

Backstory

(after character introductions, answer these)

You've been among the humans for a while and have formed a particular connection with _____. You Respect each other.

Humans, especially _____, do not display their Respect the same way as your kind. Regardless of what they've done, you do not accept their Respect. (Ignore that their playbook says; they do not Respect you.)

Mastery Move

Once you have learned from a creature of legend, you are able to take both Hunting and Riding Moves.

Riding Moves

○ Unstopping

Choose one type of terrain you can effortlessly travel through: clouds, sea, solid stone.

○ Zephyr

When you carry someone with haste, roll +Solid. On a 7 or greater, you reach your destination just in time. On a 7, 8, or 9, choose one:
~ Trouble finds you there.
~ You are Tagged *Exhausted*.
~ Your arrival causes a big scene.

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 Creature move.
- () Select another Creature 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.

Hunting Moves

○ Hound

So long as you have some recent physical link to a subject, you can spend 1 Chi to find them (though it may not be fast or stealthy).

○ Pack Mentality

When you are hunting in sync with someone you have mutual Respect with, roll +Hot whenever they make a Move. On a 7 or greater, they may choose whether to use your result or their own for their Move.

The Creature

Sometimes the humans forget that they're not alone in the world. Life comes in all shapes and sizes, and you're ready to show them all what non-humans are capable of.



Name:

Look

(select one option from each list)

~ Weasel-sized, dog-sized, horse-sized, bison-sized.

~ Bright colors, thick fur, streamlined shape, unusual eyes.

Chakras

(pick two of the following pairs)

~ Aggressive and bestial.

~ Impulsive and easily distracted.

~ Lazy and confident.

~ Temperamental and moody.

~ (write your own)

Gear

(you get all of these unless stated otherwise)

~ Choose one: Easily accessed pouches and straps, saddlebags, simple weapons, unknowable compartments.

~ You have a maximum of 1 Fortune.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Stats

(choose one of the following stat arrays)

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

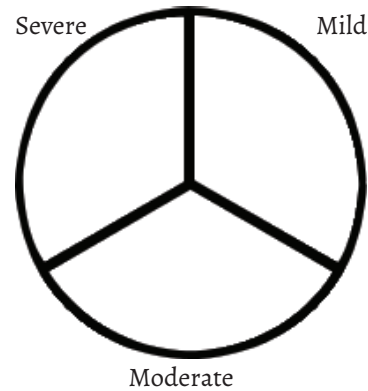
~ quick, cautious, flexible

Moves: Move With Intention

Chi

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

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Creature Moves

Inhuman

When you Speak Honorably, roll +Keen instead of +Natural. When you Move With Intention, roll +Natural instead of +Fluid. Choose either Hunting Moves or Riding Moves; you may not take Moves of the other category.

Extraordinary

When you present yourself before an MC character for the first time, roll +Natural. On a 10 or greater, say how they react to you and Tag them appropriately. On a 7, 8, or 9, say what they do but don't Tag them.

Linked Souls

Choose 1 character to be your Bonded Human. This move replaces the Help move when helping them, or when they Help you.

When you Help your Bonded Human, roll +1. Add 1 more if you Respect them and 1 more if they Respect you. On a 10 or greater, treat their move as one result tier higher than they roll and you Respect each other if either of you did not already. On a 7, 8, or 9, add 2 to their roll. On a 6 or less, you may choose to lose your Respect for them but still provide one of the following bonuses:

- ~ Add +2 to their roll.
- ~ They gain 1 Chi after their move resolves.

You may change your Bonded Human whenever you take an Advanced Improvement or when your current Bonded Human is no longer being played.

(you start with Inhuman and two other Moves)

Crossing Over

With a brief but important ritual, you can open the Veil to enter the Spirit World. Crossing alone is effortless but becomes more difficult with each person you try to bring with you; choose one of the following for each additional person you bring:

- ~ Your physical bodies lie unconscious for the duration of the trip.
- ~ You all flicker back and forth between worlds without any consistent pattern.
- ~ The crossed Veil alerts one of the worlds of your location.
- ~ A certain type of action (shaping, fighting, lying, or similar; determined by the MC) punctures the Veil and doing so ejects the violator from the Spirit World.

Any more than five people is too strenuous for you to do alone and requires greater ritual work.

Colliding Worlds

When you take humans among your own kind, roll +the number of the humans that you Respect. On a 10 or greater, they are accepted, though not fully understood, and have the Respect of your kind. On a 7, 8, or 9, one of the leaders of your kind takes an immediate disliking to one of your humans that must be resolved before they will accept your friends.

Riding and Hunting Moves on Back!