

# THE KINSMAN

*Blood runs thicker than water.*

## SPECIAL BOND

\_\_\_\_\_ is my  
fellow kinsman.

You have an extra bond. Fill it in with another player character during character creation (ask their permission first). This bond can never be changed.

Describe the following of your kin:

- What do my kin prize or desire above all else?
- What do my kin hate or fear above all else?
- What is my kin's weakness?
- What is my kin's most important tradition?

Associate your kin with a particular stat and say why.

MY KIN:

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## OUR KIN'S WAY

When you act in the manner your kin is known for, reveal the name of your family, and **ROLL+ASSOCIATED STAT**.

**ON A SUCCESS:** Choose 2

- You have the knowledge of your kin. Ask the GM for your family's beliefs about a situation, place or person and take +1 if you act on them.
- You have the clout of your kin. Speak the will of your kin, and give a +1 to any who follow it.
- You have the tools of your kin. Say what your kin has given you, and take +1 next time you use it.

**ON A 7-9:** Also choose 1

- You compromise your kin's position.
- You make your kin an enemy.
- You reveal your kin's weakness.

**ON A MISS:** You repeat the mistakes of your forebearers.

## I KNOW YOUR KIN

When the family of another is revealed to you, **ROLL+BRAINS**.

**ON A 10+:** You know that family's secret.

**ON A 7-9:** You know that family's weakness.

**ON A MISS:** Your family owes their family a significant debt.

# THE LOVER

*Without love, there is nothing.*

## SPECIAL BOND

In my heart of hearts,  
I know \_\_\_\_\_ is  
my true love.

You have an extra bond. You may fill it in at any time. You may change who this bond is with at the end of any session. When you do, make the move opposite.

## MAKE A SACRIFICE FOR LOVE

When you sacrifice something precious in the name of love, **ROLL+BEAUTY**.

**ON A SUCCESS:** Choose 2

- You keep the one you love safe.
- Your sacrifice causes your enemy to doubt their actions.
- Your sacrifice provides a critical opportunity.
- Your sacrifice gives heart to your allies, who take +1 to their next roll.

**ON A 7-9:** Also choose 1

- You expose yourself to injury.
- You expose yourself to hatred or judgment.
- You escalate the situation.

**ON A MISS:** Choose 1 success effect anyway. The GM will choose 1 or 2 of the 7-9 effects.

When you change lovers, **ROLL+BEAUTY**.

**ON A 10+:** There are no hard feelings.

**ON A 7-9:** They choose one:

- Their trust in you is broken.
- They despise your new love.

**ON A MISS:** They actively try to get back at you.

## TEST IF YOUR LOVE IS TRUE (once per session)

When you test the love between you and another to see if it is true, **ROLL+BEYOND**.

**ON A 10+:** Your love is true, pure, and strong. It fills your heart with fire. Take +3 to your next roll.

**ON A 7-9:** Your love is true, but nothing in this life is simple. Take +2 to your next roll, but the GM chooses one:

- Your love is not pure. It is tainted by strange desires or ulterior motives.
- Your love is not strong. It may be swallowed by regrets or anger.

**ON A MISS:** Your love holds a secret in their heart that will hurt you. The GM will reveal your love's true heart during this session.

# THE BELIEVER

*When you have faith, you need for little else.*

## YOUR RELIGION

Your faith is the shining beacon that guides you, and your strongest weapon.

Circle your religion:

Protestant  
Catholic  
Free Church of Scotland  
Non-Conformist or Folk  
Non-Christian

## SPECIAL BOND

After the first time you fail one of your moves, find a quiet moment to explain your failure and share your true feelings with another.

Then fill out this bond with the name of that person:

\_\_\_\_\_ is the  
only one I can tell about  
my doubts.

## SHEPHERD OF MEN

When someone comes to you for guidance, teach them to act as a true believer.

If they heed your words, they take +1 to the next roll needed to follow your advice.

## SPIRITUAL FIRE

When you spread your faith to inspire many others, **ROLL+BEAUTY**.

**ON A SUCCESS:** They are filled with fervor and spurred to act.

**ON A 10+:** Choose 3

**ON A 7-9:** Choose 2

- They act immediately.
- They don't misinterpret your message.
- They don't use violence to follow your message.
- They don't demand boons or miracles from you later.

**ON A MISS:** The GM makes things worse.

## RIGHTEOUS CENSURE

When you use your faith publically to discipline or cast out another, or cause them to conform, **ROLL+BRAWN**.

**ON A 10+:** They must choose — heed your words in silence, or be the subject of the crowd's contempt.

**ON A 7-9:** They choose 1

- Repent and apologize, for now.
- Change their public face in line with your words.
- Withdraw from the situation or community, raging and cursing.

**ON A MISS:** The crowd either doubts your faith, or decries you as its representative.

# THE CONFIDANT

*We all have secrets.*

## SECRET KEEPER

You are a collector of secrets. You seek to know who others truly are. When you learn the secret of another, write down what it is, and who it belongs to.

At any time, you may spend the secrets you have learned of another 1 to 1 to:

- Bolster or deride their reputation in public.
- Reveal one who wishes to destroy them.
- Find a person or thing that is precious to them.
- (NPC) Force their hand at a crucial moment or (PC) take +2 when hindering them, after rolling.
- Ask them questions as if you had succeeded at reading another's thoughts with a 10+.

## SINCERE GRATITUDE

When you earn another's sincere gratitude at personal cost (for NPCs, choose one, for PCs they choose one):

- They offer you something wondrous or useful.
- They bare their heart to you. Learn a secret of that person.
- They welcome you into their life. Create a new bond with that person.

## KEEPER OF TRUST

When you choose to keep someone's trust, erase 2 secrets of theirs and let them know they can always count on you.

**FOR NPCS:** You may call on them when you need them, and they will drop everything to help. Gain +1 to the first roll they aid you on.

**FOR PCS:** Gain +1 to help that person, and they gain +1 to help you.

Lose this benefit if you spend any secrets which belong to this person.

## INSIDE KNOWLEDGE

When you approach another in intimacy with a desire to discover their secrets, **ROLL+BEAUTY**.

**ON A SUCCESS:** You learn a truth they've been trying to hide. Learn one of that person's secrets.

**ON A 10+:** Also choose 3

**ON A 7-9:** Also choose 2

- They are more open than you expected. Learn an additional secret.
- They don't become suspicious of your motives
- Rumors don't spread about your relationship
- You don't reveal any secrets of your own.

**ON A MISS:** Learn a secret anyway, but they know you for what you are. It's up to them whether they keep quiet about it.

# THE OUTCAST

*Once sinned, always a sinner.*

## YOUR SIN

Choose the sin that defines you: A long term affair, a cold blooded murder, a heretical belief, a mutiny, betraying fellow workers, other: \_\_\_\_\_

Choose the evidence of your sin that all can see: A child, a tattoo, a brand, unique and identifiable clothing or books, a scar, a lover, other: \_\_\_\_\_

## BETTER OFF ALONE

When you reject the help of others and enter danger alone, **ROLL+BRAWN**.

**ON A SUCCESS:** it's just like old times. Choose 2

- You gain the element of surprise.
- You have the right tools.
- You're scary as the devil. While facing this danger alone, gain +1 to intimidate another.
- You're deadly as hell. While facing this danger alone, deal +1 harm.

**ON A 7-9:** Also choose 1

- Your recklessness creates an opportunity for your enemies.
- Your recklessness causes mistrust from your allies.
- Your recklessness endangers others.

**ON A MISS:** Your hubris gets you into ongoing trouble you can't get out of by yourself.

## THE PUBLIC EYE

When you try to mix with respectable company, or good honest folk, choose whether to conform and try to hide your sin best you can, or to let all who know see what you have done.

If you choose to hide your sin, **ROLL+BALANCE**.

**ON A 10+:** Your sin is not revealed. However, you find others like you who can help.

**ON A 7-9:** Your sin is not revealed, but choose 2:

- You must silence someone with hatred or force.
- You must disclaim and express disdain for sinners like you.
- You must reveal the secret of another to deflect attention.
- You can't risk being seen in company for some time.
- There is one who knows your sin, and will use it against you later.

**ON A MISS:** Your sin is revealed, and others are not shy with judgment.

If you choose not to hide your sin, then your sin is revealed, and others are not shy with judgment. But, also pick one for your courage:

- You help protect others like you.
- You redeem yourself to some.
- Someone influential is interested in your story.

# THE CREATURE

*Not all who call themselves human are so.*

## YOUR TRUE FORM

You are not human. Decide what you are: \_\_\_\_\_

Where are you from?: the sea, the sky, the earth, another world, the afterlife, other: \_\_\_\_\_

Your true form is hidden from those around you, to others you seem a strange human.

Pick two attributes of your true form: scales or fins, brightly colored, very small or very large, golden or shining, wings, animal parts, features or skin, ghostly or incorporeal, featureless, other: \_\_\_\_\_

You may assume your true form at will. When you assume your form, you have all the advantages of its attributes. But, you also risk being seen transforming, or as your true self.



## THIS IS WHO I AM

When you reveal your true form to overcome danger or surprise an enemy, **ROLL+BALANCE**.

**ON A 10+:** Choose 3

**ON A 7-9:** Choose 2

- Those around you hesitate.
- Those around you are distracted.
- You are immune to harm for a single act.
- You reveal an opportunity created by your form.
- You discover a way in, out or, past only you can traverse.

**ON A MISS:** The GM makes things worse.

## OTHERS LIKE ME

When you call on creatures like you for aid, **ROLL+BEYOND**:

**ON A SUCCESS:** They come to help, but choose 1:

- They can be seen only by you, and are incorporeal.
- They manifest as part of nature.
- They manifest as visions or dreams within the minds of those present.
- They appear in monstrous guise.

**ON A 10+:** They also leave you with something puzzling and otherworldly.

**ON A MISS:** They do not come, but your entreaties raise suspicion on your true nature.