

THE CHILD

NAME

APPEARANCE

Pick or make up your own:

- hair: shaggy, curly, fiery, unwieldy, raven or soft
- face: bright, round, freckled, dull, dark or gentle
- body: tall, twiggy, full, weak, ravenous or average

STATS

Pick one set and then increase one stat by 1 point:

- +0 versed, +1 young, +0 gendered, -1 wyrd
- -1 versed, +1 young, +0 gendered, +0 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Warm woolen clothes and two of:
a fur blanket, a wooden sword, a straw doll.

MOVES

You get all the basic moves but you don't get any male or female moves.

You get two of these:

- **Play:** When you play with the other kids, roll +gendered. On 10+ you become the leader of the pack, hold 3, on 7-9 you're part of the group, hold 1. Spend your hold 1-for-1 to get the other kids to do what you want, as long as it's considered a game. If the other children are PCs they don't have to follow your lead but they gain 1 bond with you if they do.
- **Rough world:** When you do an adult's job, choose a move from another rolebook and roll +versed. On 10+ you get a 7-9 result, on 7-9 you can attempt to get the same, but you're tempting fate if you try.
- **Small and quiet:** When you do something in secret, roll +young. On 10+ no one notices you, on 7-9 you pull it off, but something unrelated goes wrong.
- **Strong fate:** At the beginning of the session, roll +wyrd. On 10+ hold 3, on 7-9 hold 1. Spend your hold 1-for-1 to give yourself +1 on rolls when tempting fate.
- **Wee lamb:** When you show an adult that you're dependent or vulnerable, gain 1 bond with them.

The next time you pick a move, you can also pick one of these:
- **Growing fast:** Gain +1 in one stat of your choice (the highest a stat can be is +3).

ADULTHOOD:

Transfer your character to another rolebook.

- You lose all your Child moves.
- Gain the new rolebook's moves, and pick a set of basic male or female moves.
- Keep everything else including Possessions, Stats and Relationships.

RELATIONSHIPS:

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each.

- this person is my father
- this person is my mother
- this adult is the scariest
- this is my favourite sibling
- when I grow up, I want to be like this adult
- this person is my favourite playmate
- this person is the stupidest

ADVANCEMENTS:

When you get an advancement, pick one below and erase it from the list.

- pick a new move from your rolebook
- pick a new move from your rolebook
- pick a new move from your rolebook
- pick a new rolebook and create a new character as your second PC

THE WOMAN

NAME

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APPEARANCE

Pick or make up your own:

- hair: flowing, shining, red, elaborate, blonde or combed
- face: angular, moon, melancholy, cunning, gentle or stoic
- body: wide, curvy, starved, willowy, wiry or elfin

STATS

Pick one set and then increase one stat by 1 point:

- +0 versed, +1 young, +1 gendered, -1 wyrd
- +1 versed, +0 young, +1 gendered, -1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Warm woollen clothes or rich linen clothes, a cloak, sewing kit or a small knife, a box with jewelry worth a handful of silver.

MOVES

You get all the basic moves as well as all the female moves.

You get this move:

- **Running the house:** At the beginning of a session, roll +gendered. On 10+ the house is in order and you hold a bit of silver in excess from managing the inventory. On 7-9 you don't get the excess silver OR the house is lacking:
 - drinks (milk or ale)
 - food (meat or flour)
 - a tool (like a hammer or scissors)
 - fabric (wool or linen)

And pick one more:

- **Family chest:** When you scrounge the bottom of your chest in dire need, say what you're looking for and roll +gendered. On a hit it's there, on a 7-9 it's there but there's something wrong with it; ask the MC what is wrong with it.
- **Kin first:** When you put the welfare of a member of your family before your own, gain a bond with them.
- **Pleasantries:** When you act in a kind and friendly manner with someone, gain a bond with them.
- **Scrutinising eye:** When you size someone up, roll +versed. On 10+ ask two, on 7-9 ask one:
 - is your character hiding something?
 - is your character going to act honourably in the matter of...?
 - what is your character most obviously in need of?
 - can I trust your character not to...?
- **She-wolf:** When you defend something you hold dear from violence, roll +young. On a 10+ pick two, on 7-9 pick one:
 - they back down (if it's a PC it's their choice but you gain a bond with them if they don't)
 - they endure grave harm
 - nobody else endures grave harm

- **Skilled hands:** When you make or prepare something and you want it to be special, roll +versed. On a hit it's beautiful, pleasing or functional, according to your intention. Additionally, on 10+ pick two, on 7-9 pick one:
 - someone desires it, or more of it
 - it doesn't cost you too much to make it
 - it's durable or long-lasting
- **Strong-headed:** When you set your mind on something, roll +young. On 10+ you gain +1 ongoing, on 7-9 you gain +1 forward to all actions that are in pursuit of that thing, until you get it or it becomes impossible.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each at the beginning of a session.

- this is my betrothed
- this is my brother
- I know gossip about this one (what is it?)
- this one shares my bed
- this one has wronged my family
- I trust this one completely
- this is my son

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your rolebook
- pick a new move from your rolebook
- pick a new move from your rolebook
- pick a new move from another female rolebook
- pick a new move from another female rolebook

THE MAN

NAME

APPEARANCE

Pick or make up your own:

- beard: scruffy, unimpressive, well-groomed, long, bushy or greying
- face: tired, scarred, kind, guarded, dull or cheerful
- body: princely, lean, plump, sturdy, sagging or stocky

STATS

Pick one set and then increase one stat by 1 point:

- +0 versed, +1 young, +1 gendered, -1 wyrd
- +1 versed, +0 young, +1 gendered, -1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

- Warm woolen clothes and a fur cloak.
- A seax knife or a hatchet.
- A handful of silver.
- An old weapon.

MOVES

You get all the basic moves and male moves. You also get these three moves:

- **Man's work:** At the beginning of the session, roll +gendered. On 10+ hold 3 labour, on 7-9 choose one:
 - you hold 1 labour
 - you hold 3 labour but it's backbreaking and counts as accepting a physical challenge
 On a miss, some part of your farmstead is depleted, goes into decay, disrepair or becomes otherwise unusable until you work on fixing the problem.

- **Farmstead:** You own a longhouse and some land on which you live and toil. When you supply the longhouse, spend 1 food and 1 wood to:
 - keep its residents warm and fed for a season
 - entertain guests
 - throw a feast

And choose two adjacent land features:

Fields: When you prepare hay in spring, spend 1 labour to collect 1 hay.

Marshland: When you go digging for peat or bog iron in summer, spend 1 labour to collect 1 wood or 1 ore.

Water: When you go fishing in spring, spend 1 labour to collect 1 food.

Seaside: When you scour the coast for birds, seals or driftwood in summer, spend 1 labour to collect 1 wood or 1 food.

Wilderness: When you go chopping trees and branches, spend 1 labour to collect 1 wood. 1 fabric, 1 food, 1 hay, 1 labour, 1 ore or 1 wood are all worth a few bits of silver each to buy or sell

- **Husbandry:** At the beginning of the game, roll -1. You hold that many head of livestock (cattle, goats and sheep). Any time from spring to autumn, when you milk or shear your animals, spend 1 head of livestock and 1 labour to collect 1 food or 1 fabric from them. In winter, roll +hay spent. You hold that many head of livestock for the following year. If you have leftover livestock from the previous year you can immediately collect 1 food or 1 fabric from them but you hold -1 head of livestock for each resource you collect this way.

Later on, you can also choose these moves:

- **Expansion:** If you want to add another land feature to your farmstead or add more buildings or animals to your

farm, tell the MC. The MC will tell you yes, but will also include two or more things it will cost to obtain it: time, silver, labour, bargains or worse.

- **Smithy:** You have a forge and blacksmith's workshop near your house. When you work on a project there, roll +versed. On a hit you can make a tool or weapon. On 10+ it costs 1 ore and 1 labour, on 7-9 choose one:
 - it costs +1 ore
 - it costs +1 labour
 - it is a weaker, inferior version of what you wanted
- **Plough:** You transform some of your fields into arable land. When you plough and sow at the end of winter, spend 1 labour to hold 1 crop. When you harvest in autumn, roll +crops. On 10+ you collect 3 food, on 7-9 you collect 1 food.
- **Slaveowner:** You own some slaves (perhaps their names are Caoimhe, Weylin and Shylah). At the beginning of a session, roll +food spend on them. On 10+ hold 3 labour, on 7-9 hold 1 labour. On a miss the MC chooses whether they are exhausted, rebellious, starving, sick or several of those.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply to. Gain one bond with each at the beginning of a session.

- this is my wife
- this is my child
- this is my neighbour
- this is an old friend
- this one will bring nothing but bad luck
- this one is my elder
- I covet something they have

ADVANCEMENTS

When you gain an advancement, pick one from below and erase it from the list:

- pick a new move from your rolebook
- pick a new move from your rolebook
- pick a new move from another male rolebook
- pick a new move from another male rolebook
- pick a new move from another male rolebook

THE MATRIARCH

NAME

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APPEARANCE

Pick or make up your own:

- hair: snow-white, long, concealed, grey, plain, or massive
- face: weathered, angular, warm, lively, scowling or proud
- body: enormous, hard, small, shrouded, frail or stooped

STATS

Pick one set and then increase one stat by 1 point:

- +1 versed, +0 young, +1 gendered, -1 wyrd
- +1 versed, +0 young, -1 gendered, +1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Old but rich and well-kept woolen clothes,
lots of blankets and animal skins,
a key to a hidden chest containing a pouch of silver,
a gnarly stick or cooking knife.

MOVES

You get all the basic moves and the female moves and pick two of these:

- Beer-giver:** When you act as a host for someone, you gain a bond with them.
- Common good:** When you propose an alliance or collaboration and they accept, you gain a bond with each other.
- Driving a hard bargain:** When you bargain with someone, spend a bond with them to reduce their price (measured in silver) by one level, up to getting it for free.
- Sturdy as an oak:** When you endure grave harm, roll +versed instead of +young.
- Storyteller:** When you tell a story that is an allegory aimed at someone present, it counts as raising your voice even if it's just myths and tales.
- These old eyes:** At the beginning of a session, roll +versed. On 10+ hold 3, on 7-9 hold 1. Spend your hold, 1 at a time, to:
 - tell someone you've seen and heard it all before and shut them up
 - tell someone you've seen it all before and give them -1 forward against you
 - tell someone you know their type and gain one bond with them
- Wide branches:** You gain an additional Relationship.
- Wide roots:** When you meet someone new, you can tell them how you're related through someone dead, absent or lost and you gain a bond with each other.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each at the beginning of a session.

- this is my youngest child
- this is my eldest child
- this is my favourite child
- this one is my grandchild
- this one is my great-grandchild
- this one knows nothing
- this one I place my hopes in

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from The Woman rolebook
- pick a new move from another female rolebook
- pick a new move from another female rolebook

THE GOÐI

NAME

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APPEARANCE

Pick or make up your own:

- beard: massive, white, long, crazy, groomed or beardless
- face: gloomy, hard, feminine, red, solemn or generous
- body: strong, old, spidery, wide, stiff or soft

STATS

Pick one set and then increase one stat by 1 point:

- +1 versed, +0 young, -1 gendered, +1 wyrd
- +1 versed, -1 young, +1 gendered, +0 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Rich comfortable clothes, warm furs,
a ritual arm ring,
a handful of hidden silver.

MOVES

You gain all the basic moves, the male moves and this one:

- **Temple:** You have claim to some consecrated ground, maybe just a grove of trees or a small field with a worship pole or perhaps a small building, providing you with the title of goði, a religious and judicial position. You can pass this title on to your heirs or sell it off for a good price. When you're in your temple you take +1 ongoing against any interlopers, enemies or undesirables.

Then pick one more:

- **Elder:** When someone comes to you for advice and you give them the answer they need, gain 1 bond with them and they gain +1 forward when acting upon your advice.
- **Forbidden seiðr:** When you pick this move, gain any female move from the basic moves or from a rolebook. If it uses Gendered, you use Wyrd instead.
- **Hersir:** You can send word to your constituents to arm themselves and prepare for battle. Roll +versed. On 10+ they are ready and willing, on 7-9 they have their doubts and demands and want to sit in council first. On a miss, your leadership is put into question and support withdrawn.
- **Legal Council:** When you are asked to pass judgement on a legal dispute, roll +versed. On 10+ your word is taken as law, on 7-9 someone demands a concession, compromise or amendment. Write your judgement down as a precedent for future cases.
- **Master of Blót:** When you call the people forward to sacrifice, roll +versed. On a hit they come. On 10+ they bring sacrifice equal to a handful of silver, on 7-9 they bring sacrifice equal to a bit of silver. For PCs it's always their choice, but their honour may be called into question if they don't attend the ceremony.

- **Ring of Oaths:** When an oath is sworn beneath your ring, both parties gain a bond with each other.

- **Rites:** You can convert your and other people's possessions into sacrifice. Hold sacrifice equal to their level in silver. While conducting a rite you can , spend sacrifice, 1-for-1 to:
 - gain a bond with the gods
 - give the gods a bond with you
 - make it disappear and fill your coffers with an equal level of silver

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each at the beginning of a session.

- this one owes me
- this one has been touched by the gods
- this one has grown apart from me
- this is someone I cannot trust
- I want this one to be part of my family
- I place my ambitions in this one
- this one is a trusted ally

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from another male role

THE SEIDKONA

NAME

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APPEARANCE

Pick or make up your own:

- hair: dank, stringy, wild, raven, white or cropped
- face: pale, beautiful, ravaged, disfigured, spiteful, guarded
- body: crooked, sensual, willowy, bony, elfin, sturdy

STATS

Pick one set and then increase one stat by 1 point:

- +1 versed, +0 young, -1 gendered, +1 wyrd
- +1 versed, -1 young, +0 gendered, +1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Tattered rags or a rich gown, a warm cloak, a weaving wand (distaff), sheep knucklebones carved with runes, a pouch of herbs, a bit of silver.

MOVES

You gain all the basic moves, the female moves and two of these:

- **Child of Fate:** When you seek something you need, roll +wyrd. On 10+ you will find it or it will be brought to you, on 7-9 it will come to you, but with strings attached.
- **Curses and Poison:** When someone tries to hurt or harm you in some way, roll +wyrd. On 10+ you get both, on 7-9 pick one:
 - they're tempting fate as they do so
 - when they next endure grave harm, they cannot pick the option that it will get better by itself
- **Midwife:** When you spend bonds to assist a woman, they take +2 forward instead.
- **Peace-weaver:** When you witness a scene of violence, roll +wyrd. On 10+ choose 3, on 7-9 choose 2.
 - they will lay down their weapons
 - no more harm is done to others
 - no harm comes to you
 - they don't ask for compensation or restitution
- **Secret remedies:** When you treat someone who has previously endured grave harm, roll +versed. Ignore the outcome of their original roll take your result as their roll, but make all the choices yourself.
- **Völva:** When you roll the rune-carved bones to read the future, roll +wyrd. On 10+ ask the MC one question and answer the rest yourself, on 7-9 ask the MC two questions but the rest is hidden. On a miss the bones predict a terrible misfortune.
 - who do I see?
 - what circumstance are they in?
 - what do I see happening to them?
- **Spellweaver:** When someone asks you to help them with your magic and you agree, gain 3 bonds with them. You can spend those bonds to assist or hinder their actions even at a distance.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each at the beginning of a session.

- I have foreseen this one's future (what was it)
- this one has wronged me
- I share a secret with this one
- I have shared this one's bed
- this one fears me
- I have a soft spot for this one
- I am bound to this one by fate

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from another female role
- pick a new move from another female role

THE WANDERER

NAME

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APPEARANCE

Pick or come up with your own:

- beard: shaved, fuzzy, red, unkempt, unimpressive or dirty
- face: hidden, young, tense, expressionless, bony or dark-skinned
- body: wiry, muscular, skinny, starved, weary or wounded

STATS

Pick one set then increase one stat by 1 point:

- +1 versed, -1 young, +0 gendered, +1 wyrd
- +1 versed, +0 young, -1 gendered, +1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Travelling clothes,
a tattered cloak,
a walking stick,
an empty purse,
a hidden knife.

MOVES

You gain all the basic moves, the male moves and this one:

- **Secret:** You have a secret, which is the reason why you're here. When you reveal your motivation at an opportune moment, take +1 ongoing until it is resolved.

Then pick one more:

- **Cunning:** When you reveal that you had planned for this all along, roll +versed. On 10+ yes you did and all the details of your plan are in place, on 7-9 you set it up but there is some hitch, delay or unforeseen consequence. On a miss your plan goes horribly wrong.
- **Disguise:** On a 10+ they treat you like whoever you pretend to be and they don't see through your disguise. On 7-9 they choose one of these:
 - they treat you like whoever you pretend to be
 - they don't see through your disguise
- **Stranger:** Increase your Wyrd by 1 point, to a maximum of +3.
- **Gestur:** When someone takes you under their roof as a guest, roll +wyrd. On 10+ they treat you with all the appropriate respect, on 7-9 you get all the formalities, but they won't suffer you for long. If they're a PC it's their choice but their honour is in question if they refuse you.
- **Odin's own:** When you look beyond the world for an answer, roll +wyrd. On a hit you will get an impression or feeling about it. On 7-9 the gods also gain a bond with you.
- **Raven-eye:** When you have time to observe someone unnoticed, roll +wyrd. On 10+ you gain 3 bonds with them, on 7-9 gain 1 bond.

RELATIONSHIPS

When everyone is establishing bonds at the beginning of a session, tell them they cannot name you as a relationship or gain bonds with you in that way. During the first session, when you use a move that targets another character for the first time, create a Relationship with them, and immediately mark it, until you have four Relationships.

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from another male role
- pick a new move from another male role

THE SHIELD-MAIDEN

NAME

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APPEARANCE

Pick or make up your own:

- hair: short, beautiful, braided, untamed, dull or messy
- face: bright, wide, manly, honest, fierce or angry
- body: curvy, tall, slight, powerful, feminine or squat

STATS

Pick one set then increase one stat by 1 point:

- +0 versed, +1 young, -1 gendered, +1 wyrd
- -1 versed, +1 young, +0 gendered, +1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Warm woolen clothes,
a cloak or animal skin,
a shield,
a spear or sword,
a few bits of silver.

MOVES

You gain all the basic moves, the female moves and two of these:

- **Brave:** When you tempt fate, gain +1 forward.
- **Freya's light:** If you reveal your gender to an unsuspecting enemy, roll +young. On 10+ they are stunned and unable to react. On 7-9 they can instead choose one:
 - flee to safety
 - offer a truce
- **Full of life:** Increase your Young by 1 point, to a maximum of +3.
- **Picker of the slain:** When you go through the corpses after a battle, roll +wyrd. On a hit, pick someone who was seemingly dead and they're alive instead. On 7-9 they're alive but also permanently disfigured, maimed or disabled.
- **Rebelious:** When do something that challenges the established order, roll +young. On 10+, you do it and the order will no longer be the same, on 7-9 you do it this once but the interdiction remains. On a miss, you are put back into your place, perhaps with further consequences.
- **The company you keep:** You can pick a male move from one of their rolebooks. If it uses Gendered, you use Wyrd instead.
- **True heart:** When you put yourself between someone and grave harm, roll +young. On 10+ neither of you come to any harm. On 7-9 you endure the harm instead of them. On a miss, you both endure grave harm.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each at the beginning of a session.

- I share their blood
- I saved their life
- I have spurned them
- I love them
- I could never betray them
- I am wary of them
- they need my help

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from another female role
- pick a new move from another female role

THE HUSCARL

NAME

APPEARANCE

Pick or make up your own:

- beard: braided, tangled, dirty, burned, greying or stubby
- face: cruel, calculating, dumb, proud, merry or scarred
- body: bulky, wiry, unassuming, agile, hulking or lean

STATS

Pick one set and then increase one stat by 1 point:

- +1 versed, +0 young, +1 gendered, -1 wyrd
- +0 versed, +1 young, +1 gendered, -1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Clothes made of wool & animal furs,
 a drinking horn,
 a shirt of mail plus one set of weapons:

- bow, spear and seax
- dane axe and throwing axe
- sword and shield

MOVES

You gain all the basic moves, the male moves and pick two of these:

- **Belligerent:** When you join a fight, invited or no, take a bond with someone present if you both survive.
- **Berserker:** When you charge the enemy without regard for personal safety, yelling and howling, roll +young. On 10+ they all back the hell away or endure grave harm. On 7-9 the same, but only if you choose to press forward and endure harm yourself.
- **Boasting:** When you exalt the reputation of someone present (including yourself), roll +versed. On a hit, that person takes +1 forward when they act on what you said, true or otherwise. On 7-9 that person takes +1 but also tempts fate.
- **Confidante:** When you tell them what you think, whether they ask you or no, roll +versed. On 10+ they pick two, on 7-9 they pick one.
 - they erase a bond with you
 - you gain a bond with them
 - they do what you want
 On a miss they shut you out.
- **No mercy:** When someone endures grave harm because of you, on a hit, they can pick one option less than normal.
- **Raw strength:** Gain +1 young, to a maximum of +3.
- **Viking:** Your own both a small shallow ship, suitable for raids and have the service of a few men willing to sail with you and follow you into battle. These both come at a cost, either you have to maintain them yourself, for a bit of silver a season, or someone else pays for them, in return for your services.

When you go a-viking in the summer, roll +versed. On a hit, your ship is safe, your crew paid and satisfied and you have a handful of silver worth of goods to show for it.

On 10+ choose two, on 7-9 choose one:

- you bring back another handful of silver worth of goods
- you come back before the winter and don't tempt fate on your journey

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each.

- I am their servant
- they give me a roof over my head
- I have fought alongside them
- they have insulted me
- I would not trust them with a weapon
- I covet their affection
- I want something of theirs

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from your role
- pick a new move from another male role

THE THRALL

NAME

APPEARANCE

Pick or make up your own:

- face: pale, scarred, honest, mournful, delicate or scowling
- body: fit, eye-catching, underfed, growing, prowling or towering
- hair: shaven, red, curly, greasy, balding or black

STATS

Pick one set and then increase one stat by 1 point:

- +1 versed, +1 young, +0 gendered, -1 wyrd
- +1 versed, +1 young, -1 gendered, +0 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

The clothes on your back.

MOVES

You gain all the common moves and choose whether you get male or female moves. Then choose two more:

- **Gaelic heritage:** You are not a Northlander but were brought over from Éire or Scotland. When you share or reveal your shared ancestry to someone through story, language, custom or song, gain a bond with them.
- **Pay me no mind:** When you are in the presence of free people, roll +versed. On a hit, they unsee you, as if you're not there. On 7-9 you're tempting fate if you wish to remain unnoticed. On a miss you get in their way or attract their attention in an unfortunate way.
- **Strong will:** When you defy your owner's commands, roll +young. On 10+ they choose 2, on 7-9 they choose 1:
 - erase a bond with you
 - give you a bond with them
 - ease on their demands
- **Not a tool:** When you act on your own goals, roll +versed. On 10+ choose 3, on 7-9 choose 2:
 - you get what you wanted
 - gain up to two bonds with someone involved
 - erase up to two bonds someone involved has with you
 - any transgressions are not noticed
- **Display of loyalty:** When you carry out someone's request, gain 1 bond with them and you can give them a bond with you, if you want. If you put yourself in harm's way while doing it, gain an additional bond.
- **Hidden gifts:** Choose two that you are concealing: a child, a noble bloodline, a powerful secret, a precious object, a valuable skill. You don't have to define them yet. Reveal and detail one or more of your gifts to: save the day, use it as leverage or bargaining chip, turn the tables on someone, get better treatment for yourself or someone else.
- **Odd customs:** Choose a move from any another rolebook, including rolebooks of a different gender.

RELATIONSHIPS

Pick four and name the PCs or NPCs to whom they apply. Gain one bond with each.

- they are my master
- they are my master's significant other
- they are my master's close family
- they are my kin, unknown to others
- they are a fellow slave
- they treat me badly
- I am the object of their affection

ADVANCEMENTS

When you gain an advancement, pick one of these and erase it from the list:

- pick a new move from your role
- pick a new move from your role
- pick a new move from a rolebook of your gender
- pick a new move from a rolebook of your gender
- pick a new move from a rolebook of your gender

THE MONSTER

NAME

--

APPEARANCE

Pick or make up your own:

- hair: unkempt, fiery, crazed, matted
- face: wild, mad, dark, marked, shifty
- body: powerful, twisted, inhuman, withered

STATS

Pick one set and then increase one stat by 1 point:

- +0 versed, +1 young, -1 gendered, +1 wyrd
- +1 versed, -1 young, +0 gendered, +1 wyrd

VERSED
YOUNG
GENDERED
WYRD

POSSESSIONS

Strange clothes,
ragged furs,
a bloodied knife

MOVES

You start with the basic moves plus this one:

- **Enemy:** When you take something from someone, gain a bond with them.

If you are female you get this move and the basic female moves:

- **Mother of Beasts:** Any child born to you will always be strange, sickly or marked. You take +1 when you entice a man.

If you are male you get this move and the basic males moves:

- **Dishonoured:** Your actions are never considered honourable, and your honour is never in question.

Choose one of these to start with as well:

- **Heartless:** You don't have a heart to look into.
- **Meddler:** When you spend a bond to hinder someone you can choose to give them a bond with you. If you do, they take -2 instead of -1.
- **Night-stalker:** When you tempt fate in darkness, take +1.
- **Reviled:** When you meet someone new you can state how you harmed or offended them through someone dead, absent, or lost and gain a bond with them.
- **Cursed:** When you have a bond with someone and you meet them in combat, you may spend your bond to have them endure grave harm as part of the battle.

RELATIONSHIPS

Pick four and name PCs or NPCs to whom they apply. Gain one bond with each.

- this one lost something to me
- this one owes me
- this one has helped me
- this one was once a friend
- I have plans for this one
- this one has drawn my ire
- I blame this one

ADVANCEMENTS

- pick a new move from this rolebook
- pick a new move from this rolebook
- pick a new move from this rolebook
- pick a new move from a rolebook of your gender
- pick a new move from a rolebook of the opposite gender

THE COMMON MOVES

When you tempt fate, roll +wyrd. On a 10+ you pull it off. On 7-9 you pull it off, but the Fates gain a bond with you and the MC can spend it on their behalf at any time. On a miss, misfortune strikes.

When you endure grave harm, roll +young. On 10+ pick two, on 7-9 pick one:

- it will get better on its own (otherwise you will need assistance)
- it doesn't leave a permanent mark (otherwise take a scar)
- it gives you purpose (gain two bonds with whomever you consider responsible)

On a miss it's fatal, beyond help and the MC will say how and when.

When you take a scar, pick one of the following:

Crippled: -1 young

Added: -1 versed

Changed: -1 gendered

Doomed: -1 wyrd

When you give someone a gift, gain 1 bond with them.

When you look into someone's heart, spend bonds you have with them and ask their player one question per bond spent:

- is your character speaking the truth?-
- what does your character wish I would do?
- what does your character intend to do?
- how does your character feel about this?
- how could I get your character to...?

When you assist or hinder someone's actions, you can spend your bonds with them, 1-for-1 to give them either a -1 or +1 forward.

When you change a relationship you can either write down a new name instead of the old one (for example write "I don't trust Olaf." instead of "I don't trust Greta." or you can change the nature of a relationship (for example "Olaf is my trusted ally." instead of "I don't trust Olaf."). These changes can be based on the Relationships already present in your rolebook or you can create your own.

When one of your moves targets a character that you have a relationship with, mark that relationship.

When you mark four different relationships, erase your marks and pick an advancement from your rolebook.

When your character survives a winter in Iceland, you can add one of the following options to their Advancement list:

- gain an additional relationship
- change your character's role
- create a new character to play
- retire this character from play

When you gain an additional Relationship, simply pick one from your rolebook or create a new one. It can be with a new character or one you already have a Relationship with. If you have two Relationships with the same person, you gain two bonds with them at the beginning of a session.

When you change your character's role, pick a new playbook of the same gender. Your character keeps their appearance, name, possessions and moves and gains the starting moves of the new playbook, as well as assuming the new position in society.

When you create a new character to play, simply pick a new, possibly unused rolebook, and create a new character, just like you would during the first session.

When you retire a character from play, they either leave Iceland for good or die of old age.

FEMALE MOVES

When you entice a man, roll +young.

On 10+ hold 3 over them, on 7-9 hold one.

You can spend your hold 1-for-1 at any time to give them -1 forward on any of their rolls. They can spend your hold by:

- truthfully answering your questions
- giving you worthy gifts
- acting in your name and favour

When you lie with a man to conceive a child, you gain a bond with him and roll +gendered.

On a hit, you're pregnant. On 7-9 also chose one:

- it is the last child you will bear
- you will endure grave harm during pregnancy
- the child will be born strange, sickly or marked

When you raise your voice and talk sense, roll +versed.

On 10+ hold 3, on 7-9 hold 1.

Spend your hold 1-for-1 to give advice on a favourable course of action or warnings against a course of action to those present. They gain +1 forward for following each of you pieces of advice, or -1 forward for doing any of the things you warned against.

When you goad a man to action, roll +gendered.

On 10+ he's got no other choice, on 7-9 he'll do it as long as you promise something in return. For PCs it's always his choice but on 7-9 you can offer him one, on 10+ both:

- he gains a bond with you if he does it
- his honour is in question if he refuses

MALE MOVES

When you consider an uneasy situation, roll +versed.

On a 10+ ask two, on 7-9 ask one:

- what is the most I can make out of this situation?
- what snares have been set for me?
- what is a honourable way out?
- what is the safest position I can take?

When you act on one of the MC's answers, take +1 forward.

When you accept a physical challenge, roll +young.

On 10+, you're faster or stronger than them when it matters and win the challenge. On 7-9 chose two:

- you don't tempt fate while doing it
- your actions are honourable and admirable
- you win the challenge

When you throw an insult at another man, say what they lack and roll +gendered.

On 10+ they choose one:

- they bear the insult, confirming its truth in everyone's eyes
 - they act to prove otherwise
- On 7-9 they can instead choose one of these:
- they attack you there and then
 - they challenge you to a duel later
 - they demand apology (refusing them is a further insult)

On a miss, you come across as a fool or they turn the insult back on you, their choice.

When your honour is in question, roll +gendered.

On 10+ you rebuke them without trouble, on 7-9 your word is not enough but they will offer you a way to prove it. On a miss, you're dishonoured and treated as such.