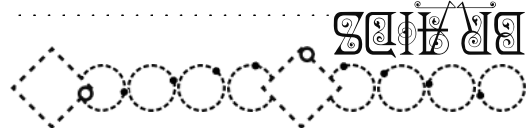


remove a Twist mark from The City, describe how this manifests.  
Spend 15 Braid: Raise a stat by 1 (maximum 3). Spend 20 Braid: situation the Twist must focus its resources on in another district.  
starting at 0, find a new place the Twist can't find you, create a about the world. Spend 10 Braid: Give yourself a new stat.  
Spend 5 Braid to: Create a new Trinket or Tool. Declare a new fact



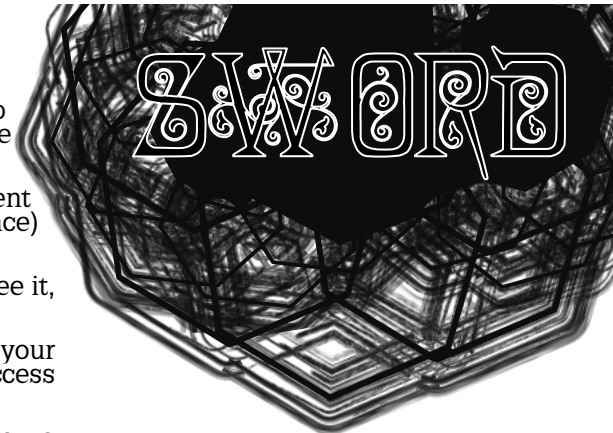
## BRIDS

## WIST

The Words and Form that Repnd  
The Catalytic Will of a Tool  
The Fragile Spirit of a Weapon

Assign 2, 1, and 0 to each.  
Add your Stat value to the value of what you  
pay for Costs and Checks.

## STWTS SCAB/ART FORM PROPOUS NAME



You are a weapon forged to carry out the force of the Twist. You were never anything more or less, always a weapon, always a force.

They cast you aside after your usefulness was up, after They found new weapons to fuel their factory. Your Twisted heart still beats, it still yearns to be free, to remind you that you are a weapon forged for Them.

But in the hands of the bearer, you feel their heart, you see their world. Can you be more than a weapon?

## WORDBEARER

Written by Viditya Voleti  
Created by Nevyn Holmes  
Character sheets by Will Jobst

Whenever you hurt something while  
Unsheathed, the Twist is able to move its  
pawns into play somewhere else in the  
world—describe how and mark Twist in  
The City.

When your 10th Twist is filled, old wounds  
you've caused reopen in a way that hurts  
You, Your Partner or The World—choose  
one and describe how.

When your 5th Twist is filled, your attacks  
can hit without needing to make a Check.

When you fill your 5th and 10th Twist, your  
seal cracks and you briefly become  
Unsheathed, reverting to the monstrous  
weapon you once were.

An Unsheathed Return to Form  
The Twist wants out of this cage.

- **Hard:** 4 Twist
- **Medium:** 3 Twist
- **Easy:** 2 Twist

At any point, you may spend Twist to  
violently overcome a challenge without  
spending cards. The greater the challenge,  
the greater the cost.

You've been forged with the Twist deep  
inside you. Spending Twist changes you  
into a weapon beyond your current form.  
You can break your current form to destroy  
those who stand in your way.

## WISTED CORE

## FACE MOVES

King: A symbol of luck used to  
succeed any Check including the  
other player's.

Queen: Thrive in every environment  
and can be Paired with any (non-face)  
Single matching it to produce a Pair.

Jack: Know a good deal when they see it,  
play one any time to draw 3 cards.

Aces: Always good to have up your  
sleeve, paying with one is a Major Success  
with an extra effect from this list:

- You gain extra insight, pose a question to the table and collaboratively answer.
- You gain or maintain the upper hand, determined collectively.
- Your result improves remarkably, describe how.

## BRIDS

You gain Braid by acting according to  
your Agendas and Runes, completing  
noteworthy tasks, doing cool shit and  
failing checks.

You always gain a Braid when failing a  
check.

The Maestro may give you Braid as they  
see fit. (If GM-less, give each-other Braid  
when characters lean into their Runes and  
Agendas).

step, one crying, the other dead  
leaves on fire, it's roots grow deep  
An etching of an Ancient Tree, it's  
Books, ancient words of faith  
An etching of City Walls and Open  
one:  
the Twist and clear marked Twist. Pick  
Your blade has been etched with a  
seal. Personify this seal to fight back

Seal  
Your blade has been etched with a  
seal. Personify this seal to fight back  
the Twist and clear marked Twist. Pick  
one:  
the Twist and clear marked Twist. Pick  
one:  
the Twist and clear marked Twist. Pick

Neither: You make something  
immediately useful yet incredibly  
fragile  
control  
something powerful you cannot  
Descend in value: You make  
powerful but not obviously applicable  
Ascend in value: You make something  
your own. If the 3 cards:  
table. You can forge cold creations of  
it. Deal 3 cards in a row face up on the  
all around you, you just need to shape  
You're not alone, the Twist manifests

Quenched in Ice  
after returning to your original form.  
Your light casts shadows that seek you  
If it is **BLACK**, you retain control but  
damaging someone or something.  
control before reverting, irreparably  
beyond normal capacity but lose  
If it is **RED**, you're able to perform  
the effect.

Forged in Fire  
Pick one Calling, tapping into it grows your Twist:  
Your form becomes formless. You  
grow, You lash, you consume. Draw a  
card. The higher the Value, the greater  
the effect.

## CHALLENGE

## CHECK STEPS EXAMPLE

- The Slinger says they attempt sneaking past someone.
- The Maestro decides this requires a Check, meaning the Slinger must “Go Fish!”
- The Slinger asks the Maestro or the Gun if they have a card—but they don't.
- The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- The Maestro says the Check is Hard, setting its Cost at 11.
- The Slinger pays with a 7-Pair adding their Light On Your Feet 2 for a total of 9.
- The Gun aids by Paying a Single 2, tying their total with the Cost.
- The Maestro takes the normal success, moving the narrative forward.

## BARGAINS

If a player lacks Pairs, can't pay a Check's Cost—or doesn't wish to in order to retain Pairs for future Checks or for narrative reasons—it becomes a Bargain.

If the player has a Face Card to give the Maestro, the check is a baseline success.

If they cannot or don't want to, it becomes a Blind Pay resulting in Failure or Limited Success with complications. A Bargain's Blind Pay is never a standard Success—it always comes with complications.