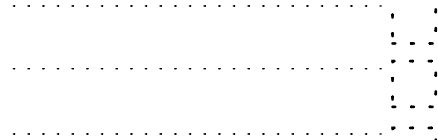


Spent 5 Braids to : Create a new Thinker or Tool. Declare a new fact about the world. Spend 10 Braids: Give yourself a new stat, starting at 0, find a new place the Twist can't find you, create a situation the Twist must focus its resources on in another district. Spend 15 Braids: Raise a stat by 1 (maximum 3), or to gain a new More ability. Spend 20 Braids to remove a Twist mark from The City, describe how this manifests. Spend Braids to Raise the Connection Capacity of one section, the cost is the current capacity of that section x3.

BRAIDS



THE TWIST



Your Full Heart

Your Tough Skin

Your Soft Voice

Assign 2, 1, and 0 to each. Add your Stat value to the value of what you pay for Costs and Checks.

PAIR & JOB

FORM

PROPOS

PAIR



You used to live a peaceful life in the city full of love and admiration, ignorant of the travesties the Twist boils under the surface.

You used to go to work, chat with friends and neighbors, visit the bazaar and enjoy a nice meal without worry or fear.

At least you told yourself that, until now.

Now you know of your true purpose, your greater calling, you can no longer sit idly as the Twist grows like a miasma and consumes.

Can you shoulder the burden of rebellion, fight for those you love, and bear their pain to save this city?

SWORD&BEARER

Written by Viditya Voleti
Created by Nevyn Holmes
Character sheets by Will Jobst

A DEEP CONNECTION

FACE MOVES

King: A symbol of luck used to succeed any Check including the other player's.

Queen: Thrive in every environment and can be Paired with any (non-face) Single matching it to produce a Pair.

Jack: Know a good deal when they see it, play one any time to draw 3 cards.

Aces: Always good to have up your sleeve, paying with one is a Major Success with an extra effect from this list:

- You gain extra insight, pose a question to the table and collaboratively answer.
- You gain or maintain the upper hand, determined collectively.
- Your result improves remarkably, describe how.

BRAIDS

You gain Braids by acting according to your Agendas and Runes, completing noteworthy tasks, doing cool shit and failing checks.

You always gain a Braid when failing a check.

The Maestro may give you Braids as they see fit. (If GM-less, give each-other Braids when characters lean into their Runes and Agendas).

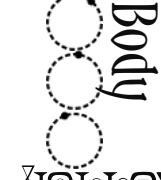
When your Connection fills to the brink, you unleash in an uncharacteristic way more befitting your Partner. Clear all marked Connection, choosing which Changes stay as normal. When your Twist meter fills, you absorb the Sword's spirit into your Being, merging and becoming the Twist's agent for eternity.

change remains.

Your Connection track fills up top to the bottom and is split into three sections: Body, Mind, and Spirit. Every 5th Connection gained fills the Change Marker between each section. When a Change Marker is filled, describe the change to that aspect of your being. When losing Connection, the Change Markers become unfilled and you decide if the Markers become unfilled

actions.

You have a natural connection to those around you. The world seems to listen to you and your



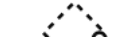
Body



Mind



Spirit



- Whenever you spend friendly time with your Mote you may erase Connection but the Twist inches closer to Their goal. The more you erase, the greater the consequence. Additionally, pick 2:
- It is connected to another element, allowing simple manipulation, nearby
- It always warns you of danger
- It can relay messages from other Motes it has met
- It knows The City and can guide you anywhere within

Your Mote is always by your side, a friendly spirit bonded to you. Give it a name and look and choose one of your Magical Elements that it's born from.

A LITELONG BOND

- Melody & Hope
 - Heat & Gravity
 - Iron & Earth,
 - Light & Shadow
- the greater your effect.

To utilize these magics, spend one Connection and pay with 2 mismatched cards from your hand. The higher the value

As daily life before finding your Partner, you are familiar with simple magic, minorly bending reality's laws related to a specific Element. Choose a pair of Elements to be your Canvas, your Mote is of the same soul.

ANYTHING IS POSSIBLE

CHECK STEPS EXAMPLE

- The Slinger says they attempt sneaking past someone.
- The Maestro decides this requires a Check, meaning the Slinger must "Go Fish!"
- The Slinger asks the Maestro or the Gun if they have a card—but they don't.
- The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- The Maestro says the Check is Hard, setting its Cost at 11.
- The Slinger pays with a 7-Pair adding their Light On Your Feet 2 for a total of 9.
- The Gun aids by Paying a Single 2, tying their total with the Cost.
- The Maestro takes the normal success, moving the narrative forward.

BARGAINS

If a player lacks Pairs, can't pay a Check's Cost—or doesn't wish to in order to retain Pairs for future Checks or for narrative reasons—it becomes a Bargain.

If the player has a Face Card to give the Maestro, the check is a baseline success.

If they cannot or don't want to, it becomes a Blind Pay resulting in Failure or Limited Success with complications. A Bargain's Blind Pay is never a standard Success—it always comes with complications.