

# NAME




*Elf:* Abramelin, Abulafia, Medea, Paracelsus, Quelanna, Semiramis, Ursula, Zoroaster  
*Human:* Dahlia, Evangeline, Holloway, Morgan, Pickman, Pietro, Samael, Virgil  
*Messenger of Joy:* Ariel, Hoikendorf, Nyarlathotep, Santa, Titania, Wanda

# LOOK

Twinkling Eyes, Lovely Eyes, or Cheerful Eyes.  
 Gentle Hands, Worn Hands, or Strong Hands.  
 Bushy Beard, Hero's Mark, or Signature Hat.  
 Fragile Body, Pudgy Body, or Ripped 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
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

# ALIGNMENT

- LAWFUL**  
Fulfill a promise to a friend.
- CHAOTIC**  
Defy the law for the sake of a friend.
- GOOD**  
Destroy an enemy of friendship.

# STARTING MOVES

## THE CHOSEN ONES

You begin the game with 3-friendship. Each 1-friendship you hold represents a Real Friend, a fanatical ally who will do anything you ask. They have no skills and do not follow the Hireling rules. **When you give a command to a Real Friend**, they will follow it without question. Do not make a roll - their fate is in the GM's hands. **When you mark 1-ration**, your Real Friends are also fed.

You may have any number of friends at a time, but you only have as many Real Friends as you hold friendship. **When one of your Real Friends dies**, you lose 1-friendship. **When a move tells you to sacrifice 1-friendship**, one of your Real Friends has given you the ultimate display of friendship - they have died or become horribly injured for you. The GM will tell you which.

## MAKING FRIENDS

Lost friends can never be replaced, but sometimes you have to move on. **When you spend some downtime in a populated area**, set your friendship at 3. You qualify for the Outstanding Warrants move in any area you have used this move in.

## POWER OF FRIENDSHIP

**When you draw on the power of friendship to accomplish a difficult task**, tell the GM what you're trying to achieve. Power of Friendship effects are always possible, but the GM will give you one to four of the following conditions:

- It will take days/weeks/months
- It will require a lot of people to work together
- It will require a sacrifice of 1-friendship
- You'll need help from \_\_\_\_\_
- You'll have to vanquish \_\_\_\_\_ to do it
- You and your allies will risk danger from \_\_\_\_\_
- The ritual's methods are extremely embarrassing

## Choose one of the following moves:

### STAY CLOSE

**When you have a Real Friend within arm's reach and you roll a 7-9 on Defy Danger**, you may sacrifice 1-friendship to take the 10+ result.

### STAY THERE

**When you have a Real Friend distract an enemy for you**, you may sacrifice 1-friendship to take +1d8 forward to damage against that enemy.

# RACE

- ELF**  
Choose an animal: Dog, cat, spider, snake, or crow. Ordinary creatures of that kind will follow you wherever you go, and you can recruit wolf-sized versions as Real Friends.
- HUMAN**  
**When you have a Real Friend within arm's reach**, you gain +1 armor.
- MESSENGER OF JOY**  
You are some kind of bizarre, alien being, wearing the skin of a human - perhaps a fairy, a Santa, or something even friendlier. Every friend is valuable to you, and whenever one dies, you are filled with sorrow and also power. **When a Real Friend dies**, you heal 1d4+1 damage.

# BONDS

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

I wish \_\_\_\_\_ would trust me.

\_\_\_\_\_ doesn't know the meaning of friendship. I will teach it to them!

\_\_\_\_\_ is a true and valuable friend.

\_\_\_\_\_ is a terrible friend, but I like them anyway.



# THE TRUE FRIEND

LEVEL   
XP

\*When a player takes the The Chosen Ones move using a multiclass move, they also gain the Making Friends move.

## GEAR

Your Load is 3 + STR, but your Real Friends will carry anything for you. You start with dungeon rations (5 uses, 1 weight), hero's clothes (0 weight), and a short sword (close, 1 weight).

### Choose two:

- Leather armor (1 armor, 1 weight)
- Halfling pipeleaf (6 uses, 1 weight) and bandages (3 uses, slow, 0 weight)
- Bag of books (5 uses, 2 weight)
- Dungeon rations (5 uses, 1 weight) and antitoxin
- 12 coins

## ADVANCED MOVES

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

### 5-MAN TEAM

Making Friends now sets your friendship to 4.

### EVERYONE IS A FRIEND

When a move tells you to sacrifice 1-friendship, you may use a surprised or defenseless NPC instead of a Real Friend. If you do, you do not lose 1-friendship, but if that NPC lives, they will swear lifelong vengeance against you.

### HERO'S DESTINY

Choose one non-multiclass move from the Priest/Cleric or Fighter class list.

### LEAD THE FLOCK

When you preach to a mob, roll +CHA. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the mob turns on you. When you spend 1-hold, the mob will:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

### NEW BLOOD

When your Real Friends help you Recruit, add +friendship to your Recruit roll. Hirelings gained this way have the cost "Value their Friendship."

### STAY HERE

Gain either the Stay Close or Stay There move, whichever one you hadn't taken during character creation.

### THE HERO OF THIS STORY

Change your class damage die to d6, and your max HP to 7 + Constitution.

### THE HIGH FIVE

When you offer a high five to another player after a noteworthy moment, roll +CHA. On a 10+, choose two. On a 7-9, choose 1.

- You both take +1 forward.
- You both heal 1d4+1 damage.
- There is an explosion of light, and nearby NPCs are in awe of your sweet friendship. If you have less than 3-friendship, gain 1-friendship.

On a 6-, they leave you hanging.

### THE ULTIMATE SACRIFICE

When you roll a 7-9 on your Last Breath, you may sacrifice 1-friendship to cheat death and take the 10+ result. Your Real Friend has given themselves to Death, for your sake.

### TRUTH IN FRIENDSHIP

When you Spout Lore and roll a 10+, the GM will tell you an additional detail that one of your Real Friends chimes in with.

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

### FLANKING ATTACK

Replaces: Stay There

When you use a Real Friend to distract an enemy, you may sacrifice 1-friendship to take +2d8 forward to damage against that enemy.

### HERO SQUAD

Replaces: 5-Man Team

Making Friends now sets your friendship to 5.

### I BELIEVE IN YOU

When you send a Real Friend to do something for you, you may roll for that Chosen One using your stats, making any of your moves, as if they were you. When a Real Friend takes damage while making a move for you, you may take that damage instead of sacrificing them.

### INFINITE FRIENDSHIP

You can make friends with literally anything. You do not need to be in a populated area to use Making Friends.

### MULTICLASS DABBLER

Choose one move from another class. Treat your level as one lower for choosing the move.

### PLOT ARMOR

Replaces: The Ultimate Sacrifice

You have befriended Death, and he no longer wants your soul. When you would normally roll your Last Breath, instead pass out for a short while.

When you awaken, you will be at half your maximum HP in a tight spot of the GM's choosing. When another player takes their Last Breath and misses, you may bargain with Death on their behalf. Take your Last Breath - Death has spared your friend, but your soul is now at stake.

### THE HERO OF THIS GENERATION

Replaces: The Hero of This Story

Change your class damage die to d8, and your max HP to 10 + Constitution.

### THE HIGHEST OF FIVES

Requires: The High Five

When you use The High Five, you choose one additional choice, even on a 6-. This additional choice may be one you've already picked.

### UNABRIDGED ENTHUSIASM

When you make a heartfelt request to an NPC, roll +CHA. On a 10+, they find themselves unable to disobey you. On a 7-9, they will obey you if you can guarantee that they will not come to harm, or if you have leverage over them. On a 6-, they deny your request and act however they wish. When you use this move on a friend, take +1.

### WHY DIDN'T YOU DODGE

Requires: Stay Close

When you have a Real Friend within arm's reach and you roll a 6- on Defy Danger, you may sacrifice 1-friendship to take the 7-9 result.