

Something terrible is coming. *Something enormous, monstrous, inhuman in its hunger and its malice. Sometimes I smell it on the wind. Sometimes I hear it in the space between my heartbeats.*

These things I kill, these dwellers in the new moon, in forest and fen, they are nothing to what will come.

THE TROLL-KILLER

To create your Troll-Killer, give yourself a name, rank, distinctive features, stats, moves, your equipment, 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

Beautiful, flashing eyes, handsome, hulking, lean, limping, noble face, scarred, striking features, sweet face, very dark skin, very pale skin, weary eyes.

STATS

Choose one of these sets:

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

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

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

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

MOVES

You get all the basic moves. Choose 2 Troll-Killer moves.

EQUIPMENT & HOLDINGS

Create your equipment 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 follow them.
- You've sworn to ___ to seek peace instead.
- You've sworn to ___ to teach them.
- 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 retainers and rights.

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 TROLL-KILLER

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 Hard (max +3)
- ☐ Add 1 to Sharp (max +3)
- ☐ Add a Troll-killer move
- ☐ Add a Troll-killer move
- ☐ Add a move from another playbook
- ☐ 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

☐ XP **Commanding Presence:** When you give someone an order or a warning, roll Hard. On a hit, they choose:

- They follow your order or heed your warning.
- They freeze.
- They back away slowly.
- They attack you.

On 10+, take +1 forward against them as well. On a miss, they do what they like, and you take -1 forward against them.

☐ XP **Fearless:** When you draw a monster out, roll Cool instead of rolling Hot.

☐ XP **Honed Instincts:** When you take your bearings and act on the MC's answers, take +2 to your rolls instead of +1.

☐ XP **Lucky:** When you go straight into danger without planning, hedging, or establishing a fallback position, you get 1 Armor, in addition to the armor you wear.

☐ XP **Reputation:** When you meet someone important (in your estimation), roll Cool. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, take +1 forward into dealing with them as well. On a miss, they've still heard of you, but the MC decides what they've heard.

OATHS

☐ XP

☐ XP

☐ XP

☐ XP

☐ XP

You begin play with an assortment of arms, armor, and unusual equipment. Choose 5, in addition to those already marked.

EQUIPMENT YOU DON'T OWN
For any piece of listed equipment that you haven't chosen, you know how you might be able to get it. When the need arises, choose 1:

- You know someone who claims to have it. Ask the MC who.
- You've seen it hanging over someone's great table or in their trove. Ask the MC who.
- You've seen it in a shrine, grove, temple, or church. Ask the MC where.

NEW EQUIPMENT

For any piece of unusual equipment that you find you want, but that isn't listed here, ask the MC if you've ever heard of such a thing, and if so, where you might start a search to find one.

YOUR EQUIPMENT

○ An antique breastplate bearing figures of the ancient heroes. 1 Armor. *Might protect you from curses and death-words.*

○ An antler-spiked spear. 4 Harm. *Might inflict wounds that never heal.*

○ An axe of church-bell bronze. 4 Harm. *Might cleave the flesh of magical creatures, if they are enemies to the Bloodless Xristos.*

○ A boar-spear of holy ash. 4 Harm. *Might pierce the flesh of creatures otherwise immaterial. Its cross-bars might pin in this world creatures who could otherwise flee into another.*

○ A bronze helmet depicting the face of a lion or other fanciful beast. 1 Armor. *Might allow you to see others' fears.*

○ A cap of soft brown rabbit fur. *Might allow you to move unseen among your enemies, even when they are alert and watchful.*

○ A cape of unknown hide, lustrous and golden. 1 Armor. *Might heal who wears it.*

○ A coat reinforced with massive elk ribs. 1 Armor. *Might protect you from giant creatures' crushing blows.*

○ A crocodile-scale shield. 1 Armor. *Might protect you from creatures whose claws or teeth pierce iron.*

○ A cursed sword of the Legion of Eagles. 4 Harm. *Might spill the blood of someone made immortal by necromancy.*

○ A helmet made from a cave bear's skull, older than conceiving. 1 Armor. *Might allow you to speak with creatures who have no earthly voice.*

✕ A hunting bow. 3 Harm at range.

○ An ivory tablet etched with the figure of a raven. *Might let you peer through the nearest raven's eyes, and possibly control it in its flight.*

○ A quiver of 9 torch-arrows, whose heads burst into flame in flight. *Might harm creatures who are harmed by fire.*

✕ A shaggy mountain pony. *Might prove loyal, sturdy, and fearless.*

✕ A sharp sword of good iron. 4 Harm. *Might spill the blood of any mortal thing.*

○ A stone-headed club carved with runes. 4 Harm. *Might batter the bones of creatures made of living wood, or of living shadow.*

○ A throwing-spear headed with runed copper. 4 Harm. *Might pierce the flesh of creatures whose skin is proof against iron.*

○ A tunic of reindeer hide embroidered with enchantments. 1 Armor. *Possibly no metal blade will cut it.*

✕ And, further:

○ If you chose no helmet, a helmet. 1 Armor.

○ If you chose no armor, a mail coat. 1 Armor.

○ If you chose no shield, a round shield. 1 Armor.

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.

ASSOCIATIONS & LAND

3rd rank: Choose 6.

4th rank: Choose 5.

5th rank: Choose 4.

FORTUNES

Your holdings have **Fortunes**.

YOUR HOLDINGS

WARDROBE:

ASSOCIATIONS

○ A clan of forest outlaws. Pop. 16. Bounty: furs and meat. Want: might call on you.

○ A faring-house on the highway. Pop. 6. Bounty: hospitality. Want: might call on you.

○ A friend in the spice trade. Pop. 1. Bounty: spices. Want: might call on you.

○ The garrison captain of a border fortress. Pop. 1. Bounty: warriors. Want: might call on you.

○ A great landed lord. Pop. 1. Bounty: hospitality. Want: might call on you.

○ A high-country droving family. Pop. 10. Bounty: hides and meat. Want: might call on you.

○ The mayor of a market city. Pop. 1. Bounty: hospitality. Want: might call on you.

○ A midwife, smart and oak-strong. Pop. 1. Bounty: healing. Want: might call on you.

○ An old scryer-witch and her student. Pop. 2. Bounty: a ceremony. Want: might call on you.

○ A powerful clan-queen in the mountains. Pop. 1. Bounty: a champion. Want: might call on you.

○ A priestess of the war-gods. Pop. 1. Bounty: the favor of the war-gods. Want: might call on you.

○ A riding messenger for a crowned head. Pop. 1. Bounty: news. Want: might call on you.

○ A scribe in a temple to the Bloodless Xristos. Pop. 1. Bounty: books. Want: might call on you.

○ A simple free farmsteader. Pop. 1. Bounty: hospitality. Want: might call on you.

○ A troupe of traveling entertainers. Pop. 14. Bounty: entertainment. Want: might call on you.

LAND

○ A stone and turf steading, a few cows, a brook, a grove, far from danger. Pop. 8. Bounty: refuge, if you want it. Want: neglect.

POPULATION IN SUM

FORTUNES

At each change of the seasons, roll. On 10+, all of your associations and land 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).

