

# NAME

## THE TROLL-KILLER

Goer into darkness,  
Armed with light and fire,  
Afraid.

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 **command others' assistance**, at your word, wherever you go.
- — When you **encounter something unnatural**, you have the right to roll Weird. **On 10+**, ask the MC 2 of the following. **On 7-9**, ask 1.
  - Is this a thing of old ways, new ways, or ways unknown to me?
  - What manner of person made this thing, or is it its own?
  - For what does this thing hunger, or by what has it sated itself?
  - What would this thing make the world into, if it only could?
- On a miss**, ask 1, but the thing may ask a question of you in return, from this list or of its own devising. Answer truthfully.
- — You have the right to **own an enchanted weapon**. Ask the MC now what it is. The MC might give you a choice; make it.
- — When you **provoke a troll** to see what it will do, you have the right to treat it as sizing the troll up.
- — In **single combat**, you have the right to spend 1 more than your roll alone would allow.
- — You have the right to **slay whom you must** for the protection of all.
- — When you **strike a quarry's trail**, you have the right to roll Wary. **On 10+**, all of the following are possible; choose 1 to do. **On 7-9**, only one is possible; ask the MC which, and then choose whether to do it.
  - You can follow the trail forward. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've caught up with your quarry. Tell the MC whether you intend to approach it directly or creep up on it.
  - You can follow the trail back. Ask the MC where it takes you and by what route. If you choose to follow it all the way, you've come to your quarry's lair.
  - You can study the trail for insight. Ask the MC where your quarry is likely to go, and what it is likely to do next.
- On a miss**, you follow the trail to a place of your quarry's choosing. Ask the MC where.
- — You have the right to **write your betterers for aid**. When you do, treat it as mustering warriors from among them, but roll Wary instead of Bold.

## 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.

**B**OLD  
Leap Into Action  
Mustering Warriors

**G**OOD  
Win Someone Over  
○○○

**S**TRONG  
Join In Single Combat  
Undertake Great Labor

**W**ARY  
Size Someone Up  
Take Stock

**W**EIRD  
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

