

Something terrible came. *I was young, but not too young to know. My family's great hall ran with the blood of my mother, the blood of my father, and then leapt with fire.*

*I am the howling wind. I am the hawk, bereft, screaming. I am terrible now.*

## THE OUTLAW HEIR

To create your Outlaw Heir, give yourself a name, rank, distinctive features, stats, moves, your supporters, rights, and oaths.

### NAME & RANK

For your given name, choose a normal name and change a letter or two. For your bloodname, choose a noun or a punchy adjective.

For your rank, choose 2<sup>nd</sup> or 3<sup>rd</sup>.

### DISTINCTIVE FEATURES

Beautiful, broad shoulders, cold eyes, crooked grin, handsome, heavy-built, lean, long face, slim, tall, very dark skin, very pale skin, warm eyes, young.

### STATS

Choose one of these sets:

Cool=0 Hard+2 Hot+1 Sharp+1 Weird-1  
Cool+1 Hard+2 Hot+1 Sharp-1 Weird=0  
Cool+1 Hard+2 Hot=0 Sharp+1 Weird-1  
Cool+1 Hard+2 Hot-1 Sharp=0 Weird+1

### MOVES

You get all the basic moves. Choose 3 Outlaw Heir moves.

### SUPPORTERS & RIGHTS

Create your supporters, your rights, and your belongings on the reverse.

### OATHS

Introduce your character by name, rank, distinctive features, and outlook.

Go around again for oaths. On your turn, choose 2 or 3 oaths. You can ask questions and discuss first, if you like, and you can swear the same oath to more than one:

- You've sworn to \_\_\_ to lead them to glory.
- You've sworn to \_\_\_ to make them rich.
- You've sworn to \_\_\_ to trust them.
- You've sworn to \_\_\_ to \_\_\_.

At the end of every session, each of those to whom you've sworn oaths, ask them if you've kept your word. If they judge that you have, mark their name for experience.

During play, add new oaths as you swear them, and remove oaths when those to whom you have sworn release you from them.

### EXPERIENCE

When you use something on your character sheet, mark it for experience. When you mark the 7<sup>th</sup>, improve and erase your marks.

Remember to mark and count experience for your retainers and rights.

When you improve, choose an improvement. Mark it; you can't choose it again. After you've marked 5, you can choose from the Ungiven Future list below.



# THE OUTLAW HEIR

NAME:

RANK:

DISTINCTIVE FEATURES:

## STATS

COOL

Hold steady

☐ XP

HARD

Claim your right

☐ XP

Go into battle

☐ XP

HOT

Draw someone out

☐ XP

SHARP

Take stock

☐ XP

Take your bearings

☐ XP

WEIRD

Pray

☐ XP

ARMOR

☐ XP

HARM

FATE ☐ XP

I will live to be 100.

I will die well in advanced age

I have more to do before I die.

I will yet survive this.

I will see another sun rise.

I still draw breath.

EXPERIENCE

☐ Improve your rank by 1 place

☐ Add 1 to Cool (max +3)

☐ Add 1 to Hard (max +3)

☐ Add 1 to Hot (max +3)

☐ Add an Outlaw Heir move

☐ Add an Outlaw Heir move

☐ Gain a war-band and **Wolfpack**.

☐ Add a move from another playbook

☐ Add a move from another playbook

THE UNGIVEN FUTURE

☐ Add 1 to any stat (max +3)

☐ Retire your character to safety

☐ Create an additional character

☐ Change your character to a different playbook

## MOVES

☐ XP **Beautiful & Doomed:** When you make an entrance, grand or subtle, roll Hot. On 10+, choose 3. On 7-9, choose 2:

• Someone here falls in love with you.

• Someone here is afraid of you.

• Someone here must meet you.

• Someone here is a friend of your family.

On a miss, choose 1 of the above, and in addition:

• Someone here will try to kill you.

☐ XP **Fate:** While you still draw breath, judge yourself: do you have more to do before you die? If so, you have more to do before you die.

☐ XP **Inspiring:** Whenever someone who has sworn an oath to you rolls, consider whether they are acting in pursuit of their promise. If they are, you may give them +1 to their roll.

☐ XP **Sharp-honed:** When you inflict harm, inflict +1 harm.

☐ XP **Suppliant:** When you go to someone for advice, they must tell you honestly what they think you should best do. If you follow the course they suggest, take +1 to any rolls you make in the attempt.

☐ XP **Unflinching:** When you take stock of your position for battle, or take your bearings on the battlefield, roll Hard instead of rolling Sharp.

☐ XP **Your Parents' Blood:** When you pray to the spirits or ghosts of your murdered parents, don't roll Weird. Instead, you hit with 10+, with no roll required.

## OATHS

☐ XP

☐ XP

☐ XP

☐ XP

☐ XP

You begin play with a single NPC supporter. Choose and name them.

You begin play with safe passage through a single place. Name it.

You begin play with sanctuary in a single place. Name it.

Add supporters as you win them in play.

## SUPPORT

Your supporters have **Support**.

# YOUR SUPPORTERS

## NPCs

○ \_\_\_\_\_, an advisor.

Pop. 1. Bounty: wisdom. Want: hunger.

○ \_\_\_\_\_, a champion.

Pop. 1. Bounty: armed & armored (4 Harm, 3 Armor), in good health and strong spirit. Want: poorly outfitted (3 Harm, 2 Armor), in poor spirit.

○ \_\_\_\_\_, a crowned head.

Pop. 5,000. Bounty: muster of 500 warriors. Want: muster of 100 warriors.

○ \_\_\_\_\_, a crowned head.

Pop. 5,000. Bounty: muster of 500 warriors. Want: muster of 100 warriors.

○ \_\_\_\_\_, a freeborn

landowner. Pop. 1,500. Bounty: muster of 100 warriors. Want: muster of 20 warriors.

○ \_\_\_\_\_, a freeborn

landowner. Pop. 1,500. Bounty: muster of 100 warriors. Want: muster of 20 warriors.

○ \_\_\_\_\_, a freeborn

landowner. Pop. 1,500. Bounty: muster of 100 warriors. Want: muster of 20 warriors.

○ \_\_\_\_\_, a priest or

priestess of the Bloodless Xristos. Pop. 1. Bounty: connections. Want: obligations.

○ \_\_\_\_\_, a priest or

priestess of the old ways. Pop. 1. Bounty: a ceremony. Want: a charm.

## PLACES

Safe passage through:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Bounty: safe passage. Want: perilous passage.

Sanctuary in:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Bounty: food, shelter, safety. Want: treachery.

## OTHER SUPPORTERS

○ \_\_\_\_\_.

Pop. \_\_\_\_\_. Bounty: \_\_\_\_\_.

Want: \_\_\_\_\_.

○ \_\_\_\_\_.

Pop. \_\_\_\_\_. Bounty: \_\_\_\_\_.

Want: \_\_\_\_\_.

○ \_\_\_\_\_.

Pop. \_\_\_\_\_. Bounty: \_\_\_\_\_.

Want: \_\_\_\_\_.

## SUPPORT



When you call upon a supporter for support, roll. On 10+, your supporter places their bounty at your disposal, and if you call upon another supporter next, add +1 to the roll. On 7-9, bounty. On a miss, want.

Your rights depend upon your rank.

1<sup>st</sup>: King or Queen. 5<sup>th</sup>: Free landowner.

2<sup>nd</sup>: Royalty. 6<sup>th</sup>: Vassal or steader.

3<sup>rd</sup>: Nobility. 7<sup>th</sup>: Peasant, serf, slave.

4<sup>th</sup>: Ancestral landowner.

## RANK

If you are of the 3<sup>rd</sup> Rank or better, choose: the Old Blood, the Blood of Eagles, and/or Noble Blood.

## WARDROBE

You get fashion and personal belongings, not suitable to your rank, but suitable to your circumstances. You detail them; you can wait and detail them during play.

## ARMS & ARMOR

You may choose to own arms and armor. If you do, choose up to 4.

## HALL, KEEP & CROWN

For your family's hall, answer both questions by choosing 1 option each.

## YOURS BY RIGHT

2<sup>nd</sup> rank: Choose 5.

3<sup>rd</sup> rank: Choose 3.

## FORTUNES

If you win your rights in play, they become holdings, and have **Fortunes**.

# YOUR RIGHTS & BELONGINGS

## WARDROBE:

## ARMS & ARMOR

○ Battle axe (4 Harm)

○ Hide tunic (1 Armor)

○ Breastplate (1 Armor)

○ Hunting bow (3 Harm

○ Helmet (1 Armor)

at range)

## HALL, KEEP & CROWN

**What is your family's hall?**

○ A high-curtained castle.

○ A powerful fortress keep.

○ A stone and timber long-hall.

○ \_\_\_\_\_

**Where is it?**

○ In gloomy fens.

○ In lonely, craggy hills.

○ In the midst of prosperous farmlands.

○ On bluffs overlooking the sea.

○ Overlooking the busy Highway.

○ \_\_\_\_\_

## FORTUNES



At each change of the seasons, roll. On 10+, all of your lands, vassals, interests & ventures provide their bounty. On 7-9, all bounty, except one want (your choice which). On a miss, all want, except one bounty (your choice which).

○ Javelins (3 Harm)

○ Round shield (1 Armor)

○ Lamellar cuirass (1 Armor)

○ Shortsword (4 Harm)

○ Mace (4 Harm)

○ Spears (4 Harm)

○ Mail coat (1 Armor)

○ Sword (4 Harm)

## YOURS BY RIGHT

○ A busy port town on a good harbor.

Pop. 12,000. +1 Fortunes.

○ A great castle overlooking the countryside.

Pop. 1,000. Bounty: security. Want: debts.

○ Mountains, hills, and all the wild clans who

live there. Pop. 6,000. Bounty: 500 warriors. Want: insurrection.

○ Rich farmland, dotted with manors.

Pop. 8,000. Bounty: rents. Want: banditry.

○ A vast forest and all the game therein.

Pop. 800. Bounty: hunting. Want: outlawry.

○ A wealthy walled market town. Pop. 6,000.

Bounty: goods. Want: disease.

○ Sacred sites where pilgrims come. Pop. 1,200.

Bounty: tolls & tributes. Want: the gods' attention.

○ \_\_\_\_\_ . Pop. \_\_\_\_\_ .

Bounty: \_\_\_\_\_ . Want: \_\_\_\_\_ .

## POPULATION IN SUM

\_\_\_\_\_

