation Is Everything

☐ When you have spent significant time studying a building you intend to steal from, roll +Subtlety. On a 10+ take three Hold, on a 7-9 take one. Within this building, you and your allies can spend these one for one to:

- Hide in a little-known corner
- Remember the guards' routine - take advantage on a roll to escape them
- Have an escape route
- Hide your trail

Friends On The Other Side

☐ When you a friend within The Law and you ask for information on its operations or interests, roll +Charm. On a success they will provide the information to you. On a 7-9 choose one:

- It reduces your Wealth
- The handover isn't secure
- The information is flawed or limited in some way

The Trailblazer

XP: ☐☐☐☐☐☐☐☐
Discovery: ☐☐☐☐☐☐☐☐

The Mystery

Poles + _____ - _____

Suggestions: inquisitive, brilliant, experienced, open, enthusiastic; obsessed, thoughtless, secretive, arrogant, impatient

Mark XP:

- ☐ When your positive pole draws someone else into your enthusiasm / When your negative pole causes someone to dismiss your chances
- ☒ **After you discover that someone else seeks the same prize**
- ☐ When your negative pole keeps you from helping an ally for fear of giving away secrets / When your positive pole leads to you giving up a secret accidentally
- ☒ **After you find something that transforms your understanding of the nature of your mystery**
- ☐ When your positive pole helps you use your expertise to help an ally / When your negative pole leads you to act in a paranoid or suspicious way
- ☒ **After you discover that a significant piece of evidence that you were relying on in your search is a fake or otherwise unreliable**
- ☐ When your negative pole helps you evaluate things critically / When your positive pole leads you to believe something uncritically
- ☒ **After you meet someone who has encountered your mystery directly**
- ☐ When your positive pole leads you to guide an ally safely through danger / When your negative pole causes you to allow an ally to fall into danger
- ☒ **After you realise that something or someone dangerous has control of the place you need to go to explore your mystery**
- ☐ When your negative pole enables you to reach for your goal regardless of cost / When your positive pole causes you to hold back from an opportunity to reach your goal

Starting moves

Seeking after mystery

When you *Examine A Place* you can add "What here is related to my mystery?" to the list of available questions.

Hidden Connections

When you are presented with three or more seemingly disparate pieces of evidence that you believe are connected to your mystery, explain the connection and roll +Mind. On a 10+ your explanation is accurate in every detail. Mark +2 Discovery. On a 7-9 your explanation is broadly correct, but there is a flaw or misjudgement in it. Mark +1 Discovery. You can only use Hidden Connections once with any set of three items.

Safe Space

If your mystery is dangerous or inimical to life, you have the skill and essential equipment to interact with it safely and to make others safe..

Uncommon Knowledge

When you roll Common Knowledge on a topic related to your Mystery you take Advantage.

Advanced moves

Outstanding In My Field

☐ When you Engage An Opponent With Wit on a topic related to your mystery, you can spend an Action Point to automatically claim a full success.

Invoking The Mystery

☐ When you channel the power of your mystery to affect the world in a small

way, roll +Mind. On a 10+ you control and direct the power. On a 7-9 it doesn't work the way you expected – you may have more or less effect than you hoped, or there may be some side effects but you have learned something new – mark +1 Discovery. On a 6- lose 1 Discovery in addition to whatever move the GM makes.

Drawing Together

☐ When you have three or more objects related to your mystery and Hidden Connections has revealed them to be usable as parts of something greater, you can combine them to create a piece of equipment. This item will be Masterful quality and have the tag mysterious. Give it a special property that describes what it does differently to other equipment. This will use up the objects and you will never be able to create another quite the same.

The Deep Equations (Requires Invoking the mystery)

☐ When you unleash the power of your mystery to affect the world in a significant way, roll +Mind. On a 10+ pick three, on a 7-9 pick one:

- You retain control
- You unleash the amount of power that you were expecting
- You are able to shape the power accurately
- You learn something important – take +1 Discovery

Required

☐ When you are dealing with a place or object associated with your mystery that is harmful to those who approach or make contact with it, it recognises you and will not harm you unless you allow it. Once per scene, while in proximity to this place or object, you can spend an Action Point to have it heal 1 level of harm.

The Volunteer

XP: ☐☐☐☐☐☐☐☐
Kudos: ☐☐☐☐☐☐☐☐

The Organisation _____

Poles + _____ - _____

Suggestions: hopeful, strong, inquisitive, enthusiastic, learned; naïve, ignorant, confused, thoughtless, zealous

Mark XP:

- ☐ When your positive pole draws the admiration of your seniors in the organisation / When your negative pole makes people outside the organisation (or your peers within it) feel ill-disposed towards it

After you are granted promotion within the organisation

- ☐ When your positive pole draws the admiration of people outside the organisation, or your insubordination within it / When your negative pole draws censure from fellow members of the organisation

After you learn something troubling about the organisation or the people who are running it

- ☐ When your negative pole puts you in alignment with the needs or desires of the organisation / When your positive pole puts you in conflict with the needs or desires of the organisation

After you do something that brings the organisation into disrepute with someone important

- ☐ When your negative pole helps you recover the organisation's reputation / When your positive pole leads you to draw the organisation further into disrepute

After you reveal or thwart a plot to undermine or damage the organisation

- ☐ When your positive pole helps you reinforce the organisation's stability / When your negative pole brings division within the organisation or between it and wider society

After someone powerful within the organisation makes a significant political move against you

- ☐ When your negative pole helps you avoid a trap or danger / When your positive pole leads you to trust someone without good cause

Starting moves

Here To Help

When you respond to a call for your organisation's help, roll +Heart. On a success your assistance is exactly what they need – describe how you render the help they need and take +1 Kudos. On a 7-9, you miss something important in your enthusiasm, the GM may ask you what you have missed, or they may tell you, or you might not find out until later.

Read The Handbook

When a question arises regarding your organisation's processes, jurisdiction, or other procedural detail, you know the correct answer very precisely – perhaps even down to the paragraph and subsection in the documents. You can take advantage on any roll to *Engage An Opponent With Wit* around this topic.

A Simple Misunderstanding

When someone feels they have been wronged by your organisation, roll +Heart to mollify them. On a success you are able to calm them down and talk them out of any extreme or excessive action. On a 7-9 although they are mollified, you are not entirely persuaded by your own explanation.

Organisational Understanding

When you roll *Examine A Person* or *Investigate A Place* you can add "How is this situation/person relevant to my organisation's interests?" to the list of questions.

Advanced moves

A Friend In Need

☐ When you urgently need help from someone in your organisation, or a close ally, spend an Action Point to have them show up. Explain how they found you.

Backchannels

☐ When you need to get something from your organisation and it is something they would reasonably have access to, expend 2 kudos and roll +Heart to use your contacts within the organisation to get hold of it. On a 10+ you get the exact thing you need. On a 7-9 pick one:

- You get something close but not the exact thing.
- You get the exact thing, but it is damaged, compromised, or fake.
- You get the exact thing, but your request has attracted someone's notice.

Calling Them In

☐ When you really need to find someone who your organisation might have access to, expend 4 kudos and roll +Heart. On a 10+ the organisation is able to persuade them to meet with you or take them captive. On a 7-9 they are able to find them, but either they couldn't make contact or the person you were seeking did not want to meet.

Part Of Something Greater

☐ When you call on the organisation to mobilise on your behalf, expend 3 kudos and roll +Heart. On a 12+ they will mobilise everything they have to assist you. On a 10+ they will do what they can to provide the aid you need. On a 7-9 they will help but grudgingly- the next time you roll this move, your result will be one step lower.

The Weapon XP: ☐☐☐☐☐☐☐☐

Chosen weapon _____

Poles + _____ - _____

Suggestions: indomitable, insightful, calm, audacious, confident; cold, arrogant, paranoid, heedless, cruel

Modifier	-1	0	1	1	2
Weight					

Mark XP:

- ☐ When your positive pole helps your allies to feel safe around you / When your negative pole makes people feel unsafe around you
- ☒ **After your skill results in severe injury to someone who should have had no part in the fight**
- ☐ When your negative pole prevents a fight / When your positive pole causes you to enter a fight
- ☒ **After your skill enables you to save someone or something important**
- ☐ When your positive pole helps you empathise with a friend / When your negative pole keeps you from empathising with an enemy
- ☒ **After you find yourself unable to help someone who needs something healed, repaired, or made good**
- ☐ When your positive pole leads you to try and repair something / When your negative pole leads you to break something
- ☒ **After your reputation allows you to avoid or prevent a battle**
- ☐ When your positive pole helps you win over an ally / When your negative pole causes you to alienate someone
- ☒ **After you suffer a serious defeat that makes you feel as though you have nothing of importance to bring to your allies**
- ☐

Starting moves

Weapon Mastery

When you use your Chosen Weapon, you fight at one Tier higher than your character level.

Unexpected Range

You can use your Chosen Weapon in surprising ways – a bow at close range, a thrown sword, etc.

The Iron Hand Of Mars

When you use your Chosen Weapon to face an opponent (or group) of your Tier or lower in combat, you defeat them; roll +Strength. On a 10+ pick three, on a 7-9 pick one:

- You can choose not to kill them, if they live, don't mark Weight
 - You do not horrify allies or bystanders
 - You do not damage anything else important through your violence
 - You insulate your mind from your actions – don't mark Weight
- Unless you have chosen an option that prevents it, mark Weight.

Consequence

When you have killed one or more opponents in battle, roll +Weight. On a 10+ the GM will choose one:

- You are caught in a flashback to your past narrate or frame a scene around it
 - You feel the weight of responsibility mark 3 stress, or narrate a short scene of your character being confronted by their victims in the spiritual half-world only they perceive and mark 2 stress.
 - Pick two from the 7-9 list
- On a 7-9 choose one:
- You feel empathy for those you defeated, mark 1 Stress
 - Your brutality has drawn the attention of one who thrives on it
 - You cannot mark XP from your positive pole until after the next scene you initiate/the next session

Advanced moves

Lethal Protector

☐ When you protect a nearby ally from attack by attacking their assailant(s) and the assailants are your Tier or lower, roll +Strength. On a success you protect your ally from harm and their attacker is slain. On a 10+ you can choose not to kill their assailant and consequently you do not need to mark Weight.

Whatever Comes To Hand

☐ If there is a weapon of your chosen type in reasonable reach and you have at least one hand free, you can spend an action point to take it, even if it is currently being wielded by someone else.

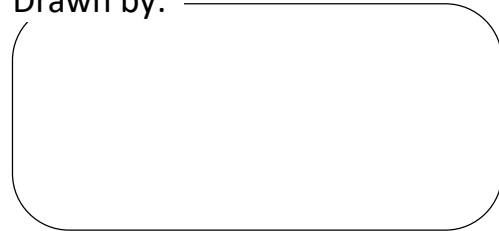
Repentance


☐ When you listen closely, you can hear the voices of those you have slain. When you are able to set one of them to rest (by delivering a final message, performing a last task, or helping a surviving loved one) you can reduce Weight by one. Agree with the GM what is being asked of you, by whom and how – depending on your worldbuilding this may be something other than a literal message from the dead. This should not be a trivial task – expect it to take some time and effort.


Dangerous Fame

☐ When you use your reputation to persuade someone to back down, or persuade someone that they are safe and under your protection, roll +Strength. On a success you persuade them immediately and completely. On a 7-9 they want to believe you, but something complicates the situation and you may have to back up your words.

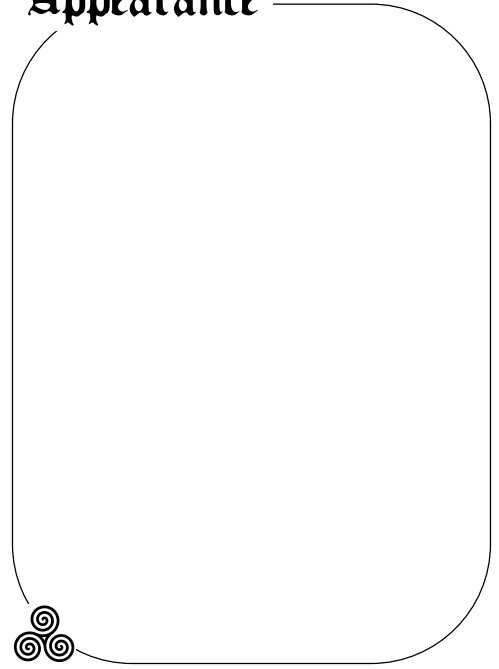
The Carriage

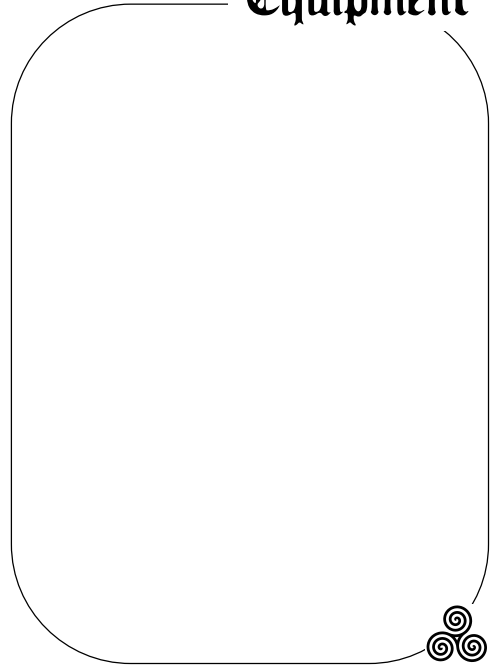
Drawn by: 

Morale: 

Integrity: 

Speed	2	1	0	-1	Capacity
	-1	0	1	2	

Appearance

Equipment

Carriage moves

A Dangerous Drive

When you drive the carriage through a dangerous situation, describe what you are doing and roll +Subtlety (from the driver, if the task requires skill and fast reactions) or +Carriage Speed (if the task just relies on being able to outrun trouble). On a 10+ you get through the immediate emergency safely. On a 7-9 you just scrape through, but pick one:

- Someone has noticed you are in trouble and hopes to take advantage
- Your carriage has taken some damage: cross off 2 Integrity
- The situation has damaged the road in some way – you’re going to have to find a way around it or seek out a different route
- Something you are carrying has been broken or lost – establish what and whether anyone has noticed.

Take A Hit

When your carriage is assaulted by enemies or the environment, roll 2d6. On a 6- the carriage is rocked but not damaged. On a 7-9 the carriage loses 1 integrity. On a 10+ the carriage loses 2 integrity and choose one:

- Your beasts lose 1 morale
- A piece of the carriage is out of action – the GM will tell you which. You won’t be able to benefit from it until it is repaired
- Something you are carrying is damaged or lost

Field Repairs

When you need to fix your Carriage while stopped, decide how the fix is applied and roll:

- +Strength if the task involves lifting, hammering or forcing things back together
- +Mind if the task involves figuring out complex couplings and joints
- +Subtlety if the task involves fiddly mechanisms and fine adjustments.

Multiple characters can roll to collaborate on this as long as they roll different stats.

For each 10+ the Carriage recovers 1 Integrity. For each 7-9 the Carriage recovers 1 integrity but it will cost you some resources – explain what you use up to repair it, or ask the GM what you will need to obtain before it can be fixed. For each 6- the Carriage loses 1 integrity. Integrity can never drop below 0 and Field Repairs cannot recover the carriage above 4 integrity – you need a workshop for that. You can attempt Field Repairs while the carriage is in motion but everyone rolling for it will take disadvantage and you may need to Escape Peril if the repairs are hard to access.

A Brisk Journey

When you need to get somewhere quickly by road, roll +Speed. On a 10+ you arrive in good time. On a 7-9 you arrive just in time – with only minutes to spare.

A Heavy Load

When you need to move something heavy (or a lot of light things), roll +Capacity. On a 10+ you managed to transport it safely and securely to your destination. On a 7-9 you get it to your destination, but pick one:

- The journey is slow in a way that materially affects the outcome
- Whatever you are carrying is damaged or compromised in some way.
- The weight is hard for your carriage: cross off 2 Integrity.

The Ship

Upkeep: 3 wealth
per month

☐ Cog 0 speed 3 capacity 0 manoeuvrability

☐ Caravel 1 speed 1 capacity 1 manoeuvrability

☐ Corsair 2 speed 0 capacity 2 manoeuvrability

Crew Morale: ☐☐☐☐☐

Integrity: ☐☐☐☐☐

Appearance

Equipment

Ship moves

Load The Cargo

When you plan a journey of more than a week with a cargo of goods or a full complement of passengers, each character can invest half your wealth on cargo. Make a note of how much you have put in, this is your stake.

Unload The Cargo

When you unload the cargo or passengers from your ship, roll +Capacity. On a hit each character who loaded cargo will recover their stake and add +1 wealth. On a 10+ you gain an extra +1 wealth. On a failure the goods are damaged or otherwise unsaleable and you lose your stake.

Outrun Danger

When you sail for safety ahead of an impending danger, roll +Speed. On a hit you successfully outrun the peril, but on a 7-9 pick one:

- The ship suffers a little from the way you forced the speed – lose 1 integrity
- The crew are troubled by the narrow escape or someone has been injured – lose 1 crew morale
- Sailing fast and straight to get to safety has taken you off course – you don't know where you are, or you have sailed into an area with another imminent danger

Pass Through The Reefs

When you need to steer through treacherous seas or manoeuvre your way out of a dangerous situation, roll +Manoeuvre. On a hit you successfully navigate the danger. On a 10+ the crew are impressed, gain +1 crew morale. On a 7-9 the ship scrapes against the rocks, lose 1 integrity.

Weather The Storm

When you find yourselves caught in a storm at sea, batten down the hatches and roll +Manoeuvrability. On a hit the storm rocks your boat but it endures. On a 10+, gain +1

Morale for the crew. On a 7-9 choose 1:
The ship has taken some damage – lose 1 integrity

- You have losses or injuries among the crew, lose 1 crew morale
- Some of your cargo has been lost or damaged
- The storm has taken you off course – you don't know where you are, or you have sailed into an area with another imminent danger

Match Speed

When you need to match speed with an enemy ship in order to board or fire weapons, roll +Manoeuvrability. On a 10+ you place yourself precisely where you need to be. Head on or broadside; you're in the spot. On a 7-9 you have matched speed and position with them, but now you are vulnerable to them as they are to you.

Ramming Speed

When you choose to go all in on sailing straight into an opponent, roll +Speed. On a 10+ you strike them fair and square - you cause them as much damage as you intended to and your ship only loses 1 integrity. On a 7-9 you strike them well, but your ship has also been damaged – lose 1 integrity and then roll Take A Hit to find what else went wrong.

Take A Hit

When your ship is damaged by an opponent or by the environment, roll +0 if your ship is small, +1 if it is medium sized, and +2 if it is large. On a 6- your ship is rocked, the paintwork is scraped, and perhaps sails are torn – but it is still in good working order. On a 7-9 you lose 1 integrity.

- On a 10+ lose 2 integrity and choose one:
- Some of the crew are caught up in the hit, lose 1 crew morale
- A piece of the ship is damaged – you will need to repair it before you can continue your journey

The Warhorse

Name _____

Mare ☐ Gelding ☐ Stallion ☐

Demeanour: _____

Loves: _____

Colour: _____

Hates: _____



Trust	2	1	0	-1	
					Terror
	-1	0	1	2	

Speed	2	1	0	-1	
					Solidity
	-1	0	1	2	

Rider: _____ ☐☐☐☐☐☐

Rider: _____ ☐☐☐☐☐☐

Rider: _____ ☐☐☐☐☐☐

Rider: _____ ☐☐☐☐☐☐

Warhorse moves

Trusting Heart

When a named rider has 5 marks against their name, the horse has +1 Trust whenever that person rides it.

Charge Into Battle

When you charge down an opponent who stands against you, roll +Trust. On a hit you charge them down - deal your harm and they cannot deal harm to you. On a 10+ additionally select up to your horse's Solidity value+1 from the following:

- Deal +1 harm
 - Knock them to the ground
 - Leave them intimidated, as established by the fiction
 - Disengage safely from combat
- You can optionally choose to deal +1 harm at the cost of losing 1 Trust from your horse.

Horse Archer

When you attack your enemies at speed from horseback using ranged weapons, roll +Speed. On a hit, you hit them – deal your harm and they cannot deal harm to you. On a 10+ you are able to get multiple shots off and deal 1 extra harm. If your horse's speed is 2 you can deal 2 extra harm instead.

Loyal Heart

If your horse has 2 Trust and you call their name, they will come to you if they can hear you and if they can reach you.

Self-Preservation

When something triggers your horse's self-preservation, roll +Terror. On a 10+ your horse bolts flat out and you're going to be hard-pressed to stay on. On a 7-9 choose one:

- Your horse bolts but you can ride it out easily, you're just going to end up a

distance away

- Your horse spooks sudden and fast; you fall off, but they don't go far
 - You get your horse turned and stopped but they are very worried, lose 1 Trust
- On a 6- your horse jumps forward a little then realises you are there and trusts you to look after it. Place a mark against your Named Rider counter.

Soothe

When your horse's Trust is below 0 and you have space and time to focus solely on calming them, roll

- +Speed if you let them run and exercise the worry out of their system
- +Solidity if you let them stop and graze for a little while

On a 10+, mark +2 trust and place a mark on your Named Rider counter. On a 7-9, mark +1 trust.

Herd Instinct

While you and your horse work alongside other riders you gain +1 Trust, but if you have to separate from them and work alone it will cost you -1 Trust.

Puissance

When you and your horse need to cross a dangerous barrier, and you have at least 1 Trust, roll +Speed. On a 10+ you make the jump easily and your horse lands perfectly. On a 7-9 you make the jump successfully but choose one:

- You don't land perfectly - you fall or catch yourself painfully on the saddle and take 1 harm
- Your horse is disconcerted and anxious – lost 1 Trust
- You lose something during the crossing - the GM will tell you what

Dalek Problem

When you try to ride your horse down a staircase you can't. Horses can't go down human staircases. You'll have to find some much broader steps or a ramp.