

CHECK STEPS EXAMPLE FACE MOVES

- 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.

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.

BRAIDS

You gain Braids 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 Braids as they see fit. (If GM-less, give each-other Braids when characters lean into their Runes and Agendas).



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?

SWORD&BEARER

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NAME
PRONOUNS
FORM

SCABBARD

STATS

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

The Words and Form that Rend

The Catalytic Will of a Tool

The Fragile Spirit of a Weapon

TWIST



BRAIDS

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

A TWISTED CORE

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.

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

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

An Unsheathed Return to Form

The Twist wants out of this cage.

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

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

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.

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.

CALLING

Pick one Calling, tapping into it grows your Twist:

Forged in Fire

Your form becomes formless. You grow, you lash, you consume. Draw a card. The higher the Value, the greater the effect.
If it is **RED**, you’re able to perform beyond normal capacity but lose control before reverting, irreparably damaging someone or something.
If it is **BLACK**, you retain control but your light casts shadows that seek you after returning to your original form.

Quenched in Ice

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

Seal

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