

Something terrible is coming. *Everyone says so, but none claim to know what. The new Bloodless Priests say so, the old bloody Wicker-Wise say so. The Crowned Heads look out at the gathering storms and say so.*

It is no mystery to me. It has always come, and it will always come again. It is war. It is always terrible.

THE WAR-HERALD

To create your War-Herald, give yourself a name, rank, distinctive features, stats, moves, your warband, 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 3rd, 4th, or 5th.

DISTINCTIVE FEATURES

Bald, beautiful, clear eyes, hatchet face, huge, lean, scarred, shadowed eyes, shaggy, slim, stocky, tall, trim, ugly, very dark skin, very pale skin, wild hair.

STATS

Choose one of these sets:

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

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

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

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

MOVES

You get all the basic moves. You get **Wolfpack**, and choose 1 more War-Herald move.

WAR-BAND & HOLDINGS

Create your war-band 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 fight at their side.
- You've sworn to ___ to defend their life.
- You've sworn to ___ to fight at their word.
- 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 7th, improve and erase your marks.

Remember to mark and count experience for your war-band 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 WAR-HERALD

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 Cool (max +3)
- ☐ Add 1 to Sharp (max +3)
- ☐ Add 1 to Sharp (max +3)
- ☐ Add a War-Herald move
- ☐ Improve your war-band
- ☐ Improve your war-band
- ☐ 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

Wolfpack: When you give your warriors an order they'd prefer not to obey, roll Hard. On 10+, your word carries; they leap to obey. On 7-9, they obey, but mark 1, ☐ XP

Marks: ○○○○○○○○○○○○

On a miss, count your marks.

1-2: They obey, but mark 1.

3-6: The MC chooses 1:

- They look to your lieutenant to confirm your order.
- They grumble, malingering, and drag their feet.
- Your lieutenant will come to you later to have it out.
- You owe them one.

7 or more: The MC chooses 2 of the above, or else chooses 1:

- They obey, but take -1 to **Wolfpack** rolls until your next muster.
- They obey, but your lieutenant resigns service and walks away.
- They obey, but your lieutenant has their backing to challenge you.
- They openly defy your order.

When you give them furlough, erase all your marks.

Fox: When you draw someone out on the battlefield, ally or enemy, roll Hard instead of rolling Hot. ☐ XP

Merciless: When you inflict harm, inflict +1 harm. When your war-band inflicts harm, it inflicts +1 harm. ☐ XP

Oathbound to the War-gods: When you pray to a War-god, roll Hard instead of rolling Weird. ☐ XP

War-hardened: Add +1 to your Hard (max +3). ☐ XP

OATHS

To: ☐ XP

To: ☐ XP

To: ☐ XP

To: ☐ XP

To: ☐ XP

By default, your war-band consists of 12–16 warriors, each owning arms and armor (4 Harm, 3 Armor), competent to fight side by side.

At the beginning of play, your war-band is in furlough, but your lieutenant is at hand.

LIEUTENANT & NOTABLES

Name your lieutenant and choose 1 quality.

Name 3 notables in your war-band.

MUSTER

Your war-band has **Muster**.

OUTFIT

For its arms & armor, choose 1.

BETTER QUALITIES

For its better qualities, choose 2.

VULNERABILITIES

For its vulnerabilities, choose 2.

IMPROVEMENT

When you improve your war-band, add a better quality or else remove a vulnerability.

RELATIVE STRENGTH

If your war-band outnumbered its enemy:

- 1½ to 1: inflicts +1 Harm, suffers -1 Harm.
- 2 to 1: inflicts +2 Harm, suffers -2 Harm.
- 3+ to 1: inflicts +3 Harm, suffers -3 Harm.

If it is fighting from horseback and its enemy fights on foot: inflicts +1 Harm, suffers -1 Harm.

If it fights in a shield wall and its enemy does not: inflicts +1 Harm, suffers -1 Harm.

YOUR WAR-BAND

LIEUTENANT: _____ ☐

Who is (choose 1): ambitious, cautious, fearless, loyal, patient, reckless, severe, shrewd.

NOTABLES

- _____, the most cunning. ☐
- _____, the most reliable. ☐
- _____, the most veteran. ☐

OUTFIT

- ☐ Sword, shield, mail, helmet.
- ☐ Javelins, spear, shield, breastplate, helmet.
- ☐ Axe, shortsword, shield, hide tunic, helmet.
- ☐ An assortment: axes, swords, maces; mail, breastplates, lamellar; helmets; shields or no.

BETTER QUALITIES

- ☐ **Cavalry**: Your warriors own horses, kite shields, and lances, and fight from horseback. ☐
- ☐ **Disciplined**: +1 to your **Wolfpack** rolls. ☐
- ☐ **Large**: Your war-band numbers 18–24. ☐
- ☐ **Longbows**: 4 Harm at range. ☐
- ☐ **Hunters**: Your war-band moves quickly and quietly, and inflicts 2 Harm at range. ☐
- ☐ **Shield Wall**: Your war-band fights as a practiced and disciplined shield wall. ☐
- ☐ **Wealthy**: +1 to your **Muster** rolls. ☐

<input type="text"/>	<input type="text"/>	ARMOR <input type="checkbox"/>
NUMBER <input type="checkbox"/>	HARM <input type="text"/>	

SUFFERING

0 Harm: A few incidental injuries, none serious.

1 Harm: A few injuries, one or two serious, no fatalities.

2 Harm: Many injuries, several serious, a few fatalities.

3 Harm: Widespread injuries, many serious, several fatalities.

4 Harm: Widespread serious injuries, many fatalities.

5 Harm: Widespread fatalities, few survivors.

MUSTER

When you muster your war-band after winter or furlough, roll your Hard. On 10+, none of its vulnerabilities apply. On 7–9, one of its vulnerabilities applies, of the MC's choice. On a miss, all of its vulnerabilities apply.

VULNERABILITIES

- ☐ Your warriors are not eager. **Low muster**.
- ☐ Your warriors know little restraint. **Debauchery**.
- ☐ Your warriors gamble or misinvest. **Debts**.
- ☐ Your warriors neglect their arms. **Disrepair**.
- ☐ Your warriors are inconstant. **High Turnover**.
- ☐ Your warriors sell their services when you do not require them. **Other obligations**.
- ☐ Your warriors defy law and lord. **Outlawry**.
- ☐ Your warriors do not remember well how to fight together. **Poor coordination**.

Your holdings depend upon your rank.

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

RANK

If you are of the 3rd 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.

ARMS & ARMOR

You have the same outfit as your war-band, and in addition:

- 3rd rank: Choose 2.
- 4th rank: Choose 1.

LAND & VASSALS

- 3rd rank: Choose 3.
- 4th rank: Choose 2.
- 5th rank: Choose 1.

INTERESTS & VENTURES

You have your war-band, and in addition:

- 3rd rank: Choose 2.
- 4th rank: Choose 1.

FORTUNES

Your holdings have **Fortunes**.

YOUR HOLDINGS

WARDROBE:

ARMS & ARMOR

- ☐ Battle axe (4 Harm)
- ☐ Breastplate (1 Armor)
- ☐ Great sword (4 Harm)
- ☐ Helmet (1 Armor)
- ☐ Hide tunic (1 Armor)
- ☐ Javelins (3 Harm)
- ☐ Kite shield (1 Armor)
- ☐ Lamellar cuirass (1 Armor)
- ☐ Lance (4 Harm)
- ☐ Mace (4 Harm)
- ☐ Mail coat (1 Armor)
- ☐ Round shield (1 Armor)
- ☐ Shortsword (4 Harm)
- ☐ Spears (4 Harm)
- ☐ Sword (4 Harm)
- ☐ War-horse
- ☐ Hunting bow (3 Harm at range)
- ☐ Longbow (4 Harm at range)

- ☐ Ancestral sword (4 Harm, valuable)
- ☐ Antique armor & helmet (2 Armor, valuable)

INTERESTS & VENTURES

- ☐ Your war-band's maintenance. Pop. 60. Bounty: +1 Muster. Want: -1 Muster.
- ☐ An ancestral fortune in silver and goods. Pop. 24. +1 Fortunes.
- ☐ Investment in overland trade in silver and furs. Pop. 180. Bounty: coin. Want: loss.
- ☐ Priests, priestesses, pilgrims, and sacrifice. Pop. 60. Bounty: +1 to Pray. Want: -1 to Pray.
- ☐ Choose 1 more from Land & Vassals.

LAND & VASSALS

- ☐ A country manor and farms. Pop. 1,200. +1 Fortunes.
- ☐ An estate within city walls. Pop. 120. Bounty: entertaining. Want: debts.
- ☐ A stable, pastureland, and skilled horse breeders. Pop. 40. Bounty: horses. Want: debts.
- ☐ Townhouses for rent and tenancy. Pop. 80. Bounty: coin. Want: debts.
- ☐ An untamed expanse of woodland and wilds. Pop. 400. Bounty: hunting. Want: outlawry.
- ☐ A watchtower on a troubled border. Pop. 120. Bounty: recruits. Want: obligation.
- ☐ Choose 1 more from Interests & Ventures.

POPULATION IN SUM

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).