

MOTHLANDS

Name	Alias/Title
Look	
Heritage River-Wise ♦ Tecaht'na ♦ Witchwood Moth's Blood ♦ Roach ♦ Keepers ♦ Fallen Leaf	Background Philosophy ♦ Labor ♦ Service Trade ♦ Martial ♦ Elevated ♦ Underclass
Comforts Faith ♦ Risk ♦ Luxury ♦ Obligation ♦ Pleasure ♦ Torpor ♦ Weird	

TRAUMA 1 2 3 4 5

Cold ♦ Addicted ♦ Haunted ♦ Paranoid

Reckless ♦ Cowardly ♦ Unstable ♦ Cruel

STRESS	1	2	3	4	5	6	7	8	9
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ARMOR ☐ +HEAVY ☐ SPECIAL ☐

HARM				
3				Need Help
2				-1D
1				Less Effect

♦ **RECOVERY** Get treatment in *downtime* to activate

1	2	3	4	- Fill clock, reduce harm, repeat.
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[illegible]

FRIEND / RIVAL / CONTACT

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Project: _____

Project: _____

THE
FAVORITE A SUBTLE LIAR
AND DIPLOMAT

PLAYBOOK

Weasel: Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

Gaslight: When you **Sway** someone, you may cause them to forget that it's happened until they next interact with you.

Mask Maker: When you use a disguise or other form of covert misdirection you get **+1d** to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative.

Spin a Tale: At the end of each downtime phase, you earn 1 **coin** or 1 **rep**. How do you bend the truth in your favor?

Recognition: You can always tell when someone is lying to you.

Leverage: You get +1d vs. a target you have an intimate relationship with.

Insistant: You may spend **special armor** vs. persuasion and suspicion **-or-** to **push yourself** for subterfuge

Mimicry: You can imitate even non-human creatures convincingly, regardless of how strange or feral they may be. You gain **potency** when **Swaying** or **Commanding** these beings.

Adaptive: Choose a special ability from another source.

1	
2	
3	

XP

♦ Every time you roll a desperate action, mark xp in that action's attribute.

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.

- ♦ You addressed a challenge with deception or influence.
- ♦ You expressed your beliefs, drives, heritage, or background.
- ♦ You struggled with issues from your comfort or traumas during the session.

PLANNING & LOAD

Choose a plan, provide the detail, choose your load.

- ◆ **Aggressive plan** *Point of attack.*
- ◆ **Decietful plan** *Method.*
- ◆ **Delivery plan** *Route.*
- ◆ **Scorcercous plan** *Arcane power.*
- ◆ **Social plan** *Social connection.*
- ◆ **Stealthy plan** *Entry point.*

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ Are they telling the truth?
- ◆ What do they really care about?
- ◆ What's really going on here?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ How can I blend in here?

INSIGHT

			HUNT
			STUDY
			SURVEY
			DABBLE

PROWESS

			FINESSE
			PROWL
			SKIRMISH
			RUIN

RESOLVE

			ATTUNE
			COMMAND
X			CONSORT
X	X		SWAY

BONUS DIE

+ PUSH YOURSELF (2 stress) -or- DEVIL'S BARGAIN

TEAMWORK

	Assist teammate. (+1d)
	Lead a group action . (Stress = # of Failures)
	Protect a teammate. (Resist for a Teammate)
	Set up another character. (+ Effect)

ITEMS AND LOAD

Italics don't count.

3 Light	5 Normal	6 Heavy
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	<i>Fine clothes and props</i>
	<i>Fine disguise</i>
	<i>Fine forgery</i>
	<i>Dream Smoke</i>
	Hidden Weapon

	Blades and Bludgeons	
	Slings and Knives	
	Short Bow	A Quiver
	A Large Weapon	
	An Unusual Weapon	
	Armor	+Heavy
	Tools of Trade	
	Climbing Gear	
	Simple Auger	
	Writing Utensils	
	Extra Rations	
	Heavy Tools	
	Valuables	

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Project: _____

Project: _____

THE
HUNTER A MARKSMAN
AND TRACKER

PLAYBOOK

No Escape: You can **push yourself** to do the one of the following: *make a ranged attack at extreme distance - or- close the distance between you and your quarry with incredible speed.*

Tenacious: Penalties from harm are one level less severe, (though level 4 harm is still fatal).

1 Pack Hunter: Your hunting pet is specially trained. It gains **potency** when tracking or distracting prey, and gains a special training: *impressive-trick*, *complex command*, or *arrow-swift*. Take this ability again to choose an additional special training for your pet.

Scout: When you **gather info** to locate a target, you get **+1 effect**. When you hide in a prepared position or use camouflage, you get **+1d** to rolls to avoid detection.

Trapper: When you **flashback** to lay an elaborate trap, tail a mark, or appear somewhere unexpected you take one less stress than you would otherwise.

Focused: You may spend **special armor** to resist a surprise or mental effect (fear, confusion, etc.) **-or-** to **push yourself** for ranged combat or tracking.

Vengeful: You gain an additional xp trigger: *You got payback on someone who harmed you or someone you care about.* If the fellowship helped, also mark fellowship xp.

Adaptive: Choose a special ability from another source.

1	
2	
3	

XP

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At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.

- ◆ You addressed a challenge with tracking or violence.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your comfort or traumas during the session.

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GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ What are they really feeling?
- ◆ Where did [X] go?
- ◆ What's really going on here?
- ◆ How can I get them to [X]?
- ◆ Where are they vulnerable?
- ◆ How can I find [X]?

INSIGHT

X	X			HUNT
				STUDY
X				SURVEY
				DABBLE

PROWESS

				FINESSE
				PROWL
				SKIRMISH
				RUIN

RESOLVE

			ATTUNE
			COMMAND
			CONSORT
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ITEMS AND LOAD *Italics don't count.*

3 Light	5 Normal	6 Heavy
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	Fine sling or knives
	Fine short bow and quiver
	Specialized ammunition
	<i>Fine trained hunting pet</i>
	Spying crystal

	Blades and Bludgeons	
	Slings and Knives	
	Short Bow	A Quiver
	A Large Weapon	
	An Unusual Weapon	
	Armor	+Heavy
	Tools of Trade	
	Climbing Gear	
	Simple Auger	
	Writing Utensils	
	Extra Rations	
	Heavy Tools	
	Valuables	

