

NAME

LOOK (CHOOSE ONE FOR EACH)

Note: Despite the name, this playbook is available to nobles of any gender. Isabella, Ferdinand, Cecilia, Reginald, Delphinium, Patrick, Ida, Theodore
A lyrical name, an ostentatious name, a name from history

Aloof Eyes, Gentle Eyes, or Mischievous Eyes
Braided Hair, Short-Cut Hair, or Flowing Hair
Toned Body, Willowy Body, or Decorated Body
Jeweled Regalia, Functional Regalia, or Otherworldly Regalia

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  YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- GOOD**
Put your safety in the hands of someone who shouldn't be trusted.
- CHAOTIC**
Rescue yourself from a predicament
- EVIL**
Destroy someone's reputation.

BACKGROUND

Name your people, and choose what they would say about you:

- RESOURCEFUL**
When you hold Poise, your damage die is d8, and take +1 to Supply.
- COMMANDING**
When you hold Poise, take +1 to Stunning and hiring Loyalty rolls.
- BELOVED**
When you hold Poise, take +1 to My Brave Friends and Carouse.

BONDS

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

_____ was once my subject.
_____ needs to have more faith in themselves.
I can trust _____ with any secret.
In my dreams I have seen what _____ can do.
_____ has much to teach me.
_____ does not trust me, for whatever reason.

POISE:

In addition, you start with one of these three moves, based on your Background. You can take the other two as normal advances.

- STUNNING (CHA) -- COMMANDING**
When you make a ploy for attention, everything stops for a moment; spend 1-Poise and roll +CHA. On a 10+, choose 2; on a 7-9, choose 1.
- One person loses hold of something you specify, for the moment.
 - Everyone's attention is on you, for the moment.
 - Pick an ally; they take +1 forward to follow up on it.

STARTING MOVES

You start with these moves:

POISE

When you **behave in a noble fashion**, as outlined below, gain 3-Poise and mark an X next to the option. You may not gain Poise from a marked option. When you have marked three options, erase all your marks.

- Attend a glamorous social function
- Pursue an inappropriate romantic target
- Tend carefully to a wounded or ill person or creature
- Make a dramatic entrance
- Rebuff a suitor

Hold at most 3-Poise if unadorned, 4-Poise if in *stylish* or *regal* gear, 5-Poise if in both.

AMONG THE COMMON FOLK

If you **wear no stylish or regal clothing and say you aren't noble**, people will believe you. If you **wear stylish or regal clothing and say you are noble**, people will believe you. When you **ask the GM, "who here believes I am noble?"**, they will answer you truthfully.

MY DEAR FRIENDS

Choose what your Dear Friends are: Common Folk, Animals, Spirits, Fairies, Things Stranger By Far. Your Dear Friends are never far from you, and when you **call on your Dear Friends for help**, a few of them will come out of hiding (say what that looks like). Spend Poise 1-for-1 to ask them for Favors. Your Dear Friends begin with the following Favors, but can gain more:

- A truthful answer to a short, simple question
- Amazing finery (*stylish, regal*) that will only last the night
- An escape route that won't be safe for long
- Enough food for a day's journey for you and your companions

WINSOME

When you **smile and ask a stranger for a teensy favor, with no leverage**, spend 1-Poise, and the GM chooses one:

- They do you the favor, no questions asked
- They become infatuated with you, take +1 forward against them
- They publicly resent you, take +1 forward against them.

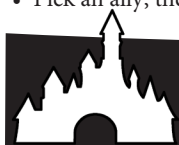
 WHATEVER'S AT HAND -- RESOURCEFUL

When you **wield a common object with violent intent**, spend 1-Poise and it becomes a weapon for you. Pick its type; each has associated tags. Small And Light (*hand, near, thrown, -1 damage, 0-weight*), Stout And Balanced (*close 1-weight*), Long And Thin (*2-handed, reach, 1-weight*)

 MY BRAVE FRIENDS (CHA) -- BELOVED

When you **send your Dear Friends on a Mission**, any task they can do without you, say who goes, spend 1-Poise and roll +CHA. On a 10+, they did their best but pick 1; on a 7-9 pick 2:

- They only came close, and following up means Defying Danger
- They draw unwanted attention to themselves or you.



THE PRINCESS

LEVEL
XP

GEAR

Your Load is 7+STR. You have some fresh food (ration, 3 uses, 1 weight). Choose two tokens of office, all are *regal* and 0-weight for you:

- A crown or tiara
- A choker, necklace, or pendant
- A scepter, rod, or staff
- A ring or bracelet

Choose your usual raiment:

- Tasteful mail shirt (1 armor, 1 weight)
- Ostentatious clothes (0 armor, 1 weight, *stylish*)

Choose three bundles of emergency gear:

- A spare suit of light armor (1 armor, 1 wt)
- An archer's kit (3 weight):
 - short bow (Near, 2 wt)
 - bundle of arrows (3 ammo, 1 wt)
- A skirmisher's kit (2 weight):
 - slim sword (Close, precise, 1 wt)
 - brace of knives (Thrown, Near, 3 ammo, 1 wt)
- A soldier's kit (3 weight):
 - heavy mace (Close, +1 damage, 2 wt)
 - stout shield (+1 armor, 1 wt)
- A scholar's kit (2 weight):
 - bag of books (5 uses, 2 wt)
 - 3 vials of antitoxin (0 wt)
- An adventurer's kit (1 weight):
 - adventuring gear (5 uses, 1 wt)
 - lots of bandages (6 uses, 0 wt)
- A hermit's kit (2 weight):
 - dried meat (ration, 5 uses, 1 wt)
 - dried herbs (as poultices, 2 uses, 1 wt)
- A traveler's kit (0 weight):
 - reversible cloak (0 wt, can be worn as *stylish* or plain)
 - pouch of 28 coins

ADVANCED MOVES

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

WORLDLY CONCERNS

Take one of the following starting moves, from a playbook no one else is using, and gain the additional benefit listed for it:

- Bard, Charming and Open: You can spend 1-Poise to ask more questions, 1-for-1. You must still provide at least one true answer.
- Bard, Arcane Art: Your Dear Friends can provide backup as a Favor, take +1.
- Cleric, Turn Undead: This counts as rebuffing a suitor. You can use any *regal* item you legitimately own as a holy symbol.
- Druid, Spirit Tongue: When you Parley with Spirit Tongue, take +1.
- Fighter, Signature Weapon: Your weapon is *regal*; it may be a token of office. When wielded with Whatever's At Hand, it keeps its signature properties.
- Paladin, Lay On Hands: This counts as tending to the wounded or ill.
- Ranger, Command: Your companion gets *perform* or *labor* as a bonus training.
- Thief, Tricks of the Trade: Your Dear Friends can provide a tool or distraction as a Favor, take +1.
- Wizard, Ritual: Your Dear Friends can waive one condition in total as a Favor.

PAN FU

Requires: *Whatever's At Hand*

If you **wield something regal with Whatever's At Hand**, it deals +1d4 damage and gains *forceful*. Pick a type of object that is *regal* for you when so wielded.

Pick: food, cookware, farm implements, scholarly instruments, medical supplies

DISARMING SMILE

When you **use a stylish or regal piece of gear and hold Poise**, take +1 armor.

MAJESTY

You may spend 1-Poise to have your continued presence and good mood count as leverage for Parley, even if no one knows who you really are.

CACHE GACHET

When you **Make Camp**, as a Favor you can ask your Dear Friends for a bundle of emergency gear (as above), as long as you have no items from it. If you have Brave Friends, they can always bring you a bundle of emergency gear as a Mission.

MY STALWART FRIENDS

Requires: *My Brave Friends*

Add these options to the list from My Brave Friends:

- It takes much longer than either you or they thought
- They return at the worst possible time; lose 1-Poise (you can go negative)

TURNABOUT PRINCESS

Requires: *Stunning*

When you **make a ploy for attention with Stunning**, on a 12+, choose all 3.

REGAL STYLE

You may hold 1 more Poise, and pick one of these extra ways to mark it:

- Tell someone how they are wonderful
- Storm off in a huff
- Comfort a sad innocent or poor unfortunate
- Show up a rival

KEEPSAKE

You don't need to use *regal* or *stylish* gear to get the bonus to maximum Poise from it; you need only know you have a piece of it in your possession.

MULTICLASS DABBLER

Take a move from another class. Treat your level as one lower for choosing it.

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

MY WISE FRIENDS

You have trusted advisors among your Dear Friends. When you **Make Camp**, as a Favor they will tell you the Grim Portent that poses the greatest threat to your land or people. Generally this won't change unless you do something to change it.

I MAKE THIS LOOK GOOD

Requires: *Regal Style*

You may hold 1 more Poise; pick another way to mark it from the Regal Style list.

DRAGON DEFENDS THE HEARTH

Requires: *Pan Fu*

When you **wield something regal with Whatever's At Hand**, you may spend an additional 1-Poise to pick one additional property for the weapon:

- *potence*: when a damage die rolls 1, deal +stun damage
- *grandeur*: when a damage die rolls maximum, impress your enemy
- *resilience*: take +1 armor while you wield it

MY LOPAL FRIENDS AND TRUE

Requires: *My Stalwart Friends*

When you **send your Brave Friends on a Mission**, on a 12+ they transcend their weakness and hesitation for one perfect moment; the GM will tell you how.

THE FIREBIRD

Requires: *Turnabout Princess*

When you **make a ploy for attention with Stunning**, either choose one additional option, or spend an additional 1-Poise to pick from the following list instead:

- One person is stunned and cannot be roused short of mortal peril.
- Everyone's attention is on you for as long as you want.
- All your allies take +1 forward to follow up on it.

MULTICLASS INITIATE

Take a move from another class. Treat your level as one lower for choosing it.

MULTICLASS MASTER

Take a move from another class. Treat your level as one lower for choosing it.

HAPPILY EVER AFTER

Requires: *Worldly Concerns*

Only take this move when you **settle down in a stable, long-term relationship**, romantic or otherwise. Gain the remaining starting moves from the playbook you chose for Worldly Concerns; you may take other moves from it as you level, and immediately reassign any multiclass moves you spend on its starting moves.

USING THE PRINCESS

The Princess was born out of kind of a joking comment, about a very socially-oriented Ranger with an animal companion who ended up solving problems much like a protagonist in a certain corporation's flagship movie series, but the class isn't intended to be a joke class. Offbeat, certainly, but it's capable of being played, and taken, seriously. Here are some things that have come up during plays that I thought were worth sharing.

Among the Common Folk

You can tell the same person both things dressed both ways. Most people will just believe there's this common servant that looks curiously like a noble, but some people will connect the dots and conclude that you were deceiving them at some point.

Your Dear Friends

What your Dear Friends are is really up to you. Things Stranger By Far is intended to encompass the occasional, say, troupe of aliens or collection of people turned into crockery, but it can also encompass things normal people might call "monsters" or creatures from beyond space and time. Simply having them as Dear Friends only gives you the abilities listed here - they can't, say, fly you across space outside of creating an escape route, or open a hole in an impossible direction except to give you enough food for the night or an answer to a short, simple question.

Whatever's At Hand

Wielding a common object does not make it specially more durable. These improvised weapons can and will break, but if they do break or you throw them and a replacement of a similar stature is close to hand, you can grab it without spending any more Poise. Once you start throwing silverware at the elven delegation, it doesn't get especially more offensive if you keep going.

Weapons are not common objects; you might want to wield them as though they were common objects, in which case they lose their weapon tags and gain the tags based on item type.

If something doesn't fall into one of the listed types for you - say, a tipped-over tavern table for a human or human-sized Princess - you can't wield it with Whatever's At Hand.

Your Brave Friends

After some thought and reports of the breadth of things people thought of as Dear Friends, this move has taken this form, which makes you spend Poise and hands out a drawback even on a 10+. About the only limitation is that your Brave Friends aren't weapons, even if they are weapons - they have no combat tags or damage rating and won't kill for you.

Worldly Concerns

Yeah, there's a bunch of playbooks out there. This isn't intended to limit you to only the core playbooks, if you don't want it to. If you want some help coming up with a benefit for a playbook, shoot a line to glazius.falconar@gmail.com and I'll do what I can to help you out. And for the other two new core playbooks:

Barbarian: What Are You Waiting For? This counts as making a dramatic entrance.

Immolator: Zuko Style. Your Dear Friends can bring you enough fuel to keep a campfire going for a night as a Favor.

Pan Fu

It's about at this point, if you've taken Worldly Concerns to be a Fighter Princess, that you might want to start wielding your Signature Weapon with Whatever's At Hand. It remains a capable weapon for the duration, but given that it's not going to break any time soon, how long does the bonus last? Until you put it away. Be honest with this - sure, you might end up marching someone at swordpoint across a whole castle on occasion, but when a battle's over you're not just going to keep your weapon pointed at nothing.

My Stalwart Friends

If you've decided to risk doing multiple outstanding Missions (as long as you have enough Brave Friends to go on them) then yes, you can keep losing Poise as your Brave Friends come back, if that's what you want.

