

They say that something terrible is coming. It is in their sleep at night, in the air they breathe: it is terrible. It is coming. They bark on about war, dragons, signs, the rolling of crowned heads.

But I know that day follows day, moon follows moon, year follows year. There is nothing more terrible coming than death, life, death.

## THE WICKER-WISE

To create your Wicker-Wise, give yourself a name, rank, distinctive features, stats, moves, your magics, holdings, and oaths.

### NAME & RANK

For your given name, choose a normal name and change a letter or two. For your bloodname, choose a noun or a punchy adjective.

For your rank, choose 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup>.

### DISTINCTIVE FEATURES

Aged, beautiful, bony, crooked back, fat, handsome, hawk face, lean, long hair, long nose, quick hands, slender, very dark skin, very pale skin, wild hair, youthful.

### STATS

Choose one of these sets:

Cool-1 Hard=0 Hot+2 Sharp+1 Weird+1

Cool-1 Hard+1 Hot+2 Sharp=0 Weird+1

Cool=0 Hard-1 Hot+2 Sharp+1 Weird+1

Cool+1 Hard=0 Hot+2 Sharp+1 Weird-1

### MOVES

You get all the basic moves. You get **Charms**, and choose 1 more Wicker-Wise move.

### MAGIC & HOLDINGS

Create your magics and your holdings on the reverse.

### OATHS

Introduce your character by name, rank, distinctive features, and outlook.

Go around again for oaths. On your turn, choose 2 or 3 oaths. You can ask questions and discuss first, if you like, and you can swear the same oath to more than one:

- You've sworn to \_\_\_ to guide them well.
- You've sworn to \_\_\_ to protect their life.
- You've sworn to \_\_\_ to uphold their will.
- You've sworn to \_\_\_ to \_\_\_.

At the end of every session, each of those to whom you've sworn oaths, ask them if you've kept your word. If they judge that you have, mark their name for experience.

During play, add new oaths as you swear them, and remove oaths when those to whom you have sworn release you from them.

### EXPERIENCE

When you use something on your character sheet, mark it for experience. When you mark the 7<sup>th</sup>, improve and erase your marks.

Remember to mark and count experience for your magics and holdings.

When you improve, choose an improvement. Mark it; you can't choose it again. After you've marked 5, you can choose from the Ungiven Future list below.



# THE WICKER-WISE

NAME:

RANK:

DISTINCTIVE FEATURES:

## STATS

COOL

Hold steady

☐ XP

HARD

Claim your right

☐ XP

Go into battle

☐ XP

HOT

Draw someone out

☐ XP

SHARP

Take stock

☐ XP

Take your bearings

☐ XP

WEIRD

Pray

☐ XP

ARMOR

☐ XP

HARM

FATE ☐ XP

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.

## EXPERIENCE

- ☐ Improve your rank by 1 place
- ☐ Add 1 to Hot (max +3)
- ☐ Add 1 to Sharp (max +3)
- ☐ Add a Wicker-Wise move
- ☐ Add a Wicker-Wise move
- ☐ Improve your charms.
- ☐ Improve your ceremonies.
- ☐ Add a move from another playbook
- ☐ Add a move from another playbook
- THE UNGIVEN FUTURE —
- ☐ Add 1 to any stat (max +3)
- ☐ Retire your character to safety
- ☐ Create an additional character
- ☐ Change your character to a different playbook

## MOVES

☒ **Charms:** You are able to perform charms (as detailed on the reverse). ☐ XP

☐ **Ceremony:** You are able to perform ceremonies (as detailed on the reverse). ☐ XP

☐ **Intuition:** Add +1 to your Sharp (max +3). ☐ XP

☐ **Poisoner:** Name someone who might conceivably eat, drink, or handle something that has been in your care. Roll Hard. On 10+, you've poisoned them, and during the next half-day they suffer 4 Harm with no benefit of armor. On 7-9, it's 2 Harm. On a miss, you've poisoned someone nearby instead, for 3 Harm. ☐ XP

☐ **Regal Air:** As long as no one has weapons in hand, when you claim your right, roll Hot instead of rolling Hard. ☐ XP

☐ **Sun Follows Sun:** As long as you can see the sky or feel the earth under your feet, when you hold steady, roll Sharp instead of rolling Cool. ☐ XP

☐ **Wise in Counsel:** When someone comes to your for counsel, tell them honestly what you think is their best course of action. If they swear to you to pursue that course, they add +1 to any rolls they make in its pursuit. ☐ XP

## OATHS

TO: ☐ XP

TO: ☐ XP

TO: ☐ XP

TO: ☐ XP

TO: ☐ XP

Your magics depend upon the moves you've chosen.

## CHARMS

If you have **Charms**, you can perform any charm, whenever you choose to do so.

Performing a charm takes only a few seconds, but you must choose and make 2 sacrifices.

Unless otherwise specified, the effect of a charm lasts until the sun next rises or sets.

When you improve your charms, reduce the number of sacrifices you must make to perform a charm to 1.

## CEREMONIES

If you have **Ceremony**, you can perform any ceremony, whenever you choose to do so.

Performing a ceremony takes a few hours, and you must choose and make 3 sacrifices.

Unless otherwise specified, the effect of a ceremony lasts until the sun next rises or sets.

When you improve your ceremonies, reduce the number of sacrifices you must make to perform a ceremony to 2.

# YOUR MAGICS

## CHARMS

**Blood-thirst:** Bless a person's weapon. It inflicts +1 Harm.

**Clear Vision:** Bless a person's eyes. When they take their bearings, they may ask an additional question. The question and its answer need not be limited in any way to what their natural senses could discover.

**Fire:** Bless any object. It burns with a fierce, hot, bright flame. If it is flammable, it catches, and burns until it is consumed; otherwise, it does not, and burns until the charm ends.

**Healing:** Bless a person who still draws breath. They will see another sun rise.

**Love:** Charm an NPC. They love whom you say, passionately, devotedly, forsaking all others.

**Protection:** Bless a person's clothing. It counts for 1 Armor, in addition to any other armor.

## SACRIFICES

- Take 1 Harm with no benefit of armor.
- Inflict 1 Harm upon another, willing, with no benefit of armor.
- Inflict 2 Harm upon another, unwilling, with no benefit of armor.
- Perform the charm during a lull in play or between sessions, or when there's no urgency.
- Perform the charm in your shrine.
- Release someone from an oath they've sworn to you.
- The charm's effect lasts only an hour or less.

## CEREMONIES

**A Charm Made Great:** Perform a charm, but it applies to as many as 20 people, and/or its effect will last until the next new or full moon.

**Good Fortune:** Bless someone's holdings before they roll for **Fortunes**. They add +1 to the roll.

**Healing:** Bless a person who still draws breath. They will yet survive this.

**Ill Fortune:** Curse someone's holdings before they make their **Fortunes** roll. They subtract 1 from the roll.

**Soul-binding:** Tell a fellow player what you would have their character do. They write it on their sheet as an oath, precisely as you dictate.

**Summoning:** Summon an otherworldly creature and give it a task. It cannot return to its home until it has accomplished it.

## Wolfspell.

## SACRIFICES

- Take 1 Harm with no benefit of armor.
- Inflict 1 Harm upon another, willing, with no benefit of armor.
- Inflict 2 Harm upon another, unwilling, with no benefit of armor.
- Perform the ceremony during a lull in play or between sessions, or when there's no urgency.
- Perform the ceremony in your shrine.
- Release someone from an oath they've sworn to you.
- Offer a bounty of goods into the pyre or the river.

Your holdings depend upon your rank.

- 1<sup>st</sup>: King or Queen. 5<sup>th</sup>: Free landowner.
- 2<sup>nd</sup>: Royalty. 6<sup>th</sup>: Vassal or steader.
- 3<sup>rd</sup>: Nobility. 7<sup>th</sup>: Peasant, serf, slave.
- 4<sup>th</sup>: Ancestral landowner.

## RANK

If you are of the 3<sup>rd</sup> Rank or better, choose: the Old Blood, the Blood of Eagles, and/or Noble Blood.

## WARDROBE

You get fashion and personal belongings suitable to your rank. You detail them; you can wait and detail them during play.

## SHRINE

For your shrine, answer both questions by choosing 1–3 options each.

## ARMS & ARMOR

You may choose to own arms and armor. If you do, choose an outfit suitable to your rank.

## OTHER HOLDINGS & INTERESTS

- 4<sup>th</sup> rank: Choose 3.
- 5<sup>th</sup> rank: Choose 2.
- 6<sup>th</sup> rank: Choose 1.

## FORTUNES

Your holdings have **Fortunes**.

# YOUR HOLDINGS

## WARDROBE:

## SHRINE

**Where is your shrine?**

- ☐ Among standing stones.
- ☐ In a room in your home.
- ☐ In a sacred grove.
- ☐ In a temple.
- ☐ In your workspace.
- ☐ \_\_\_\_\_

**What does your shrine include?**

- ☐ Figures or images of the gods.
- ☐ Natural running water.
- ☐ Practical things: herbs, tools, vessels, fire.
- ☐ Schematics or figures of the earth and stars.
- ☐ Schematics of world, otherworld, afterlife.
- ☐ A small, curved knife of hammered copper.
- ☐ A student, named \_\_\_\_\_.
- ☐ \_\_\_\_\_

## FORTUNES

At each change of the seasons, roll. On 10+, all of your lands, vassals, interests & ventures provide their bounty. On 7–9, all bounty, except one want (your choice which). On a miss, all want, except one bounty (your choice which).



## ARMS & ARMOR

**4<sup>th</sup> Rank:**

- ☐ Axe (4 Harm), shortsword (4 Harm), round shield (1 Armor), hide tunic (1 Armor), helmet (1 Armor).

**5<sup>th</sup> Rank:**

- ☐ Axe (4 Harm), spear (4 Harm), round shield (1 Armor), hide tunic (1 Armor).

**6<sup>th</sup> Rank:**

- ☐ Axe (4 Harm), hide tunic (1 Armor).

## OTHER HOLDINGS & INTERESTS

- ☐ Association with hunters and trappers. Pop. 40. Bounty: furs. Want: hunger.
- ☐ Blood-right over a half-wild mountain clan. Pop. 120. Bounty: a champion. Want: obligation.
- ☐ A gracious country homestead. Pop. 24. Bounty: plenty. Want: hunger.
- ☐ Pride of place in village or town. Pop. 3. Bounty: respect. Want: obligation.
- ☐ Tribute from the grateful. Pop. 24. Bounty: goods. Want: obligation.

## POPULATION IN SUM

