

ROBBER'S KIN PLAYBOOK

Making a character:

- 1) Choose a name
- 2) Is this a child or an adult?
- 3) Who are they related to (their child, parent, special relationship) – you are bonded for life with that character

Name:

Some robbers' names: Ronja, Mattis, Birk, Lovis, Borka, Undis, Fjosok, Pelje, Tjorm, Sturkas, Knotas, Tjegge, Lill-Klippen, Jutis, Joen, Labbas, Tapper

STATS

BRAVE

HARD

COMPASSIONATE

CHILD

You start with +1 in one of the stats, 0 in the other two.

Learn

After each season, choose a stat that reflects the lessons you learned and add +1 to it (up to a maximum of +3). The GM may ask you to say a truth you learned. If so, write it down on the map as a truth.

BONDS

Name:

Bonds

Bonded for life Crisis

Name:

Bonds

Bonded for life Crisis

Name:

Bonds

Bonded for life Crisis

Name:

Bonds

Bonded for life Crisis

Name:

Bonds

Bonded for life Crisis

Name:

Bonds

Bonded for life Crisis

ADULT

For characters who are created as adults, distribute 3 among the stats, with a maximum score of +2 and a minimum of -1.

When you become an adult, if your hard is higher than your compassionate, you gain **Rob**. If compassionate is higher, you get **Manage the keep**. If they are the same, you choose. All adults get the move **Have a child** and lose **Learn**.

Rob

When you go out to look for someone to rob, roll+Hard. On a hit, you gain 1 loot. On a 7-9, choose one, on a 10+, both:

- Bountiful loot! Gain +1 loot
- Nobody is hurt or captured

On a miss, you run into more trouble than you had bargained for. The GM can make a move.

Manage the keep

When you use the keep's loot to manage the supplies, roll+Compassion.

On a hit, eliminate a want for every loot spent. On a 10+, write in an abundance as well. On a miss, misfortune has befallen the keep! Lose all your loot and the GM will bring a want to the fore or introduce a new one.

Have a child

You may decide between seasons that you are having a child. Ask if any other player wants to play them, if yes, create them as a child character. If not, they are a NPC.

ELDER

When you become an elder, you gain both these, but lose all adult moves and the basic move **Lash out**.

Know things

When you spout some lore about the world, roll+compassionate. On a hit, you get to declare a truth and write it down on the map. On a 10+, you also soothe anyone listening to your tale. Treat it as a hit on the soothe move.

On a miss, you can still declare a truth, but the GM can add something to it or twist it to make it dangerous.

Die

When you know it's time for you to die, say so. When you take your last farewell of the people you have bonds with, treat it as a 10+ result to Know things. Then you expire.

If you haven't taken this move yet when the year has ended and it's time to advance everyone one age category, take it then.

CONDITIONS

SHAMED

SCARED

HUNGRY

TIRED

SAD

HURT