

BASIC MOVES



These are moves any pirate can manage. Look through them! They're any upstanding buccaneer's basic bread and butter. You'll probably roll for each one at least once a session.



STRIKE OR SHOOT

When you **strike or shoot someone**, roll +**Blood**. On a hit, your strike lands; deal your weapon's harm. On a 10+, the Fates may give you a special opportunity, but you'll invite risk. On a 7-9, you stumble; trade blows or put yourself in a bad position, your choice.

BREAK IN OR OUT

When you see an opening to **break in or out**, roll +**Blood**. On a hit, you've gotten in or out; choose 1. On a 7-9, the Fates choose 1 as well.

- ✳ You suffer harm or weakness.
- ✳ You hop from the frying pan to the fire.
- ✳ You lose track of something important.
- ✳ You leave evidence or attract attention.

USE A DIRTY TRICK

When you **use a dirty trick** against an opponent in a fight, roll +**Vinegar**. On a hit, your trick works at a cost. On a 10+, you can get away clean or you can up the ante, your choice.

SIZE UP

When you **size someone up**, roll +**Vinegar**. On a hit, hold 2. On a 7-9, they hold 1 as well. Spend hold, one for one, to ask the following questions:

- ✳ What sorts of treasure are you carrying?
- ✳ How are you actually feeling?
- ✳ What's your goal here?
- ✳ What aces do you have up your sleeve?
- ✳ How could I get you to _____?

HOODWINK

When you **hoodwink** someone with a clever lie, roll +**Polish**. On a hit, you've pulled it off. On a 7-9, pick 1:

- ✳ They'll catch on soon.
- ✳ You cause collateral damage.
- ✳ Your deception works too well.

PARLEY

When you **parley** with an interested party, offer something and roll +**Polish**. On a 10+, they take your offer; the Fates may offer something more but you'll invite risk. On a 7-9, they want to see you hold up your end of the bargain first or they change the terms, the Fates decide.

TWIST FATE

When you try to **twist your fate**, roll +**Spitfire**. On a hit, pick 1 of the following options. On a 7-9, you must **spend 1 Luck** or the Fates get to answer the attached question. On a miss, the Fates choose one and answer its question.

- ✳ You remember something hidden in your pockets; **what is it and how'd you get it?**
- ✳ You notice something overlooked in this area that might help you; **what is it?**
- ✳ You find a flaw or vulnerability in your opponent; **describe it.**
- ✳ The weather, the wind, or the tides change; **how do they help?**

STAND YOUR GROUND

When you **stand your ground** in the face of a compel, you must spend x Bond with someone relevant, explain how they're helping you overcome yourself, and **roll +x**. On a hit, you've escaped your vices. On a 7-9, choose 1.

- ✳ You take a weakness.
- ✳ You permanently lose Rank equal to the Bond you spent.
- ✳ You are in a worse position than before.

LAST WORDS

When you **reach 0 Health or take more weaknesses than you have room for**, say your Last Words and roll blank.

- ✳ On a 10+, you've cheated Death itself. You're 0 Health but stable, not getting better but also not getting any worse.
- ✳ On a 7-9, Death will offer you a bargain. Take it and become stable, or refuse and say your Last Words.
- ✳ On a 6 or below, your fate is sealed. You have only a few more minutes left in this world. Say your Last Words, have your final scene, and put your character to rest.

LUCK

You have a Luck tally on your sheet, which tells you how much Luck you have to spend. When a move or ability tells you to “mark Luck”, fill in the bubbles on the tally, starting at the left and going forward. Whenever you spend x Luck, remove x amount of Luck from your tally. Every playbook has a different maximum amount of Luck they can have at one time.

At the beginning of every session, mark Luck equal to your Spitfire score (minimum 0). If you have a **good character moment** with another crewmember, mark 1 Luck as Fates permit.

Spend 1 Luck to:

- ✦ Twist Fate as if you had rolled a 10+.
- ✦ Use playbook powers and moves that require it.
- ✦ Take *+1 forward* (you must spend Luck before rolling).

RANK AND BOND

Rank represents your relationships. You can have **up to 3 Rank with someone**. You have a **pool of Bond** with someone equal to your Rank with them; you can spend Bond to help yourself or your crewmates, and it replenishes every session. Your playbook gives you Rank to allocate to any crewmates, Lackeys, or enemies you choose.

If you have Rank with a crewmate, you can spend Bond to:

- ✦ Assist or hinder that crewmate; add to or subtract 1 from their roll.
- ✦ Use them as inspiration and Stand Your Ground.

If you have Rank with an NPC, you can spend Bond to:

- ✦ Push them to greatness or force them to stumble.
- ✦ Add 1 to any roll against them.
- ✦ Use them as inspiration and Stand Your Ground.

THE END MOVE

You use this move at the end of each session. When **you’ve defeated a major foe, gained significant treasure, or accomplished one of your character’s goals during this session**, choose one. When the Fates call this a **big finale**, choose an additional one.

- ✦ Mark 1 experience.
- ✦ Add 1 to your Rank with someone.
- ✦ Clear all of your weaknesses.

YOUR SHIP

Pirates are nothing without their ship. There are some moves that can only be used when you’re astride your ship, and all of them use your **Rank with the ship** as their associated Skill. Your ship moves are as follows:

MAN THE CANNONS

When you **use your ship weapons in a battle**, roll **+Rank** with your ship. On a hit, your shot lands; deal your weapon’s harm, at a cost. On a 10+, you can ignore consequences or hit a special spot, your choice.

STEER THE SHIP

When you **steer your ship in a difficult maneuver**, roll **+Rank** with your ship. On a hit, you steer true. On a 7-9, you hit an obstacle; the Fates will offer you a hard choice or devil’s bargain.

SHIPWRECK

Unlike the pirates that ride them, ships don’t have Health. Instead, they can be Wrecked if they receive enough damage. Your ship can only be touched by **weapons that have the wreck tag**. Whenever you receive Wreck, you start tallying up this damage in Wreck Boxes, starting from the left-most box and going up until you reach your Wreck Level cap. This is your average ship’s Wreck Tally:



The colors of these boxes represent how badly your ship has been hurt:

- ✦ If you mark **more than two levels**, your Ship is **slowed** until you’re fixed.
- ✦ If you mark **all of your available levels**, your ship **can’t move** and will begin to slowly sink. You’re Wrecked.

THE CAPTAIN



Name:

Looks:

BLOOD

VINEGAR

POLISH

SPITFIRE

Choose your skill modifiers (in order): 0, 0, +2, -1 • 0, +1, +1, -1 • +1, -1, +1, 0

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Luck: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

EXPERIENCE TALLY

Starting Experience

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

KIT

Pick a kit – **bold** items are considered *heavy*:

- A small cutlass, a very fancy hat, a distinctive article of clothing you always wear, a spyglass, a leather cuirass (*light armor*), papers (*real or forged*) claiming this ship as your property, a large loyal bird who serves as your pet, 1-gild
- An ornate dagger, several sets of noble clothes made by distinguished tailors, an impressive-looking signet ring (*heirloom or stolen*) marking you as high nobility, a lot of parchment and several bottles of ink, sealing wax, a collection of land deeds or promissory notes for important assets, 3-gild
- Two cutlasses and a pistol inscribed with your name, big shiny black boots, an impressive coat, a silver hip flask, a bandolier full of ammo and a single explosive, a sturdy set of manacles, **the ship's metal lockbox** with its key (and whatever's inside), a bull's-eye lantern, a cigar box, 1-gild

You can wield any weapon that is not *heavy* or *two-handed*.

ADVANCES

- ○ ○ (Up to 3 times) +1 to Skill.
- ○ ○ (Up to 3 times) Mark one additional Luck every session.
- ○ ○ ○ ○ ○ ○ ○ ○ ○ (Unlimited) Take an advanced move.

QUESTIONS

- ✦ In addition to your kit, you have a mysterious old *map* claiming to lead to treasure. *How did you obtain it? Mark its treasure, "X", on the world map.*
- ✦ You possess a TREASURE • BUSINESS • TITLE. *Who did you sacrifice to get it?*
- ✦ This is your ship. *How did it come into your possession?*
- ✦ You begin with 1 Rank with your ship, and 4 Rank to allocate to your crewmates. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Sea Prince.** You're a lost legend, a once-great pirate lord. **Name three factions on the high seas:** one you hunt, one you owe, and one you run from. You have their respect, their best secrets, and their everlasting ire. You have hidden **10-gild** in a secret stash, the last of your riches. Mark its location on the world map.
- Titankiller.** You've killed a Leviathan and have its blood on your hands. You can speak the language of Leviathans. You always know the way north, you can **breathe underwater**, and you have violent **nightly prophetic dreams**. If you wish to remember your dreams, spend 3 Luck or take a weakness. The Fates will give you a useful prophetic vision.
- Possessed.** You've got a spirit rattling around inside you. You may have Rank with your ghost, and spend Bond accordingly. You may **spend 1 Bond with your ghost to take +2D forward**. You are **compelled** to do as the ghost desires.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 ongoing for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Wanted** [*pay it off or get caught*]. You have a bounty on your head; your face is known.
- Broken Limb** [*medical care*]. You can't use a limb; -1 ongoing to Striking and Shooting.
- Pirate's Vice** [*amass wealth or go broke*]. **Compel** when faced with treasure: possess it.
- Obsessed** [*make a strategic mistake*]. **Compel** at any opportunity: pursue your obsession.

THE CAPTAIN

PLAYBOOK MOVES

You can use these as basic moves.

⊗ **Bond:** When a **crewmate submits to you despite their doubts**, add 1 Rank with them. When **you push a crewmate too far**, they add 1 Rank with you or you lose 1 Rank with them, their choice. *If Rank can't go higher, mark experience.*

⊗ **Command:** When you choose a goal and **command an interested crowd**, roll +**Polish**. On a 10+, they will follow your goal; pick two. On a 7-9, they're interested in your goal; pick one.

⊗ They'll follow your orders for more than just a few minutes.

⊗ They take the *trained* tag.

⊗ They take the *loyal* tag.

When you choose a goal and **command your crew**, spend x Bond with any crew and **roll +Bond spent**. On a hit, they're **compelled** to do as you say. On a 10+, choose two. On a 7-9, choose one. As long as they're pursuing your goal and you command them, the crew gains the advantages you chose.

⊗ They can spend x **Bond** with you and add x to their roll, even after rolling.

⊗ They can't be compelled by any weakness or by their Health going dark.

⊗ They all have 1 temporary Rank with all Lackeys and nearby enemies.

On a 6 or below, your command fails, or you can take the 7-9 result but permanently lose Rank equal to the Bond you spent, your choice.

⊗ **The White Whale: Choose an obsession.** If you see the opportunity to pursue your goal at the expense of your crewmates, you may permanently lose 1 Rank with a crewmate of your choice and take +2D *ongoing* until the opportunity is past. If you manage to achieve your ambition to your satisfaction, mark all Luck, mark experience, and choose a new obsession.

⊗ Take over a country

⊗ Collect all ten pieces of the Star Jewel

⊗ Accrue stupid amounts of wealth

⊗ Become a Pirate King

⊗ Destroy a powerful rival

You may create your own obsession; it must be of the same scope as above.

ADVANCED MOVES

You may pick one of these when you take an advance.

○ **Blacktongued:** When **someone stands between you and pursuing your current obsession**, show your cards to them and roll +**Polish**. On a hit, you've got blackmail on this person, or you have something they truly desire, your choice. On a 10+, take +1 Rank with them.

○ **King of the Books :** Over a downtime, you may **ply a trade** and roll +**Polish**. On a hit, your business grows; take 3-gild. On a 10+, choose one:

⊗ until next downtime, you have access to your chosen trade for a severely reduced price

⊗ a business contact owes you a favor

⊗ you take an additional 1-gild.

On a 6 or below, take 1-gild and unwanted attention.

○ **Modern Major General:** When you **hit the streets to scope out new talent**, lose 1 Rank you currently have with a crewmate and roll +**Polish**. On a hit, you've found a *loyal* Lackey; take 1 Bond with them. On a 10+, choose another tag for them. On a 7-9, the Fates choose another tag. On a 6 or below, you find a Lackey with the *baggage* tag, and some trouble.

○ **Scrutinize:** When **Twisting Fate to find a flaw or vulnerability in your opponent**, you can roll +**Polish** instead of +Spitfire, and can mark a weakness instead of Luck if you get a 7-9.

○ **Steady the Troops:** When you **snap a crewmate out of it**, give them a talking-to and roll +**Polish**. On a hit, you've gotten through to them; they may remove one weakness of their choice that's currently troubling or compelling them. On a 10+, take 1 Rank with them.

○ **Takes One to Know One:** You can pick from the following additional options when Sizing someone Up:

⊗ What's your Health?

⊗ How can I use you for my own ends?

⊗ Are you lying?



THE SWASHBUCKLER

PLAYBOOK MOVES

You begin with all the basic moves. In addition, you get these:

- ✦ **Bond:** When you **impress or one-up your love interest, rival, or companion**, add 1 Rank with them. When you **show clumsiness or vulnerability to them**, they add 1 Rank with you or you lose 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ✦ **Flourish:** When you **make a move with outrageous style**, roll three dice instead of two and take the two smallest results to add a **flourish**. If you do so and succeed, choose one.
 - ✦ Mark all Luck.
 - ✦ Clear a weakness.
 - ✦ Twist Fate as if you had rolled a 10+.
 - ✦ You impress or fluster someone; describe how they act as a result. Take 1 Rank with them or take +2 *forward* to Wooing them, your choice.You can't Flourish more than once in the same scene.
- ✦ **Woo:** When you **woo someone in a social setting**, roll +**Polish**. On a hit, they are now your *love interest or companion*. On a 10+, they've fallen head over heels; take 1 Rank with them. On a 7-9, choose one:
 - ✦ They're under your skin. You take the Swooning weakness with them.
 - ✦ They're dangerous. You are put in a perilous position because of them.
 - ✦ They can make you talk. You tell them something they shouldn't know.On a miss, they're now a *rival*, or they find you boring and forgettable, your choice.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Big Damn Hero:** When you **try something insanely risky in the face of insurmountable odds**, call out the name of a *love interest, rival, or companion* and roll +**Blood**. On a hit, you've managed the miraculous. On a 10+, pick one; on a 7-9, pick two. On a miss, you fail embarrassingly or you succeed by sacrificing yourself - your choice.
 - ✦ You let go. The person you called out to is no longer your love interest, rival, or companion.
 - ✦ You break their trust. Lose all Rank you have with the person you called out to.
 - ✦ You face a terrible and lasting consequence for your foolishness.
- **Duel:** When you **duel someone**, spend x **Bond** with someone watching. Your weapon gains *heavy two-handed*. Pick x amount of the following tags: *forceful, pretty, stun, thrown*. Your weapon gains them. All extra tags are removed when you stop dueling.
- **Gallant Rescuer:** When you make a move for the sake of your *love interest, rival, or companion*, you may spend x Bond with them and roll +x, instead of the usual Skill for that move.
- **I'm Not Left-Handed Either:** When Striking or Shooting a hated enemy or rival, add these to your list of Flourishes:
 - ✦ You disarm, blind, or cripple the opponent.
 - ✦ Your opponent says something incriminating or illuminating.
 - ✦ You strike a weak point and do +3 harm.
- **Protégé :** You have an admirer Lackey with a tag of your choice and a tag of the GM's choice. You start with 1 Rank with them. For any move that requires your *love interest, rival, or companion*, your Protégé is considered to be part of that group.
- **Vow of Vengeance :** Should you spot someone harming your *love interest, rival, or companion*, you can mark them with your enmity. Until you settle the score with them, you take +1 *ongoing* when Sizing them Up, Standing your Ground against them, or Flourishing against them.

THE CHRONICLER

PLAYBOOK MOVES

You can use these as basic moves.

- ✦ **Bond:** When a **crewmate relies on you**, add 1 Rank with them or add 1 Rank with a book, your choice. When **you trust or confide in a crewmate completely**, they add 1 Rank with you or you remove 1 Rank with a book, their choice. *If Rank can't go any higher, mark experience instead.*
- ✦ **Wordsmith:** When you spend a downtime and 1-gild to **create a magical tome**, roll +**Spitfire**, give it a title, and take *-1 ongoing to [skill]*. On a hit, take the effect listed below based on the skill you selected. On a 10+, you start with 2 Rank with it; on a 7-9, you start with 1 Rank. On a miss, it's either *dangerous* or *slow*, your choice, and the Fates will decide its effects based on your title. You take no Rank with it. When you **read a magic book aloud**, spend 1 **Bond** with it to use its power. The power lasts for as long as you read. You must **destroy your book entirely** to remove its powers and the *-1 ongoing to [skill]*.
 - ✦ **Blood:** You conjure an elemental effect (chosen upon creation) in the area.
 - ✦ **Vinegar:** The book holds a tiny world inside it where nothing dies or grows stale. You can read it to enter and exit the world, bringing others with you if you choose.
 - ✦ **Polish:** Someone who can hear you read from it is compelled to take a (non-self-destructive) action of your choice (chosen upon creation).
 - ✦ **Spitfire:** This book contains a djinni. It's a Lackey of your choice that weighs little. It can fly, but must remain within 50 feet of the book and obey the person holding it. You can dismiss it at will. Upon creating the book, choose x amount of the following powers:
 - ✦ It can craft small illusions.
 - ✦ It is large – over eight feet tall – and its fists are 1-harm close weapons.
 - ✦ It is made of air and word, almost completely invisible.
 - ✦ You can see out of its eyes, if you focus.
 - ✦ It can understand and speak fluently in all languages you know.Each time you summon your book's djinni, **roll xD**. If any of the dice roll a 6, the djinni is self-aware, desires freedom, can speak, and resists orders.When you **use other chroniclers' books**, you begin with 0 Rank with them.
- ✦ **Investigate:** When you **investigate a scene in detail**, roll +**Vinegar**. On a 10+, ask 2; on a 7-9, ask 1. On a miss, ask one, but the Fates only answer yes or no.
 - ✦ Is there something **dangerous** here? What and where is it?
 - ✦ Is there something **hidden** here? What and where is it?
 - ✦ Is there something here that I can **use to my advantage**? What is it?
 - ✦ I'm **looking for** _____. Is it here, and where?

ADVANCED MOVES

You may pick one of these when you take an advance.

- **Analytic Eye:** When you **investigate writing**, roll +**Vinegar**. On a 10+, ask all three. On a 7-9, ask two. On a 6 or below, ask one; it's now *dangerous* for you.
 - ✦ Is there any magical power in this, and if so, what sort?
 - ✦ What does this text translate to, in rough terms?
 - ✦ Who wrote this and how long ago?
- **Memoir:** When creating a *Vinegar* book, you can make it a **memoir** of a crewmate with whom you have Rank as long as you have their assistance. The book's world presents every part of that person's life in perfect clarity, and contains all of their knowledge. When within the book, the crewmate automatically resists compels if they desire.
- **Modern Prometheus:** When creating a *Spitfire* book, you can lose 1 Rank with a crewmate, take the Book Fever weakness, and **invest your soul** into its djinni. Pick up to 4 powers for your djinni; you don't roll +xD when you summon it. The djinni will never betray you or gain self-awareness, unless you will it to.
- **Necronomicon:** When using Bookmaker, on a hit, you can instead bestow a *Blood*, *Vinegar*, or *Polish* book with a curse of your choice, which acts as a difficult-to-resolve weakness of your own making. When you **read it aloud**, someone who can hear you is afflicted with the curse.
- **Sehnsucht:** For every crewmate with whom you have 3 Rank, choose one of your books. You are no longer affected by the book's *-1 ongoing Skill*. If the number of crewmates you have 3 Rank with change, your *-1 ongoing* effects change accordingly.
- **Words Writ Large:** When creating a *Spitfire* book, you can choose from the following additional powers:
 - ✦ It can possess creatures, causing them to behave erratically.
 - ✦ It possesses a 3-harm close weapon.
 - ✦ It can cause great gusts of wind to blow in any direction it pleases.



THE MATELOT

PLAYBOOK MOVES

You begin with all the basic moves. In addition, you get these:

- ⌘ **Bond:** When you **protect a crewmate from a terrible fate**, add 1 Rank with them. When you **harm something a crewmate cares about**, they add 1 Rank with you or you lose 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ⌘ **Heart of Gold:** At character creation, mark two of the options. When you **support or protect a crewmate**, describe how you're doing it, spend 1 Bond with them and choose one of the options you marked:
 - Add or subtract 2 from their roll.
 - Take a consequence the Fates gave to them (harm, a weakness, ill fortune, etc).
 - Give them an automatic 10+ on Standing their Ground.
 - Keep them conscious and alive.
- ⌘ **Fisticuffs:** Your fists are *2-harm close* weapons. When you want to **bust through something**, take the Angry or Bloodthirsty weakness and roll +**Blood**. (If you have both weaknesses, you can use Fisticuffs at any time.) On a hit, you destroy any object in your way. On a 7-9, you destroy something you didn't intend or harm yourself in the process, your choice. On a 6 or below, your violence is your undoing.

ADVANCED MOVES

You may pick one of these when you take an advance.

- Cumshaw King:** When you **come to harbor**, roll +**Blood**. On a hit, you know a friendly face in these parts; on a 10+, pick their faction, who they serve, and if they have information for you. On a 7-9, you pick one and the Fates pick the others.
- Duty-Bound:** Mark an additional option for the Heart of Gold move.
- Muscles Speak Louder Than Words:** When you **Parley to intimidate**, you may roll +**Blood** instead of +**Polish**. If you get a 10+, they won't mess with you again and will try to convince others that you're not to be trifled with.
- The Fury:** When a **crewmate is in dire straits** and you have the Angry or Bloodthirsty weakness, spend Bond with the crewmate and roll +**Bond you spent**. On a hit, go into a fury and pick one; on a 10+, pick two. On a 6 or below, pick one, but you are **compelled** to go on an indiscriminate rampage. All effects of your fury end when you take a breather or go done for. If you harm a crewmate in your fury, you lose Rank with the crewmate equal to the Bond you spent.
 - ⌘ You are immune to harm dealt by your enemies.
 - ⌘ You are capable of miraculous feats of strength.
 - ⌘ You may Twist Fate at any time as if you'd rolled a 7-9.
 - ⌘ You don't take the Angry or Bloodthirsty weakness.
- Herculean:** Your weapons and fists are *1-wreck*.
- Stormblooded:** When you have either the Angry or Bloodthirsty weakness, instead of rolling +**Blood** or +**Spitfire** for a move, you can roll +**the number of weaknesses you have marked**.



THE MOUNTEBANK



Name:

Looks:

BLOOD

VINEGAR

POLISH

SPITFIRE

Choose your skill modifiers (in order): -2, +1, +1, +1 • 0, 0, -1, +2 • +1, 0, -1, +1

Health:

Luck:

EXPERIENCE TALLY

Starting Experience

1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

KIT

Pick a kit – **bold** items are considered *heavy*:

- A small concealable weapon (*a poison-tipped 2-harm dagger or a pistol with a silencer*), a dark cloak with a wide concealing hood, a discrete hit list (*personal or professional*), bone dice, long thin rope, **climbing gear**, lockpicks, soft silent shoes, caltrops, toxin, 2-gild
- A battered old dagger, a torn velvet cloak concealing hidden pockets, a few bottles of thick perfume and incense, a well-thumbed tarot deck, a strange *dangerous* book listing stars and spells (*stolen or an heirloom*), two discrete vials of blood (*from two important enemies*), a forgery kit, 1-gild
- Two small *close* weapons, a jester's cloak sewn with strange patterns, three masks (*clownish, animalistic, or plain*), a set of paints with a brush, a musical instrument (*a fiddle, pipes, or a hurdy-gurdy*), numerous bejeweled rings and necklaces, a vial of spice (*edible, slow, causes Spice Eater weakness*), 1-gild

You can wield any 1- or 2-harm weapon that isn't *heavy* or *two-handed*.

ADVANCES

- (Up to 3 times) +1 to Skill.
- (Up to 3 times) Mark one additional Luck every session.
- (Unlimited) Take an advanced move.

QUESTIONS

- ✦ Your demon is **SOFT-SPOKEN AND DEVILISH** • **WILD AND LOONY** • **ELDRITCH AND ANCIENT**. *What is its current desire?*
- ✦ In addition to your kit, you have a *dark token* given to you by your demon, representing your contract. *Why did you make the deal?*
- ✦ Choose a crewmate. *Why did you tell them your secret?*
- ✦ You begin with 2 Rank to allocate to your crewmates, your demon, or both. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Fingersmith**. You've made your living as a pickpocket and a thief. When Breaking in or out of stealing from someone, you may use **+Spitfire** instead of **+Blood**. If you get **12+**, you **get away scot-free**; do not choose a consequence. Whenever you see something *really shiny* • *very mysterious* • *highly dangerous* (choose one), you **feel compelled to steal it**.
- Infernal Hunger**. You have a second mouth where it shouldn't be. Whenever you **feed the mouth living flesh**, take **3 harm** to enhance your senses for the next scene. During this time, you can see, hear, and smell everything in a wide radius even in pitch darkness, you can sense coming danger, and you may Strike or Shoot using **+Spitfire**.
- Sparrow**. You are a trained assassin, taught since birth to kill efficiently. You receive commissions from your guild, are **compelled** to follow them, and will receive **4-gild** if you kill the correct person discreetly. You can kill any unaware human in one blow. In addition to your kit, you carry 1 poison (*edible, slow, 5 uses, causes poisoned*) and know where to purchase more.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 ongoing for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Gamblin' Man** [*lose something important*]. **Compel** when given a gamble or bet: take it.
- Hallucinations** [*appease your demon*]. **Compel** upon specific trigger: hallucinate, and believe it's real.
- Bloodthirsty** [*destroy something*]. **Compel** when angry: attempt murder.
- Bedeveled** [*a hard-won moment of humanity*]. **Compel** when your demon feels or desires something: feel or desire the same.

THE MOUNTEBANK

PLAYBOOK MOVES

You begin with all the basic moves, except for **one that your demon has taken from you**: choose which. Whenever you use that move, your demon decides the results. In addition, you get these:

- ✦ **Bond**: Whenever you **forsake your crewmates for personal gain and power**, add 1 Rank with your demon and lose 1 Rank with the crewmate; the crewmate must lose 1 Rank with you. Whenever you **resist your demon's desires at a crucial moment**, lose 1 Rank with your demon; an affected crewmate chooses whether they add 1 Rank with you or you add 1 Rank with them. *If Rank can't go any higher, mark experience instead.*
- ✦ **Devil's Contract**: You have made a contract with a demon. Now it grows inside you like a cancer. You may have **Rank with your demon**; you can take away starting Rank from your crewmates to allocate it to your demon's Rank. At character creation, mark the Bedeviled weakness. At the start of every session, mark Luck equal to Rank with your demon. When you **allow your demon to feed on your life-force**, you may take the Bedeviled weakness (or 1 harm if you already have it) to mark 1 Luck.
- ✦ **Dark Magician**: When you wish to **evoke one of your demonic powers**, spend Luck and roll **+Spitfire**. On a 6 or below, your demon takes control. **Spending 1 Luck** will allow you to **evoke one of the following powers**. On a 10+, you choose which; on a 7-9, you roll 1D to determine which, and can take 1-harm to add or subtract 1 to the result.
 - ✦ 1 - *Ouza*. For a scene, you see warped twisted creatures standing on the shoulders of humans, whose mannerisms reveal the human's vices.
 - ✦ 2 - *Abaddon*. For a scene, you are immune to fire or heat.
 - ✦ 3 - *Belias*. For a scene, you may create a chattering, flying shadow servant who does your bidding.
 - ✦ 4 - *Lilitú*. For a scene, a person you can see hallucinates awful nightmares.
 - ✦ 5 - *Hidimba*. For a scene, your very touch is a 2-harm weapon.
 - ✦ 6 - *Ashteroth*. For a scene, you may change your appearance via illusions.**Spending 2 Luck** will allow you to **evoke one of the following powers**. On a 10+, you choose which; on a 7-9, you roll 1D to determine which, or take 2-harm to choose, and can take 1-harm to add or subtract 1 to the result.
 - ✦ 1-2 - *Obaké*. For a scene, you can shapeshift into any animal as big as you or smaller.
 - ✦ 3-4 - *Ashmodai*. For a scene, you can create chaotic fireballs and infernos in the air around you.
 - ✦ 5-6 - *Ōnyūdō*. For a scene, you may meld into any shadow you touch and transport yourself to another shadow within sight-range.

ADVANCED MOVES

You may pick one of these when you take an advance.

- **Amdusias**: Amdusias replaces #2 on the 2-Luck Dark Magician chance die table: Your human body falls asleep, and you enter the dreams of a sleeping person whose true name you know. You can sculpt their dreams and implant thoughts, feelings, or visions into their head.
- **Buné**: Buné replaces #4 on the 2-Luck Dark Magician chance die table: For a scene, if the surroundings are dark, you can animate corpses using shadow. The corpses are *loyal, slow*, and do 2-harm close.
- **Huckster**: When you want to **roll someone under the table**, roll **+Spitfire**. On a hit, you've outplayed your opponent and won the better part of the deal; take the goods. On a 10+, you've also put your opponent in your debt or take *+1 forward* to Parley with the table, your choice. On a 6 or below, you have to cheat to win; take the loss and no money, or anger your opponents.
- **Something to Believe In**: When you **Stand Your Ground** and don't currently have the Bedeviled weakness, you can spend Bond with multiple crewmates instead of just one.
- **9th Circle**: When in dire straits, you may **beseech your demon** and roll **+Rank** with it. On a hit, you fall to 1 Health and briefly become a true monster, saving yourself and destroying or thwarting all danger. On a 7-9, your demon requires more than just your lifeforce; give something more precious. On a 6 or below, your demon takes control over your body for a time, doing what it chooses; after, you're done for.
- **Valefar**: Valefar replaces #6 on the 2-Luck Dark Magician chance die table: One person within sight whose true name you know is forced to obey your next command to them, even if they loathe the idea. You can't force them to do something harmful to themselves.



THE NAVIGATOR

PLAYBOOK MOVES

You can use these as basic moves.

- ⊛ **Bond Move:** When you **make a move that requires social skills**, you can **choose to miss**, mark all Luck, and lose 1 Rank with a crewmate of your choice. When you **hit a social move to help out a crewmate**, they add 1 Rank with you or you add 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ⊛ **Starcaller:** You follow the stars, and sometimes they follow you back. Whenever you wish to **bleed a crewmate**, or yourself, **spend x Luck** and call upon an available constellation of the current season. If that crewmate attempts the constellation's associated move any time before next sunrise, they take **+xD**.
 - ⊛ Winter Constellations: **Drag-Blod** (Man the Cannons), **The Lynx** (Break In or Out), and **Humbaba** (Swashbuckling).
 - ⊛ Spring Constellations: **The Standing God** (Twist Fate), **Rasalhague** (Size Up), and **Hydra** (Stand Your Ground).
 - ⊛ Summer Constellations: **Shugi, the Old Man** (Last Words), **The Compass** (Steer), and **Llys Don** (Parley).
 - ⊛ Fall Constellations: **Skystallion** (Dirty Trick), **Kesil** (Hoodwink), and **Guanna the Bull** (playbook move of their choice).
- ⊛ **Prophesied:** Whenever you sleep, you may **receive a prophecy**, take the Starstruck weakness, and roll **+Spitfire**. If you already have the Starstruck weakness, you take *-1 ongoing* until the weakness is gone.
 - ⊛ On a 10+, at any time within the next few days, you can pull Luck's strings and prophesize something strange or fortunate to occur. Describe what happens in your prophecy; it will happen, logic and Fates permitting.
 - ⊛ On a 7-9, as 10+, but the Fates get a Raise. They may **spend the Raise** to break reality and cause something strange and unnatural to occur.
 - ⊛ On a 6 or below, the Fates get a Raise as per 7-9, and you receive a blurred vision of future danger.

ADVANCED MOVES

You may pick one of these when you take an advance.

- **Augury:** When you have Rank with something, and wish to know where it is, take a moment and roll **+Spitfire**. On a 10+, you have a brief vision of their location through their eyes, and know where it is relative to you. On a 7-9, you know how far away they are and what direction they're in. On a 6 or below, choose one but not both, and take a consequence.
- **Boatwright's Blessing:** When **observing a new ship**, roll **+Vinegar**. On a 10+, you're familiar with the ship; you can take ship actions with it as if it were yours. The Fates will show you its item card. On a 7-9, you know two of the following, your choice: Wreck Level, current crew number, weaponry, special abilities. On a 6 or below, the Fates will give you one rumor you've heard about this ship.
- **Kairos:** If you **wish to make time stand still**, roll **+Spitfire**. The GM takes a Raise. On a 10+, the world stills for a minute; only you and people you choose with whom you have Rank are unaffected. On a 7-9, as with 10+, but it affects everyone but you. On a 6 or below, you can halt the progress of time for only a few moments; it affects everyone but you.
- **Ship Shepherd:** When you are **making a move on your ship**, you may spend 1 Luck to use **+Rank** with your ship instead of the move's skill.
- **Starchart:** When you **create detailed starcharts of a constellation**, take a downtime, roll **+Spitfire**, and **spend x Luck**. On a hit, the star chart is *slow*. On a 7-9, it is also *heavy requires sacrifice*. When it's on your person, you may **use your starchart to bless yourself or crewmates** as if using your Starcaller move. The blessing uses its constellation's associated move, works regardless of the season, and grants **+xD**, with x being the amount of Luck you spent upon the starchart's creation. Otherwise, it follows the usual rules of the Starcaller move.
- **Summanus Reigns:** When you **expose yourself to the elements and bend them to your will**, roll **+Spitfire**. On a 10+, the sky is putty in your hands; you summon a storm, or banish it, over several minutes. On a 7-9, you manipulate the weather in the direction you desire, but you're punished for it. On a 6 or below, you've pushed yourself too far; the Fates take a Raise.

