

NAME

THE CASTELLAN

Weighed by duty and rights,
A person cautious and practical,
Alive to the pulse of the stones.

To create your playbook:

- Choose a people.
- Choose a name.
- Are you a man, a woman, or otherwise?
- Are you typical of your people, or otherwise?
- Choose your stats. +2 Wary, +1, +1, 0, & -1.
- Choose 4 Rights.
- Choose household & belongings.

RIGHTS

- You have the right to **commit or withhold the stronghold's resources**.
- You have the right to **feel the pulse of the stronghold's walls and stones**. When you think you might do so, roll Weird. **On 10+**, ask 2 of the following. **On 7-9**, ask 1.
 - Of what or whom does the stronghold dream?
 - Who in the stronghold is fouling its rhythms?
 - What makes the stronghold cold with fear, or cold with rage?
 - To whom does the stronghold call, and to whom does it whisper?
 - For whom will the stronghold sigh and open?**On a miss**, ask 1, but the stronghold may ask a question of you in return, from this list or of its own devising. Answer truthfully.
- When you **lead warriors in defense and counterattack**, you have the right to roll Wary instead of Bold.
- You are **literate**; you have the right to read any Arabic / Greek / Hebrew / Latin text before you. (Circle 1.)
- You have the right to **muster laborers** and oversee the improvement of the stronghold's defense. When you do, roll Wary. **On 10+**, mark 2 toward the stronghold's improvement. **On 7-9**, mark 1. **On a miss**, you may choose to mark 1, but if you do, the stronghold accrues Debt.
- When you **muster warriors to the stronghold's defense**, you have the right to roll Wary instead of Bold.
- You have the right to **offer sacrifice for luck, harvest, or victory**. When you do, sacrifice a bounty of goods and roll Weird. **On 10+**, the MC chooses 3 of the following. **On 7-9**, the MC chooses 2.
 - You have the right to luck, harvest, or victory, and if you do not receive it, you can consider it a right denied you.
 - On one future roll of your choice, you have the help of your god or gods (note this).
 - On one future roll of the MC's choice, you have the help of your god or gods (note this, and remind the MC if she forgets).
 - The gods reject your sacrifice. Do not expect luck, harvest, or victory; it is too much to ask.**On a miss**, the MC chooses 1.
- You have the right to **sit in counsel with the leige**.

EXPERIENCE

- A right of your own
 - A right of the Land Itself
 - A right of the New Nobility
 - A right of the Old Ways
 - A right of the Other World
 - A right of Personal Prowess
 - A right of War
 - A right of the Wider World
- THE UNGIVEN FUTURE
- Abandon this character to die
 - Assume a mantle
 - Awaken something terrible
 - Create an inheritor to play
 - The Ungiven:

YOUR PEOPLE ARE _____
BUT YOU ARE...

When you mark a domain's third Experience, erase the marks and gain a new right from that domain, of your choice.

At Session's End:
At the end of the session, mark 2 Experience.

The first is the MC's choice, so ask the MC which domain to mark.

The second is the other players' choice, so ask them which domain to mark. They must agree. If they can't agree, or if any if them decline to agree, the MC chooses instead.

Be prepared to answer the other players' and the MC's questions about your aims, your ambitions, your secret plans, and your experiences during the session.

The other players can't choose to have you mark Experience toward the ungiven future until either you or the MC declare it open.

"The Ungiven" is the MC's to write.

BOLD
Leap Into Action
Muster Warriors

GOOD
Win Someone Over

STRONG
Join In Single Combat
Undertake Great Labor

WARY
Size Someone Up
Take Stock

WEIRD
Consult the Other
World

Call On Another's Aid
Denied Your Right

Season Moves: Harm, at the Hearth,
Hunting, Recovery, Rites & Celebration,
Soldiering, Tenant Labor, Travel, Working
the Land

MEETING DEATH

- I will live to be 100.
- I will die well in advanced age.
- I have more to do before I die.
- I will yet survive this.
- I will see another sun rise.
- I still draw breath.

HOUSEHOLD

BELONGINGS

Armor:
Helmet:
Shield:
Weapons:

HARM ARMOR