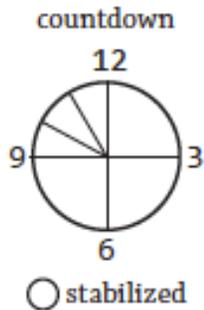


Name:

- Innocence
- Magic
- Ferocity
- Clever
- Unnatural

xp
 ○ ○ ○ ○ ○

Harm



- When life becomes untenable,
- come back with -1 Any Characteristic but Unnatural
 - come back with +1 Unnatural

Appearance:

Friendship

When a character has a special scene with another the Friendship goes up by 1.
 If a character betrays a character or his or her wishes the Friendship goes down by 1.

Relationships

Character Moves

Helping/Hindering PCs

When you help someone or hinder them, roll your Friendship with that person. On a 10+, add or subtract 2 from their roll. On a 7-9, the MC will name a cost; if you accept the cost, add or subtract 2 from their roll.

Resource Points/Bonuses

Making a Character

1. Assign Characteristics

Assign the following numbers to the 5 basic characteristics:

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

2. Special Moves

Create three special moves from the following list and give each a name:

- When you do something relating to [specialty], add +1.
Examples:
 - Sharpshooter: When I do something related to archery, add +1.
 - Natural Leader: When I do something related to leading comrades, add +1.
- You have the ability to [do some sort of active special power]. It counts as a basic move using [characteristic].
Examples:
 - Stout-hearted: When I stand my ground I use my Innocence.
 - See the Worst: When I size someone up I can use my Unnatural.
 - Fire Magic: I can manipulate fire with Magic
(Most magical abilities will be defined in this way with Magic)
- You have [some passive special power that has a constant effect].
Example:
 - First to React: If things become dangerous I'm moving first
 - Sensitive: I am aware of ghosts and spiritual presences
- You have a [thing]. When applicable, it adds +1 to [characteristic].
Examples:
 - I have an imp in my pocket that adds +1 to any time I use Magic involving fire.
 - I have a Horn of Ancestral Power. When applicable, it adds +1 to Ferocity.
- Add +1 to [characteristic]
Examples:
 - Rough Childhood: Add +1 to Ferocity
 - Constant Reader: Add +1 to Clever
 - An Unsettling Child: Add +1 to Unnatural

3. Assign Friendship

Each player assigns the following Friendship scores that their character has toward the other PCs: +2 for the one they know best, -1 for the one they know least, and +1 for all others. They will also list "NPCs: 0," as the default is that they have a relationship score with all NPCs that starts at 0.

The Characteristics

Each characteristic is a quality of your character and together define the character. They reveal not only the relative strengths and weaknesses of your character, but define how your character approaches and behaves in a particular conflict or situation in an effort to solve the problem.

One can confront the Horned King with Innocence, with Magic, with Ferocity, with Cleverness, with Unnatural forces. What ultimately matters is the intention and the approach. Why is the character confronting the Horned King? To kill him? To retrieve the soul of a companion? What is the approach? Charging him with a sword? Using a magic spell? Speaking plainly from the heart?

The characteristics are not defined nor are there Basic Moves associated with any of them. They are elastic in definition and application. What matters is what the player says the character is doing. That will determine which characteristic to use.

A distinction needs to be made between Magic and Unnatural. Magic is the knowledge the characters has learned and mastered. It is based on the Unnatural, but it has been tamed. (Magic is the point between the Unnatural and the Natural.) Tapping the Unnatural is tapping that which is not understood, mastered, or known. It is magic beyond the understanding of the characters—or most men and women. It is also the quality of needing to know more and not knowing when to stop.

Taking Action

When a character takes an action that risks failure or opposition, roll with one of the basic characteristics. On a 10+, the character succeed at the goal. As appropriate, the Referee might award: resource points, harm dealt, or a bonus to carry forward. On a 7-9, the Referee will offer the character a hard bargain or a cost. If you agree to that hard bargain or cost, the character succeeds at the goal (and as appropriate, the Referee might award you resource points, harm dealt, or a bonus to carry forward).