

Name

Look

Haunted eyes, Milky eyes, or Ruined eyes
Matted hair, Deep hood, or Stylish cap
Fine garments, Traveling clothes, or Poor clothes
Fit Body, Well-fed Body, or Thin Body

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

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

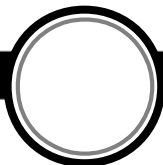
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Damage



Armour



HP



Max HP is 6 + Constitution

Drive

- Vigilante:** Punish someone for an act not yet committed
- Mysterious guardian:** Use your sight to prevent tragedy
- Shared glory:** Lead your followers to some bounty or victory

Race

Starting Moves

Followers

You can surround yourself with up to a dozen or so followers who are guided by your will. Choose what type of people compose your entourage:

- Noble Courtiers: Dissent +2, Eloquence +1, Fighting +1, Learning +1.
- Obedient Servants: Dissent +0, Eloquence +0, Fighting +1, Learning +1.
- Savvy Clerks: Dissent +1, Eloquence +1, Fighting +0, Learning +2.
- Seasoned Mercenaries: Dissent +1, Eloquence +1, Fighting +2, Learning +0.
- Talented Artists: Dissent +1, Eloquence +2, Fighting +0, Learning +1.

You can order individuals around like hirelings if you want them to do things other than act as part of your entourage. If they are obedient servants, take +1 to order them. If they are noble courtiers, take -1 to order them.

Choose your entourage's accoutrements, as many as their dissent or fighting:

Books and instruments, costumes and props, finery and riches, many weapons, metal armour, mounts, travelling gear.

Choose their skills, as many as their eloquence or learning:

Accounting, appraisal, crime, diplomacy, hospitality, hunting, music and poetry, soldiering.

Choose their weaknesses, as many as their dissent:

Arrogant, careless, cowardly, feuding, gossiping, greedy, hedonistic, insular, obsequious, religious heresy,

Ex Officio

When you're surrounded by your Followers...

...and you attack the same target, add both their dissent and their fighting to your damage.

...and you defend the same target, add their fighting to your roll.

...and you parley, add their eloquence to your roll.

...and you spout lore, add their learning to your roll.

...and someone interferes with you, add your entourage's dissent to their roll.

Truth and Consequences

When you examine the strands of possible futures, describe an event that is yet to occur and roll+WIS. On a 10+, name three people, groups, or social institutions. On a 7-9, only two. On a miss, name one anyway, in addition to whatever else the GM tells you. For each subject you name, the GM will tell you what sort of consequences this future event will have for them. You may only examine each event once.

BONDS

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

_____ Knows something I wish they didn't.

I used _____ to provide a crucial distraction on a big job.

_____ Doesn't trust me, rightfully so.

_____ has all the subtlety of a falling anvil.

The Sibyl

Level
XP

Gear

Your load is 6 + STR. You start with your own clothes, some dungeon rations (5 uses, 1 weight), a Backpack and adventuring gear (5 uses, 1 weight). and choose two: :

- Dagger (hand, 1 weight).
- Bandages (3 uses, 1 weight)
- Halfling pipeleaf (6 uses).
- Healing potion.
- Bag of books (5 uses, 2 weight).

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

Foreshadowing

When you look into the future for possible dangers, name a person, place, or thing and roll+WIS. On a 10+, the GM will tell you two things from the list below. On a 7-9, only one. On a miss, the GM will tell you one anyway, but also something else that is not true. Which one is which you will have to divine for yourself.

- The nature of a danger (its type and impulse) that threatens the subject or that the subject is part of.
- One grim portent, related to the subject, that is yet to occur.
- One stakes question related to the subject.
- What kind of threat the subject is.

Prophetic Lineage

When you use truth & consequences, on a 12+, name three people, groups, or social institutions and you may use this move again to examine the same event.

Weakness Prophesied

When you fight someone whose futures you have prophesied, choose one stat. Until you take damage, you may roll with WIS instead of this stat. Choose again each time you enter a fight.

Bodyguards

When you are accompanied by your Followers, you get +1 armour.

Dogs of War

When you attack with your Followers, your base damage is d8.

Prestigious Companions

Your Followers gets another pick from accouterments and another skill, which can be whatever you want.

When you gain a level from **6-10**, you may choose from these moves as well.

Influencer

When you parley with someone, on a 12+, not only do they do what you want, they change their mind about you and become your ally. They will no longer advance the GM's dangers and will instead support your plans.

Accurate Prediction

When you parley with someone whose futures you have prophesied, on a 10-11, the GM will tell you how your deal will affect them in the future. On a 12+, you say how your deal will affect them in the future.

A Many-Headed Beast

Choose an additional entourage type. You may surround yourself with companions from either type of entourage, but for ex officio you can only use the stats of whichever is most numerous. You can switch between the two types by dismissing some companions and summoning others.

Palace Guard

Replaces: Dogs of War

When you attack with your entourage, your base damage is d12.

Martial Oracle

Replaces: Weakness Prophesied

When you fight someone whose futures you have prophesied, choose one stat. Until the fight is over, you may roll with WIS instead of this stat. Choose again each time you enter a fight.

Parting Shadows

Requires: Foreshadowing

When you look into the future for possible dangers, on a 12+, choose three options from the list.

Versatile Companions

Requires: Prestigious Companions

Choose a move from another class or specialty. You may use this move as long as you are accompanied by your entourage.