

Starting moves

Arcane Musicks

Choose 3 workings as well as Fascination:

- ✓ **Fascination:** Give a sublime performance, holding your audience entranced.
- **Cacophony:** Utter or play a loud and terrible note. All who hear it must either drop what's in their hands to cover their ears, or stagger, cringe and cower (their choice).
- **Counterpoint:** Intone a resonant note. Any enchantment that holds sway over those who hear it is broken.
- **Honeyed Words:** Recite a flattering verse. Your audience thinks well of you until they get a reason not to.
- **Heart Strings:** Name a strong emotion and sing a song to evoke it. It swells in your audience's hearts.
- **Lullaby:** Sing or whisper soothing words. Those who hear you grow drowsy, then sleep.
- **Rhapsody:** Sing a tale or song to inspire. Allies who hear it gain advantage on one roll in the next few minutes.
- **War Song:** Chant a defiant hymn. As long as you are chanting, allies within in earshot ignore fear and doubt.

When you perform a working, name anyone you want to exempt from the effect, then roll+CHA. On a 10+, it works. On a 7-9, the GM also picks one:

- ▶ You draw unwanted attention
- ▶ You affect more or fewer than you intended
- ▶ The effect is weaker or stronger than expected

Bardic Lore

When you name a song, poem, or tale that tells of the topic at hand, gain advantage to Spout Lore.

Reputation

When you meet someone who has heard of you (your call), roll+CHA. On 10+, say two things they've heard about you. On 7-9, say one, and the GM says the other.

Resourceful

When you roll 6 or less on any move, ask a question from the Discern Realities list and gain advantage when acting on the answer.

Choose one background:

● Collegium Scholar

When you Spout Lore and ask at least one question, you can ask the GM a single follow-up question.

When you convert Undefined gear to something specific, you can produce expensive and unlikely items useful to a scholar (paper, beakers, mirrors, etc).

● Courtesan

When the GM first establishes a noble, famous or influential NPC, ask 1:

- ▶ What is their most notable virtue or vice?
- ▶ What great deed are they known for?
- ▶ What great shame do they try to live down?

When you first meet them, you can spend supplies to present them with a fitting gift (describe it), and gain advantage on your next move against them.

● Prodigy

When you perform Fascination, on a 7-9 or 10+ you can also name someone in the audience and choose 1:

- ▶ They wish to meet you privately
- ▶ They greatly desire your services
- ▶ You intuit a secret about them

When you convert Undefined gear to something specific, you can produce an expensive, fine or unusual item. Say who gifted it to you.

● Wandering Folk

Your people are known for (pick 1 of each):

- ▶ ● elaborate dress ● exotic beauty
● unearthly features
- ▶ ● alluring dances ● haunting music
● sublime plays
- ▶ ● curses and hexes ● faerie blood
● thieving ways

At the start of play, gain Heritage. When you make a move that leverages one of your people's traits, lose Heritage and take advantage on the move. When your people's traits causes you or an ally trouble, regain Heritage.

Advances

Spend 5 experience at any time to choose one.

●● Improved Stat

Increase any stat by 1 (max +2).

● Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

● Duelist's Parry

When you Hack And Slash, gain +2 armour against damage dealt to you as part of the move.

● Expanded Repertoire

Choose 2 more Arcane Musicks.

● Irresistible

You can always ask the GM whether an NPC finds you attractive. The answer is usually yes. When you Parley with someone who finds you attractive, you have advantage.

● Life And Soul Of The Party

When you help someone Recover by raising their spirits, they don't need to spend supplies. When you Make Camp and help raise everyone's spirits, everyone (including you) picks an extra option from either list.

● Silver-Tongued

When you use words to avoid suspicion or trouble, roll+CHA. On 10+, pick 3 options during the following few minutes. On 7-9, pick 1:

- ▶ Move about or manoeuvre unchallenged
- ▶ Withstand direct scrutiny or questioning
- ▶ Direct suspicion or attention elsewhere

Stats

Assign +2, +1, +1, +0, +0, -1.

Hint: Rangers do well with high DEX and WIS.

Strength

● Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

● Dazed

disadvantage to INT and WIS

Wisdom

Constitution

● Miserable

disadvantage to CON and CHA

Charisma