




NAME

LOOK

Names: Leofrick, Syrio, Favian, Beatrix, Cordelia, Kasper, Joren, Annette, Garnier, Maerwynn, Rhyannon, Eleanor

Coronet, Fancy Hat, or Flowing Locks
Shrewd Eyes, Haughty Eyes, or Greedy Eyes
Ostentatious Clothing, Fashionable Clothing, or Military Dress
Rotund Body, Immaculately Groomed, or Graceful Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 8 + CONSTITUTION

ALIGNMENT

 GOOD

Protect the lands you rule from evil.

 EVIL

Increase your fortunes at the expense of another.

 NEUTRAL

Increase the prestige of yourself or your stronghold.

STRONGHOLD

 CONQUEROR

You seized your stronghold by force, and rule with an iron fist. When you **command your retainers** or **make the Chancellor move**, roll with STR instead of CHA.

 SCION

Your family has held these lands for many generations. Your stronghold begins with 1 Income, and name a relative who holds a position of power in a nearby steading; they will usually be willing to aid you for a reasonable price.

 CHAMPION

You received this stronghold as reward for some prior service, and people are eager to join your banner. When you **recruit from your lands**, you automatically get a 10+ on the roll.

BONDS

Fill in the names of your companions in at least one:

_____ helped me get where I am today, and I owe them for it.

_____ is a great help to my stronghold. I always listen to their council.

I tolerate _____ for the service they bring, but I wouldn't trust them.

_____ 's family and mine have some history. I hope it doesn't cause us problems.

STARTING MOVES

MASTER OF YOUR DOMAIN

You have claim to a stronghold and its surrounding lands. Describe it and give it a name, and place it on the map as a keep. Your stronghold begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, and Oath(Protection for nearby lands). Take the Stronghold sheet and choose features for your stronghold on it, and the GM will then add Need(a resource of the GM's choice).

CHANCELLOR

When you **return home after a notable journey**, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one.

- Gain 1 Income
- Gain a unit of any resource your stronghold produces
- Your stronghold is free from want or danger for the time being

CASTLE BUILDER

When you **endeavor to add or remove a feature to your stronghold** tell the GM what you're trying to achieve. The GM will give you one to four of the following conditions, when you meet them all, you get your desired change:

- You'll need help from _____
- You must spend some Income
- You must spend a unit of _____
- It will take weeks/months/years
- First you must _____
- You'll need to acquire _____
- You and your allies will risk danger from _____

LOYAL RETAINERS

You have a few (4-7) loyal retainers who will back you up, follow your orders, impress people, carry things, and help you conduct your business. Choose what type of people compose your retainers:

- Noble Courtiers:** When they help you Parley, on a 10+, ask your subject a question; they must answer it truthfully.
- Seasoned Warriors:** When they help you fight, your damage die is a d10.
- Stalwart Guards:** When they help you fight, you get +1 armor.
- Wise Scholars:** When they help you Spout Lore, you roll with CHA instead of INT.

Treat your retainers as a single hireling with skill points equal to your level+1, and the cost, "service to your stronghold". When you **command your retainers to do something like you would a hireling**, roll with CHA instead of Loyalty.



THE BARON

LEVEL XP

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a melee weapon of your choice (close, 2 weight), a horse, and a signet ring identifying you as a member of the nobility, describe your emblem or coat of arms! Choose three:

- Chain mail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)
- Healing Potion
- Adventuring gear (5 uses, 1 weight)
- 1 Income
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BODYGUARDS

When you **Defend while accompanied by your retainers**, you get +1 hold, even on a miss.

COUNCIL

When you **call a council at your stronghold and spend 1 Income**, ask the GM two of the following questions, they will answer truthfully:

- What is the greatest threat to my stronghold, right now?
- Who would be willing to trade _____ for _____ with me?
- Who holds influence in/with _____?
- What is the relationship between _____ and _____?

EVERYONE WANTS SOMETHING

When you **Parley with someone or Discern Realities connected to them**, on a hit you can also ask the GM one of these questions; they will answer truthfully:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

FESTIVAL

You may spend 1 Income to make the Carouse move, even if you haven't returned triumphant. If you do, roll+CHA instead of coins spent, and on a 12+ you can choose as many options as you like.

HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

LARGESSE

When you **bestow gifts to a person or group**, spend 1 Income and roll+CHA. *On a 10+, they are impressed and feel the need to reciprocate. *On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority does. *On a 6-, they remain superficially cordial at least, but you've attracted unwanted attention.

STRATEGIST

Gain a non-multiclass move from the warlord playbook.

TALENTED RETAINERS

Choose a second type of people that compose your retainers.

VOICE OF AUTHORITY

Take +1 to order hirelings, including your retainers.

WEALTHY ESTATES

When you **use your influence to acquire something unusual or expensive**, spend at least 1 Income and roll+Income spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

DEVOTED RETAINERS

Requires: Voice of Authority

You never need to roll to command your retainers; they will obey even the most dangerous of orders from you without hesitation.

DIPLOMAT

When you **send a letter requesting a person's presence in your stronghold**, roll+CHA. *On a 10+, they agree to visit with the expectation of hospitality. *On a 7-9, they name some terms, meet them or they refuse.

FANTASTIC ESTATES

Requires: Wealthy Estates

When you **use your influence to acquire something ridiculously rare or expensive**, spend at least 1 Income and roll+Income spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

LANNISTER

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they *really* feeling?
- What is my best way out of this?
- Who is watching?

MASTERFUL STRATEGIST

Gain a non-multiclass move from the warlord playbook.

METROPOLIS

When you gain this move, your stronghold immediately gets +Population, +Prosperity, or +Defenses, your choice, and add the following to the list of available features for your stronghold that you can add with Castle Builder:

- A mighty cathedral. Add Divine.
- A wizard and their tower. Name them and add Arcane.
- Ambassadors and craftsmen from far-distant lands. Add either Dwarven or Elven.

SPOILS OF WAR

When you **return home triumphant after dealing with a threat to your stronghold**, you gain 1 Income.

VERSATILE RETAINERS

Choose a move from another playbook. You may use this move as long as you are accompanied by your retainers.

YOU WIN OR YOU DIE

Requires: Council

When you call a council, ask three questions instead of two, and add, "Can I trust _____?" and "Can I trust _____ to _____?" to the list of questions you can ask.

Name your stronghold: _____

Describe your stronghold: (Choose at least one in each category)

- Set atop a promontory overlooking the sea
- Lonely, hidden and remote among the forest or moors
- Guards a major crossroads, either man-made or natural
- Built around, atop, or inside something interesting

- Constructed in ancient times, yet well preserved
- Rebuilt from the ruins of a much older structure
- Fresh and modern architecture, but untried in a real war
- Notably unique in design or material

- Grim and foreboding, a gargoyle on every gutter
- A shining beacon of light, with graceful arches and soaring towers
- Stout and pragmatic, built for function rather than appearances
- Lavishly decorated with the most trendy of furnishings

- Bears the marks of assaults turned back
- Once a place of great wealth and commerce
- Has changed hands many times
- The site of a legendary mystical event

- Labyrinthine, with hidden passages and catacombs
- A fortified monastery or similar religious structure
- Steeped in intrigue and politics
- Haunted by ghosts or similar spirits
- Built by another race, either as slaves or inhabitants
- A patchwork of many different peoples and buildings
- Utilizes unique and unusual technology
- A forgotten history, full of secrets and riddles

Choose three features for the lands your stronghold rules:

- Sturdy walls and manned watchtowers. Add +Defenses.
- Skilled and seasoned warriors. Add +Defenses.
- A bustling trade port on a good harbor. Add Market.
- A person of exceptional skill. Describe them and add Craft.
- Hardworking and honest folk. Add either +Prosperity or +Population.
- Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- Mountains, hills, and all the wild clans that live there. Add either Resource(stone) or Resource(horses).
- Sacred sites where the pilgrims come. Add Religion.
- A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

Choose one problem for your lands, and the GM chooses one as well:

- Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- There are monsters roaming about unchecked. Describe them and add Blight.
- Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).
- Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

STRONGHOLD TAGS

_____	Defenses	Oath (protection for nearby lands)
_____	Prosperity	Need (_____)
_____	Population	_____
_____		_____
_____		_____

RESOURCES IN STOCK

_____ **INCOME:** _____

Income is not necessarily coin, but also building materials, goodwill, political favors owed, and so forth. Resources may be turned into Income if you have a trading partner, or they can be used to build upgrades, or used as currency in negotiations with other steadings. In a pinch, you can turn 1 Income into 2d6 x your Charisma (the stat itself, not the modifier) in coins. You cannot turn coins into Income.

NOTABLE FEATURES AND PERSONS

Your retainers are: (Fill in the blanks for at least four)

- _____, who has served me the longest.
- _____, the most reliable.
- _____, the most cunning.
- _____, the most fearsome.
- _____, who bears _____.
- _____
- _____

Retainer skills: _____
