

# Aaron's Playbooks

The following playbooks and sub-playbooks were developed by Aaron Batten, a fan of the game who created this content to enrich their campaign after an epic year-long campaign. They shared the material with me, and I thought it was really exciting. The moves were mostly there, but a few of the more peripheral elements were missing. I went into InDesign and made the playbooks match the rest of the game. I also did a bit of revision and editing to refine the moves into a slightly more balanced and interesting form. Despite my editing, most of the content and all of the ideas come from Aaron, and I tried to keep my meddling with his designs to a minimum.

## **The Playbooks:**

**The Rebel:** A revolutionary leader with a cause to fight for.

**The Naturalist:** A wise guru linked to the life force of the world.

**The Jester:** A performer who warms the hearts of all who see them.

**The Awakened:** Not all supernatural gifts are elemental in nature.

## **The Sub-Playbooks:**

**The Fortune-Teller:** The real deal, not a charlatan like other oracles.

**The Detached:** Emotions tie us to this world. You aim to go beyond.

**The Hybrid:** A human and a spirit, linked together in a single person.

Aaron Batten, Freelance Game Developer,  
aaronbatten01@gmail.com

Additionally, many thanks to Aaron's friends in the LotE campaign who inspired and contributed in extraordinary ways.

Aaron requests that if you appreciate the work and want to support it monetarily, please direct that support to Extra Life charity. He is also open to doing work for other game projects, so please contact him to hire him for any game work! I can attest that he does great stuff.

Finally, these playbooks will eventually get some art from me! Still working on it.

- Max Hervieux, logbook-project.com

## Backstory

(after character introductions, answer these)

Someone hurt you, your friends, or your family, and you've never moved on. Who is this sworn enemy, and how does your revolution relate to them specifically?

\_\_\_\_\_ helped you get out of a troubling situation (perhaps of your own creation). You Respect them. How did they save you from the consequences of your actions?

## Mastery Move

Once you've studied under the tutelage of a movement leader (past or present, successful or not), you settle into ways and ideals. Choose two of your Chakras to keep, and erase the rest. When you would gain Chi for playing to your Chakras, gain two instead.

## Notes and Other Moves

## Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- Select another Rebel move.
- Select another Rebel move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

## Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

## The Rebel

The status quo is broken, and you're the mechanic. Armed with your skills, your voice, and your iron will, the system will bend to your ambitions. You won't rest until you've turned the world upside down.

### Name:

### Look

(select one option from each list)

~ Calloused hands, grimy hands, manicured hands, wounded hands.

~ Rebellious tattoos, unique eyes, unmistakable scars, unusual height.

### Chakras

(pick two of the following pairs)

~ Desperate and reckless.

~ Eager and wide-eyed.

~ Heartless and driven.

~ Inspiring but haunted.

~ (write your own)

### Gear

(you get all of these unless stated otherwise)

~ You have a customized weapon, altered to be easily concealed and drawn.

~ You have a calling card you leave to sign your revolutionary efforts.

~ You have a maximum of 1 Fortune.

## Stats

(choose one of the following stat arrays)

- Natural +1, Hot +2, Solid +1, Keen +0, Fluid -1
- Natural +1, Hot +2, Solid +1, Keen -1, Fluid +0
- Natural +2, Hot +1, Solid +0, Keen +1, Fluid -1
- Natural +2, Hot +1, Solid -1, Keen +0, Fluid +1

### Natural

~ sociable, understanding, connected

**Moves:** Speak Honorably, Meditate

### Hot

~ volatile, temperamental, passionate

**Moves:** Act Dishonorably, Commit Open Violence

### Solid

~ strong, adaptable, dependable

**Moves:** Stand Fast

### Keen

~ bright, perceptive, alert

**Moves:** Observe Carefully

### Fluid

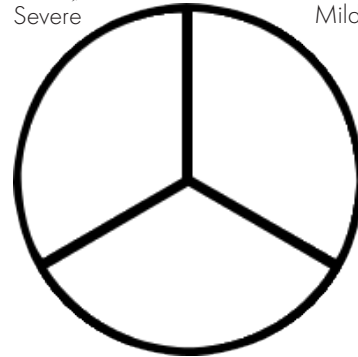
~ quick, cautious, flexible

**Moves:** Move With Intention

## Tags

Severe

Mild



Moderate

## Fortune

(spend 1 to ignore a Tag)

(restore to maximum at the beginning of each session)



### Maximum Fortune:

## Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



## Rebel Moves

(you start with two moves)

### Accomplices

When deceiving others to aid your plans, add 1 to your next roll. If the deceived becomes complicit in your actions, gain 1 Chi.

### Demagogue

When you rally a crowd to a cause, roll +Natural. On a 10 or greater, the group follows towards completing the task under your influence. On a 7, 8, or 9, choose one:

- ~ The people are eager to serve the cause, but you lose control over them.
- ~ The crowd listens, but question your methods and need constant reassurance and directions.
- ~ No one listening is able to help, but will spread the word to find someone who can.

### Foxholes

Years of running and hiding has taught you to quickly put together a base of operations. When you construct one, roll +Keen. On a 10 or greater, pick two Strengths. On a 7, 8, or 9, pick one Strength. On a 6 or less, pick one Strength and the MC identifies a critical weakness.

**Strengths:** Concealed, Fortified, Mechanized, Mobile, Supplied.

## Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



## Backstory

(after character introductions, answer these)

\_\_\_\_\_ found you saving your ecosystem and tried to help out. You Respect them. How large of an impact did they really have?

\_\_\_\_\_ is a spirit of the land, and you've gained its Respect through your loyalty to Nature. However, locals distrust the spirit due to lingering fables from the past. How much of the myth is true?

## Mastery Move

Rebirth is experienced, not taught. When you die, you come face to face with the Life Spirit itself, and it speaks to you. You are returned to life, gifted with a second chance.

You do not remember your conversation, but are not the same as before. Lose all your moves, then gain an equal number of moves. You may regain moves you once had. Additionally, change one of your Chakras.

## Notes and Other Moves

## Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- You have +1 Fluid (max +2).
- Select another Naturalist move.
- Select another Naturalist move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

## Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

## The Naturalist

Reap what you sow, for you tend to many gardens. While others struggle to own the elements and life itself, you flow with the river of life, lifted by the winds which roam. Whether you bend the elements or let them flourish, you are connected to Nature's life force.

## Name:

## Look

(select one option from each list)

~ Gentle eyes, darting eyes, distant eyes, knowing eyes.

~ Homemade clothes, adorned with leaves and flowers, ascetic clothes, traditional garb.

## Chakras

(pick two of the following pairs)

~ Easygoing and carefree.

~ Honest and direct.

~ Strange and unsettling.

~ Unruly and wild.

~ (write your own)

## Gear

(you get all of these unless stated otherwise)

~ You have nothing to call your own, just how it should be.

~ You have a maximum of 0 Fortune.

## Stats

(choose one of the following stat arrays)

- Natural +2, Hot -2, Solid +0, Keen +2, Fluid +1
- Natural +1, Hot +2, Solid +0, Keen -2, Fluid +2
- Natural +2, Hot +1, Solid -2, Keen +0, Fluid +2
- Natural +1, Hot +0, Solid +2, Keen +2, Fluid -2

### Natural

~ sociable, understanding, connected

**Moves:** Speak Honorably, Meditate



### Hot

~ volatile, temperamental, passionate

**Moves:** Act Dishonorably, Commit Open Violence



### Solid

~ strong, adaptable, dependable

**Moves:** Stand Fast



### Keen

~ bright, perceptive, alert

**Moves:** Observe Carefully



### Fluid

~ quick, cautious, flexible

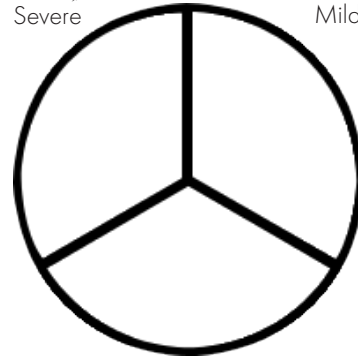
**Moves:** Move With Intention



## Tags

Severe

Mild



Moderate

## Fortune

(spend 1 to ignore a Tag)

(restore to maximum at the beginning of each session)



**Maximum Fortune:**

## Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



## Naturalist Moves

(you start with two moves)

### Adaptable

Nature adapts, as do you. At the beginning of the session, choose a stat. For this session, you have a +1 bonus to that stat. Describe how that bonus reflects the land, and how you've changed. You may not choose the same stat two sessions in a row.

### Decay

The elder oak must fall so that saplings may grow. When you contribute to the destruction of life for something else to survive, roll +Fluid. On a 10 or greater, a positive sign reveals itself through the elements as an Environment Tag. On a 7, 8, or 9, you feel ill at ease and should make an offering to appease the spirits.

### Force of Nature

Mighty are those who summon storms. Mightier still are those who control them. When you expose yourself to a great force of nature, roll +Solid. On a 7 or greater, you weather the storm and choose one option. On a 10 or greater, choose a second option.

- ~ Redirect the damage done.
- ~ Reduce the force's power.
- ~ Briefly hold the storm at bay.
- ~ Channel its power, at a cost.

## Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



### Life Bringer

Everyone has an impact on the world. Through helping and healing, you've gained insight on making your impact last. When you linger in an area for an extended period of time, new mutant life flourishes and benefits most who encounter it.

Once, you may choose to accept one of the mutant creatures as an Animal Companion, but it will obey only your commands.

### Nature's Currency

You hold no coin or wealth, for that is not as nature intended. When payment is necessary, roll +Keen. On a 10 or greater, you get what you want for mere kind words and good will. On a 7, 8, or 9, you can find some other means of barter that they'll accept.

### Restoration

The tended orchard bears the greatest bounty. When you try to heal a wound inflicted on nature, roll +Natural. On a 10 or greater, a controlled rapid surge of life begins to heal the damaged elements. On a 7, 8, or 9, choose one:

- ~ Life returns, but not as you expected.
- ~ Mutations cause the new life to beyond even your control.
- ~ It will take great time to heal.

## Backstory

(after character introductions, answer these)

You, as an entertainer, have a main Act or talent. What is it? How did you initially learn your Act?

\_\_\_\_\_ has your Respect because they helped you once with your Act and nearly got the both of you killed. Describe the results of their "help" and how you forgave them.

## Mastery Move

Once you've performed with your idol, even just once, you can entertain and enthrall under any pressure. No crowd is beyond your sway, and you are always capable of gaining the Respect of anyone, no matter what they otherwise think of you.

## Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Keen (max +2).
- You have +1 Fluid (max +2).
- Select another Jester move.
- Select another Jester move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

## Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

## Notes and Other Moves

## The Jester

Everyone loves a good story, and you can make any rock crack a smile. Live, laugh, and love are more than suggestions, it's your lifestyle.

### Name:

### Look

(select one option from each list)

~ Clever eyes, fearless eyes, mischievous eyes, shining eyes.

~ Constant smile, slapstick injuries, straight face, unmistakable outfit.

### Chakras

(pick two of the following pairs)

~ Ambitious and larger than life.

~ Daring and reckless.

~ Goofy and kind.

~ Optimistic and carefree.

~ (write your own)

### Gear

(you get all of these unless stated otherwise)

~ You have whatever props your Act needs, but you can't pull them out if you're not doing your Act.

~ You have a maximum of 1 Fortune.

## Stats

(choose one of the following stat arrays)

- Natural +2, Hot +1, Solid +0, Keen -1, Fluid +1
- Natural +2, Hot -1, Solid +0, Keen +1, Fluid +1
- Natural +1, Hot +0, Solid -1, Keen +1, Fluid +2
- Natural +1, Hot -1, Solid +1, Keen +0, Fluid +2

### Natural

~ sociable, understanding, connected

**Moves:** Speak Honorably, Meditate

### Hot

~ volatile, temperamental, passionate

**Moves:** Act Dishonorably, Commit Open Violence

### Solid

~ strong, adaptable, dependable

**Moves:** Stand Fast

### Keen

~ bright, perceptive, alert

**Moves:** Observe Carefully

### Fluid

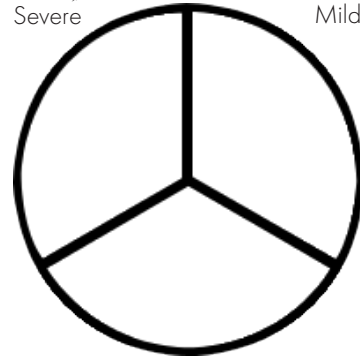
~ quick, cautious, flexible

**Moves:** Move With Intention

## Tags

Severe

Mild



Moderate

## Fortune

(spend 1 to ignore a Tag)

(restore to maximum at the beginning of each session)



**Maximum Fortune:**

## Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



## Jester Moves

(you start with Act's Reputation and one other move)

### X Act's Reputation

You have one Act, and it is gaining renown. What is it?

You start with 0 Rep.

Gain Rep for certain deeds:

- ~ Associate your Act with a spectacle.
  - ~ Perform before influential figures.
  - ~ Help the public with your Act.
- Rep has a maximum of +2.

Additionally, you may spend 1 Rep to gain 2 Chi at any time.

### O Always The Joker

Laugh in the face of danger, juggle bombs, taunt the crowd! When you Stand Fast to confront danger with your Act, roll +Rep instead of +Solid and add the Environment Tag Comedic Chaos.

### O Captivating Performance

When you distract using your Act, roll +Rep. On a 10 or greater, onlookers are hypnotized and ignorant of their surroundings. On a 7, 8, or 9 the crowd swells around you, demanding further extravagant Acts.

### O Cartoonish Resilience

You can take a beating and shrug it off like it's nothing, be it a frying pan or dynamite. When you are assaulted, roll +Fluid to take the hit. On a 10 or greater, your Act takes over and absorbs the strike. On a 7, 8, or 9, you take the Tag as a Mild Tag, regardless of its original severity. On a 6 or less, you completely negate the damage, but a Rube Goldberg machine of impending doom gets set off by your actions.

### O Eternal Optimist

When things look bleak for you or your allies, roll +Keen. On a 10 or greater, the MC will choose two of the following questions, and you answer them. On a 7, 8, or 9, choose one.

- ~ What advantage is unseen?
- ~ How are we about to take control?
- ~ What can we do to help that we didn't know about?

### O Light Heart, Heavy Words

Your Act can mend sad, sick, and even dying hearts. When you try to heal a damaged spirit, roll +Natural. On a 10 or greater, joy comes to the life of those you help. On a 7, 8, or 9, you heal them but accidentally reveal something you shouldn't have.

## Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



## Backstory

(after character introductions, answer these)

You revere a single creature. \_\_\_\_\_ has traits of that creature, and you Respect them for that.

\_\_\_\_\_ has known you a long time, before your powers grew to fruition. What Oath have you sworn to them that is indicative of the nature of your friendship?

## Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- Select another Awakened move.
- Select another Awakened move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

## Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

## Mastery Move

Once you've spent a great amount of time to hone a single one of your senses, you've expanded that ability to detect something beyond any normal person's capabilities. Work with the MC to determine what you can now do. Once you've chosen a sense to hone, you cannot change which sense you've mastered or master another.

## Notes and Other Moves

## The Awakened

Some are born mundane, slumbering away their potential. Others awaken to discover newfound bending abilities. You're somewhere in the middle, on the precipice of something beyond ordinary. Heightening your senses, honing your skill and abilities, you've forever left behind the mundane.

### Name:

### Look

(select one option from each list)

~ Bizarre eyes, curious skin texture, strange hair, unusual hands.

~ Animal furs, common clothes, traditional clothes, wild clothes.

### Chakras

(pick two of the following pairs)

~ Disarming and open-hearted.

~ Dramatic and attention-seeking.

~ Hasty and blunt.

~ Restrained and disciplined.

~ (write your own)

### Gear

(you get all of these unless stated otherwise)

~

~ You have a maximum of 0 Fortune.



## Stats

(choose one of the following stat arrays)

- Natural +2, Hot +1, Solid -1, Keen +1, Fluid +0
- Natural +0, Hot +2, Solid +1, Keen -1, Fluid +1
- Natural -1, Hot +0, Solid +2, Keen +1, Fluid +1
- Natural +1, Hot -1, Solid +1, Keen +2, Fluid +0

### Natural

~ sociable, understanding, connected

**Moves:** Speak Honorably, Meditate

### Hot

~ volatile, temperamental, passionate

**Moves:** Act Dishonorably, Commit Open Violence

### Solid

~ strong, adaptable, dependable

**Moves:** Stand Fast

### Keen

~ bright, perceptive, alert

**Moves:** Observe Carefully

### Fluid

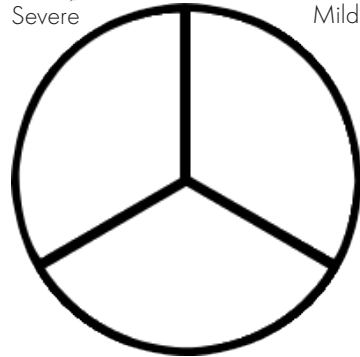
~ quick, cautious, flexible

**Moves:** Move With Intention

## Tags

Severe

Mild



Moderate

## Fortune

(spend 1 to ignore a Tag)

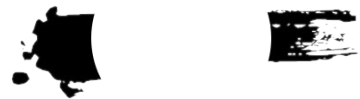
(restore to maximum at the beginning of each session)



### Maximum Fortune:

## Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



## Awakened Moves

(you start with two moves)

### Beardog's Nose

When you track a target and have something with their scent for reference, roll +Hot. On a 10 or greater, you can find your target. On a 7, 8, or 9, you find your target but they discover you and realize they've been found. On a 6 or less, you find them, but something is fishy about the situation.

### Bunnycat's Twitch

Your gut instinct has taught you when things don't feel right, they usually aren't. When a tense situation occurs, you can quickly Meditate to discern the danger.

### Elephant-Ant Memory

The titanic Elephant Ant never forgets, and is never forgotten. Your memory is perfect. Both a blessing and a curse, you've forgotten how to forget.

### Hawkbat Ears

When you use your echolocation, roll +Natural. On a 10 or greater, you can track the exact flight pattern of a shrimp fly or the far-off location of a snoring hippohare. On a 7, 8, or 9, other similar targets confuse your efforts.

### Spiderfly Sense

When there is an immediate threat to your safety, roll +Fluid. On a 10 or greater, you thread the needle and dodge damage. On a 7, 8, or 9, you may rapidly rush to preserve yourself, but endanger someone else in the process.

### Tigerlin Eyes

When you perform a surgical and logical analysis, roll +Keen. On a 10 or greater, nothing is hidden from your sight. On a 7, 8, or 9, you find what you're looking for, but others doubt its authenticity.

## Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



# The Fortune-Teller

Sub-playbook designed by Aaron Batten, revised by Max Hervieux

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*Some forge their own destiny, others foresee it. Fate is temperamental, fickle, and so must you be. In times of desperation, folk hang on your every word. In time, you might do more than simply predict the future. In time, you might choose it.*

## Entry Condition

You've contributed to irreversible major change on the world stage.

## Moves

### Traveler's Tools

You carry an assortment of trinkets to tell fortunes with, or have one authentic oracular artifact. It's up in the air if it's the tools or you who make it work. When you Meditate upon the future using your tools, add +1 to the roll. The predictions you make are accurate, but may be metaphorical or subject to interpretation.

### Look To The Clouds!

When deciphering the future concerning major events, roll +Natural. On a 10 or greater, you determine how imminent tragedy is, and how to postpone it. On a 7, 8, or 9, choose one:

- ~ You see two or more paths for the future, both equally poor.
- ~ Broken images, distorted voices, foreign lands. The MC will say who you need to consult others to put the puzzle pieces together.
- ~ The elements reveal two conflicting messages.
- ~ The solution demands great sacrifice.

### Weaver Of Fate

Our reality is fragile, balancing upon the edge of a knife, just waiting to be torn. Once per session, you may change the result of an action, be it an opponent's act or an ally's Move. The result may be unusual or unlikely, but the more dramatic the change, the more unstable reality becomes, and the more unpredictable the repercussions.

# The Detached

Sub-playbook designed by Aaron Batten, revised by Max Hervieux

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Those who once wore their heart on their sleeve are the most vulnerable. They trust easily, but do not forgive lightly. Time has taught these individuals that there is safety in isolation.

## Entry Condition

You've suffered a great loss and never got over it.

## Moves



### Heartless

Your detachment sucks the air from the room. When you engage in a conversation, add the Environment Tag *Emotional Vacuum* to the room.



### Pulseless

Your hand and heart are as steady as stone, rendering others unable to read you, even by vibration sense. You also no longer need to eat, drink, sleep, or breath.



### Enter The Void

You are no longer bound to the world in the way others are. When you move as if the laws of physics don't affect you (by defying gravity, moving smoothly through water, or even teleporting short distances), roll +Fluid. On a 10 or greater, your motions are effortless, amazing even. On a 7, 8, or 9, you break the laws of physics, but take the *Unmoored* Tag as you start to lose your connection to reality.

# The Hybrid

Sub-playbook designed by Aaron Batten, revised by Max Hervieux

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*Human and spirit are two distinctly separate beings, and the two were never meant to join. That was how it used to be at least. You are the vanguard of a new way, bonded to a spirit, coexisting. You are the first of many.*

## Entry Condition

You must have successfully bonded with a spirit. Define that spirit:

Elemental Affiliation:

Chakra:

Astral Manifestation:

## Moves

*You must first select Two Becoming One.*



### Two Becoming One

As the bonded spirit listens to you, so too must you listen to it. Add a Chakra which is in line with that of the bonded spirit. Whenever you lose the Spirit's Respect, you can act on that Chakra to regain its trust.



### Limitless

When you channel the spirit's power to perform magic beyond your domain, roll, and add one for each of the follow that is true:

- ~ You have the bonded spirit's Respect.
- ~ The spirit's nature is related to the magic.
- ~ You are in a place of power.

On a 10 or greater, you wield this new power well. On a 7, 8, or 9, you struggle to channel its power and may perform the magic, but lose the spirit's Respect. On a miss, the spirit briefly controls your body.



### Augmented Capabilities

Nurture this symbiotic relationship and expand your own capabilities. When you hold the bonded spirit's Respect, you can once per session re-roll a Move with the spirit's blessing. On a failure, describe how you lose the bonded spirit's Respect.