

Moves in *italics* are unchanged from DW

Basic moves:

Have At Them (*Hack and slash*)

Volley

Defy Danger

Defend

Spout Lore

Discern Realities

Parley

Aid/Interfere

Learn From a Mistake: when you roll 6 or less, including modifiers, mark experience.

Peripheral moves:

Last Breath

Encumbrance

Make Camp

Take Watch

Undertake a Perilous Journey

Level Up

End of Session

Throw a Feast ?

Recover

Recruit ?

Outstanding Warrants ?

Bolster

Parley

When you parley with somebeast, say what you want them to do and roll+CHA. ("Believe this lie of mine" is legit.) On a 10+ hold 4, on a 7-9 hold 2. As long as you have at least one hold, they do what you said (though maybe grudgingly or unwittingly). You lose one hold every time one of the following happens:

- Something directly challenges their obedience or trust.
- You make a threatening or disillusioning move.
- They take a concrete action they wouldn't normally do.
- You make a demand on them that they wouldn't normally accede to.

In addition, one hold is lost after the first hour, one at the end of the day, and all the rest after a few more days.

GM: your job is not to trick the player out of their hold, nor to nitpick about it. "Spend the whole journey prodding them with your spear" might be only one 'threatening move', for example, if the details of the journey isn't played out. Find ways to do things that genuinely benefits the player – the hold mechanic isn't there to give you a way out of it, it's there to help you pace yourself so

that you don't help them too much. Give them the full benefits of rolling a hit.

End of Session

Ask these questions:

- Did we overcome a notable monster or enemy?
- Did we learn something new and important to the world?
- Did we befriend an interesting NPC?

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The Warrior Born

Names

Martin, Erik, Thurna, Rikara, Tikki, Lorien, Sadhi, Break, Arch, Cliff, Efraim
the Warrior, Redeyes, Strongpaw, the Otterspear, the Just, the Protector, Birchroot, Oakenshield

Fate

- [] Defend those weaker than you
- [] Defeat a worthy opponent

Species

- [] Mouse: once per battle, you may reroll a damage roll (yours or an enemy's).
- [] Badger: *bend bars, lift gates*
- [] Hare: when you take watch, provided you got to eat your fill that evening, a missed roll counts as a 7-9.
- [] Squirrel: when you roll to defy danger to close the distance between you and a foe, you always get there before they can attack anyone else, regardless of the result of your roll. If that was the only danger, you just do it.
[if the distance is impossibly large you wouldn't roll]
- [] Otter: when in water, you take +1 ongoing. Any unnamed NPC in the water with you is at your mercy.

Bonds

_____ has bested me in combat – I must train to surpass them.
_____ is my most trusted comrade.
_____ owes me their life, whether they will admit it or not.
I have sworn to protect _____.

Gear

Your load is 10+STR. You carry your signature weapon and travelling rations (5 uses, 1 weight).
Choose your defenses:
– Chainmail (2 armor, 3 weight)
– Adventuring gear (5 uses, 1 weight) and travelling rations (5 uses, 1 weight)
Choose one:

- Dagger (hand, 1 weight)
- Sling (near, 0 weight) and pouch of pebbles (1 ammo, 1 weight)
- Shield (+1 armor, 1 weight)

Then choose one:

- Poultices and herbs (3 uses)
- Antitoxin (2 uses) and Serpent's Tears (dangerous, 2 uses) (see the Thief)
- Trapping and fishing equipment (1 weight) and bandages (3 uses) [The equipment: during one camp you can produce two rations if you don't have to take watch. Bandages: heals 4 damage]

Starting moves

Choose one:

[] **Clad In Armor:** as *Full Plate and Packing Steel* (from the Barbarian)

[] **Battlefield grace:** as *Unencumbered, Unharmd* (from the Barbarian)

Then get these:

Signature weapon

Dreams of Martin: as *Heirloom*

Advanced moves

Improved Weapon

Iron Hide

Seeing Red

The Upper Hand (Barbarian basic move)

What Are You Waiting For? (Barbarian basic move)

Samson (from the Barbarian)

Bloody Aegis (from the Paladin)

Scent of Blood

Multiclass Dabbler

Level 6-10

Evil Eye

Superior Warrior

Steel Hide

Multiclass Initiate

Merciless (but with 1d6 instead)

Mark of Might (from the Barbarian)

Indomitable (from the Paladin)

Mere Worldly Possessions: when you take damage, you can let your armour, shield or weapon take the brunt of the damage. If you do this with your armor or your shield, its armor value is reduced by one, and the item is destroyed if that value reaches 0. If you do this with a weapon, it is damaged or lost. Your signature weapon never becomes more damaged than you can fix, given time.

Taste of Blood

Armor Mastery

The Thief

Names

Jack, Bug, Farley, Brynn, Trixie, Yoofus, Ditch, Luna, Maro
Quickeye, Tenclaw, Nightfur, Smiles, Whiskers, Acorn, Twigs

Look

Shifty eyes, smiling eyes, criminal eyes
Hooded head, messy fur, polished whiskers
Dark clothes, fancy clothes, common clothes
Lithe body, knobby body, flabby body

Fate

- [] Leap into danger without a plan
- [] Avoid detection or infiltrate a location
- [] Shift danger or blame to someone else

Species

- [] Mouse, vole or shrew: when you defy danger and use your small size to your advantage, take +1.
- [] Mole: leaving possessions and friends behind, you can effortlessly tunnel under any obstacle through ordinary soil.
[The moles can dig better tunnels and caves, allowing friends and stuff to follow through, but not effortlessly and probably not alone]
- [] Vermin: when you spout lore or discern realities about criminal activities, take +1.
- [] Bird: you can fly unencumbered.

Bonds

I stole something from _____.
_____ knows incriminating details about me.
_____ has my back when things go wrong.
I once helped _____ out of a very sticky situation, they owe me one.

Gear

Your load is 9+STR. You start with travelling rations (5 uses, 1 weight), a thick coat and cape (1 armor, 1 weight), 3 uses of your chosen poison and one valuable trinket. Choose your arms:
– Dagger (hand, 1 weight) and short sword (close, 1 weight)
– Rapier (close, precise, 1 weight)

Choose a ranged weapon:

- 3 throwing daggers (thrown, near, 0 weight)
- Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)

Choose one:

- Adventurer's gear (5 uses, 1 weight)
- Poultices and herbs (2 uses)

Starting moves

Keep it secret, keep it safe: when you hide yourself or something smaller than you, roll+DEX; when you hide someone else or something larger than you, roll+WIS. On a 10+, it is perfectly hidden. On a 7-9, the GM will offer you one or more of the following. Choose one of those or use the miss result:

- It's unstable and will fall out/become visible within minutes
- It doesn't really fit: some part of it will have to be taken off or left visible
- Something will seem off, although only careful inspection will reveal exactly what

On a miss, you're not caught halfway through the act: either the thing is easily spotted but not connected to you, or clearly in your control, unhidden.

Poisoner: you've mastered the care and use of a poison, choose one from the list below.

Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison.

Trap expert

Tricks of the trade

Other rules

Poisons

'Applied' means you have to carefully apply it to the target or something they will eat or drink.

'Touch' means they only have to touch the target, and those poisons can even be used on the blade of a weapon.

- Oil of Tagit (applied): the target falls into a light sleep.
- Serpent's Tears (touch): anyone dealing damage against the target rolls twice and takes the better result.
- Backbreaker Brew (touch): the target's maximum hit points are halved, reducing their current hit points if necessary.
- Ditch Soup (applied): in a few hours, the target will be sick in fever and chills that last for at least a day.

Advanced moves

Nice Weather: when you try to stall the conversation or fast-talk your way out of something, you may roll to Discern Realities with CHA.

Cheap Shot

Wealth and Taste

Shoot First

Duelist's Parry (from the Bard)

Underdog

Poison Master

Brewer

Cautious

Shadowed: when in the shadows, treat a miss as a 7-9 result when you roll for Keep it secret, keep it safe.

Level 6-10

This Guy Is Giving Me Everything: *Requires Nice Weather.* when you discern realities as per the move Nice Weather, on a hit one of your questions can be "What do you know of your boss' plan?" On a 12+ you may ask any three questions, not limited to the list.

Alchemist

Serious Underdog

Disguise

Escape Route

Evasion

Heist

Extremely Cautious

Duelist's Block (from the Bard)

The Ranger

Names

Runner, Ariel, Thor, Hemy, Teela, Robard, Puck, Anne, Elana

Seesaw, Barkfur, Redbrush, Twotail, Greenfoot, Flattail, Streamhound, Treemouse

Look

Wild eyes, sharp eyes, dark eyes

Hooded head, no whiskers, twitchy snout

Patchy fur, long fur, silken fur

Cape, camouflage, traveling clothes

Lithe body, wild body, sharp body

Fate

[] Free someone from literal or figurative bonds

[] Help a forest-dweller

[] Endanger yourself to combat an unnatural threat

Species

- [] Otter: in addition to your other choices, you are *in your element* either in rivers, streams and lakes, or out at sea.
- [] Hedgehog: when you use your spikes to your advantage, take +1.
- [] Squirrel: in addition to your other choices, you are *in your element* in the treetops.
- [] Shrew: when you defy danger and use your small size to your advantage, take +1.
- [] Badger: so long as your feet touch the earth you have +1 armor.
- [] Hare: in addition to your other choices, you are *in your element* on the grassy plains.

Bonds

I have guided _____ before and they owe me for it.

_____ is a friend of nature, so I will be their friend, too.

I crossed paths with _____ once before, and we didn't part on the friendliest of terms.

_____ has no respect for life in the wild, so I will teach them.

Gear

Your Load is 11+STR. You start with wilderness rations (5 uses, 1 weight), a thick coat (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight). Choose your ranged weapon:

- Hunter's bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight)
- Sling (near, 0 weight) and a pouch of pebbles (1 ammo, 1 weight)

Choose your melee weapon:

- Dagger (hand, 1 weight)
- Spear (reach, 1 weight)

Choose one:

- Wilderness rations (5 uses, 1 weight)
- Bundle of arrows (1 weight)
- Three throwing daggers (near, thrown, 0 weight)

Starting moves

In your element: choose two of the following terrain types as your *elements*. When you are in one of them, you are *in your element*.

- Rocky cliffs
- Out at sea
- Rivers, streams and lakes
- The grassy plains
- The thick underbrush
- The treetops

When you are *in your element*, you (choose 2 for each type):

- don't need to consume rations
- count misses as 7-9 results when you Take Watch
- count misses as 7-9 results when you Undertake a Perilous Journey

- count misses as 7-9 results when you Hunt and Track
- ask one extra question on a hit when you Discern Realities
- get +1 hold on a hit when you Parley

Hunt and Track

Called Shot

Advanced moves

Follow Me

Familiar Prey

Camouflage (s/in natural surroundings/when *in your element*)

Blot Out the Sun

A Safe Place

Far-Travelled: choose another terrain type that is your *element*.

Guide: when you aid another when *in your element*, you may use WIS instead of Bonds.

Get Off My Lawn: when *in your element*, you take +1 to Have At Them.

Wild Empathy: you can speak with and understand all animals and monsters.

Level 6-10

Broken In: choose one of the following to be your *element* as well:

- Tunnels and caves
- Streets and dining halls
- Rooftops and walls

Hunter's Prey

Smaug's Belly

Strider

A Haven In the Wild: like *A Safer Place*

Observant

Wild Speech: you can speak with and understand the sea, the winds and the trees.

Most Important Element: you are *in your element* when you (choose one):

- are behind enemy lines
- have the element of surprise
- are bloodied
- hide in the shadows

Born For This: choose a third boon for up to three of your *elements*. [It is possible to have six elements at this point, if you are an otter, hare or squirrel, are Far-Travelled, Broken In and have the Most Important Element]

The Travelling Bard

Names

Scruffy, Tedd, Cissi, Rufe, Patrick, Elezio, Hon, Cornflower, Dancy, Florian, Dunwicke

McDowel, Lightpaw, Thattaway, Forgetmenot, Yonderhare, Autumnleaf, Springbrook, Summer's Sun

Look

Knowing eyes, fiery eyes, joyous eyes
Polished whiskers, stylish cap, earring
Finery, traveling clothes, poor clothes
Fit body, well-fed body, sinewy body

Fate

[] Leave a place where you were welcome to stay
[] Get a new song to sing when you get home
[] Try something new and exotic [For example a culinary sensation or a new exciting mode of travel]

Species

[] Hare: when you eat enough for three beasts, hold 1 preparation as per the Bolster move, to use within one day and one night.
[] Hedgehog: when you share a drink with someone, take +1 to parley with them.
[] Vole or shrew: when you enter a civilized settlement, you can always get food or lodgings in exchange for news or a good story.
[] Squirrel: when you perform a daring act of acrobatics, nobody present who hasn't seen you do it several times before can do anything but watch.

Bonds

_____ trusted me with a secret.
_____ is often the butt of my jokes.
I sang ballads of _____ long before I met them in person.
I am writing a ballad about the adventures of _____.
This is not my first adventure with _____.
I have often visited _____ at their home, but I could never stay there for long.

Gear

Your Load is 9+STR. You start with travelling rations (5 uses, 1 weight). Choose one instrument:

- Your father's mandolin, repaired
- A fine lute, a gift from a noble home
- The pipes with which you courted your first love
- A stolen horn
- A fiddle made by the squirrels of the south
- A drum from a far-off colony of hedgehogs
- A songbook from a forgotten age

Choose your clothing:

- Ostentatious clothes
- A thick coat and cape (1 armor, 1 weight)

Choose your armament:

- Dueling rapier (close, precise, 1 weight)
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Poultices and herbs (2 uses) [heals 8 damage or one debility]
- Well-dried pipe-leaf (3 uses)
- A valuable trinket, a gift from the Abbey or the Fortress

Starting moves

Bardic Lore: with the following categories:

- Mossflower Forest
- The Abbey and other Civilized Places
- Notes on the Common Vermin
- Far-Away Lands
- Legends of Heroes Past
- A Bestiary of Reptiles and Amphibians
- Monsters Furred and Feathered
- Treasures and Jewels

Charming and Open

Shortcuts: when you undertake a perilous journey to a place you've visited before, you can take a shortcut. Instead of the trailblazer's roll, roll+INT. On a 10+, you arrive in drastically reduced time. On a 7-9 you get there in about expected time, but only because you stopped to grab something interesting, the GM will tell you what.

Two Acorns and a Piece of String: when you search your pockets and bags for something small enough to fit that's not valuable, roll+INT. On a 10+ you've got just the thing. On a 7-9 you've got half a one, a spent one, or something close to it. On a miss someone must have stolen it, because you wouldn't be one to lose it, would you?

Advanced moves

Rallying Words: when you try to raise fighting spirits in a comrade by insulting them, roll+CHA. On a 10+ they heal 1d6 damage or heal a debility other than sick or scarred. On a 7-9 you open yourself up to retribution or danger.

Bamboozle

Wait, What Did You Say?: when you parley and miss the roll, hold 1 anyway, but lose all remaining hold after a few minutes. When you Defy Danger with CHA, treat a miss as a 7-9 result.

Font of Knowledge: choose two more areas your bardic lore covers.

It's a Type of Cheese: (like the Wizard's Fount of Knowledge)

Multiclass Dabbler

Multiclass Initiate

A Little Help From My Friends

Invigorate (from the Cleric, s/heal/heal or aid)

Level 6-10

Con

Devious

Unforgettable Face

Reputation (s/songs/songs or stories)

Stories Have Great Power: when you tell someone a story or sing them a song, say what lesson you want them to take from it and roll to parley as normal.

Would This Snout Lie? *Requires Wait, What Did You Say?:* when you parley, take +1 hold regardless of the result.

Infuriating Words *Requires Rallying Words:* your Rallying Words heal 2d6 or one debility, and in addition grants the target +1 forward and +1 forward against you.

Endless Pockets: you may roll for the *Two Acorns...* move even if you're looking for something valuable. When you need to rustle up a few coins, you always have just enough left. However, if you ever take the time to actually empty your pockets, you pretty much get assorted junk.

Multiclass Master

The Soldier

Names

Felix, Rollo, Fernando, Annalise, Eleanor, Elizabeth, Scarlett, Henri, Barley, Roderick, Tinthel Wopscutt, Thornflower, Moondown, Starfur, Rockpaw, Thyme, Fieldrunner, Tinbarge, Hollowbellows, Itenarious

Look

Sharp eyes, hard eyes, young eyes
Scarred body, well-kept fur, shaggy fur
Impeccable uniform, old faded uniform, camouflage
Bulky body, fit body, thin body

Fate

[] Endanger yourself to protect someone weaker than you
[] Hold steady though you fight outnumbered

Species

- [] Hare: choose one weapon – you can always treat weapons of that type as if they had the *precise* tag.
- [] Badger: when you place yourself firmly between the threat and whatever you're defending you take +1 hold on the Defend move, even on a miss.
- [] Shrew: when you make camp in the wilderness, you don't need to consume a ration.
- [] Vermin: once per battle, you may reroll a single damage roll (yours or an ally's).

Bonds

_____ is soft, but I will make them hard like me.
I have sworn to protect _____.
_____ is a brave soul, I have much to learn from them.
_____ has saved my life several times, I trust them completely.

Gear

Your Load is 12+STR. You start with travelling rations (5 uses, 1 weight). Choose your defenses:

- Chainmail (2 armor, 3 weight)
- Standard issue regiment coat (1 armor, 1 weight), sidearm dagger (hand, 1 weight)

Choose your armament:

- Halberd (reach, two-handed, +1 damage, 2 weight)
- Longbow (near, far, +1 damage, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- Dueling rapier (close, precise, 1 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Bandages (4 uses) [heals 4 damage]
- More rations (5 uses, 1 weight)
- A tent, bedroll and cooking utensils (2 weight)
- Maps (5 uses, 0 weight) [gives +1 to the trailblazer roll when going somewhere you haven't been] and a letter of marque (0 weight)

Starting moves

Frontline Comrades: whenever you fight alongside another beast, take this bond with them if you don't have it already: _____ is a trusty comrade. When you save someone's life, they take the same bond with you if they don't have it. (You can resolve these, but you might not want to – they help you aid each other.)

Commanding Presence: when you lead a group in battle, the group shares 1 hold as per the Defend move. Any member of the group can spend this hold and have it count as if the group is defending them.

Interrogator: when you parley using the threat of violence as leverage, hold one more on a hit.

Advanced moves

Charge! (from the Paladin)

Formation: as long as at least one ally fights by your side, you have +1 armor.

I Am The Law (from the Paladin, s/divine authority/military rank)

Setup Strike (from the Paladin)

Watch Duty: when you take watch, you treat a missed roll as a 7-9 result.

Eulalia: when you let out your battlecry at the start of a fight, everyone who joins in takes +1 forward.

Top-Notch Equipment, Sah: when you take damage, you can let your armor, shield or weapon take the brunt of the damage for you. Armor and shields have their armor value reduced by one, and should it reach 0 the item is destroyed. Damage on weapons are up to the GM.

Blacksmith: when you have access to a forge you can improve a weapon you're using, or create its replacement. The new stats are the same as the old weapon's with one of the following added:

- a tag (like precise, forceful, messy)
- +1 piercing
- +1 damage
- a second range
- -1 weight

Multiclass Dabbler

Level 6-10

Don't Break Formation: *Replaces Formation:* as long as you fight side by side with allies, you have +2 armor and all allies within your reach have +1 armor.

Forced March: when you undertake a perilous journey, you can lead a forced march. Don't assign a quartermaster or a trailblazer – treat those rolls as being hit on a 10+. However, everyone must roll to Defy Danger using CON.

Eye for Weaponry (from the Fighter)

Ever Onward (from the Paladin)

Tandem Strike (from the Paladin)

Multiclass Initiate

I Was Using That: whenever you are disarmed, or when something you're using takes damage (even through Top-Notch Equipment, Sah), you take +1 forward against the attacker.

A Good Day to Die (from the Barbarian)

Commanding Officer: when you lead a group in battle, the group holds 3 instead of 1 per the Commanding Presence move.

The Abbey-Dweller

Names

John, Tess, James, Rufe, Durry, Whopper, Li'l Onnie, Benji, Maria, Rose, Violet
Churchmouse, Fieldmouse, Walltop, Roots, Cellarhog, Whiskers, Wheatly, Greenhill

Look

Young eyes, fiery eyes, longing eyes
Shaggy fur, silken fur
Fit body, fat body, small body
(see the Gear section for clothes)

Fate

[] See something beautiful you would never find back home
[] Get a souvenir to show when you get back (could be a scar)

Species

[] Mouse or vole: when you defy danger and use your small size to your advantage, take +1.
[] Otter: you can handle any watercraft with ease.
[] Mole: even when underground or in the dark, you can always tell up from down, find north, and know which way you came from.
[] Hedgehog: when you curl up and trust your spines to keep you safe, take +1 forward and +1 armor forward.

Bonds

_____’s eagerness to fight and kill scares me.
_____ often visited my home – I wonder why they never decided to stay?
_____ is so uncivilized – I will teach them good manners!
I have always wanted to follow _____ and see the world!
_____’s stories of their adventures are the best.
I suspect _____ has stolen something from my home.

Gear

Your load is 9+STR. You start with travelling rations (5 uses, 1 weight) and something valuable from your home (1 weight). What is it?

- A musical instrument
- A ceremonial garb
- A piece of art (tapestry, sculpture, painting, etc)
- Something golden, laid in with jewels
- A memento, really only valuable to you

Choose your clothes:

- Everyday clothes
- Luxurious clothes
- Heavy working clothes (1 armor, 1 weight)

Choose your armament:

- A short sword (close, 1 weight)

- A staff (two-handed) or club fashioned from a branch (close, 1 weight)
- A sling (near, 0 weight) and a pouch of pebbles (1 ammo, 1 weight) [The limitation with the sling is not finding stones, it's keeping a lot of them on you when you need them. You can fill up your pouch when you make camp practically anywhere, but it takes a while]

Choose one:

- Some valuable trinket
- More rations (5 uses, 1 weight)
- Luxurious food and drink (1 ration, 1 weight)

Starting moves

Make myself useful: when staying among honest folk, you can always find something to do where your help is appreciated.

Trusting eyes: As long as you trust somebeast's good intentions, when you parley with them you take +1 hold on a hit. When you declare somebeast you previously trusted untrustworthy, take -1 to parley with them forever but mark experience.

[preferably use this against an entire group at a time, not each individual creature. When in doubt, use the Singleton Rule – a maximum of one xp from a single move per scene]

Redwaaall! when you defend your home, or something or somebeast belonging to it, you have +1 armor and take +1 when rolling to defend.

Refined Taste: when you give someone a taste of the good life of your home (your best cooking, a fine trinket or piece of clothing, a beautiful dance), take +1 to parley with them.

Homesick: if you return to your home after reaching sixth level or higher, you cannot leave again unless you take **Forever Changed**. If you don't have enough experience to level up before you want to leave, erase all your experience and level up anyway, but don't get a new advanced move from the new class.

Advanced moves

Campfire and a meal: when you make camp, choose one: either the party consumes one less ration in total, or the party consumes one more ration in total but everyone may heal a debility.

Role Model: name a character (could be a creature from tales or legends) as your role model. Whenever you discern realities, regardless of result, you may ask "What would my role model do?" in addition to any other questions. If you follow that advice, take +1. If you decide that your role model would be wrong to do so, choose one:

- Name a new role model
- Cross out this move and mark experience thrice.

[there is a middle ground where you agree it's the right thing to do, but you don't dare or don't think you're capable of doing it]

Educated: when you spout lore about luxuries or academia, take +1. When you spout lore about anything, on a hit, add one curious point of trivia (not immediately useful to the current situation) that you also remember.

A New Trick: get one move from another class. You may only take moves available for that class at level 2. Name the character who taught you to do it.

A Lesson Learned: get one move from another class. You may only take moves available for that class at level 2. It must be a move that would have helped you greatly if you had taken it for your last advance.

Fat and Jolly: increase your maximum hit points by 5.

Underhill: when you Defy Danger by getting out of the way, you can get out clean even on a 7-9 or a miss by naming a friend who is standing nearby. They take the consequences instead of you. You can't name a character who rolled to interfere with you.

All the Help I Can Get: when another player rolls to help you and hits the roll, they mark experience (if they miss, they mark experience as per usual).

True Potential: get a species move corresponding to your species from another class.

Growing On You: name up to three of your companions. Each of them immediately get a new bond with you, choosing between the following:

- _____ never should have come with us
- I must see to _____'s safe return
- I envy _____ for their peaceful life

If you name a hireling, they instead take +1 loyalty towards any party you travel with.

Level 6-10

Getting the hang of this: choose a new move from another class. If you already have a move from that class, take any move; otherwise take a move available to that class at level 2. If someone else taught you to do it, say who did.

Forever changed: change your character to another class. Keep either **Make myself useful** or **Refined taste**, but lose your previous fate and **Trusting eyes**. From the new class, take up a new fate, all the starting moves, one advanced move from the first list and at least one of the starting Bonds. You may exchange your species move for the correct one from the new class if you wish. Set your level to 1 + the number of advanced moves you have from your new class. This will be at least 2, but could be higher if you have taken moves from that class before.

Found a new home: retire your character to safety, letting your companions go on without you. Make a new character at first level.

The Elder

Names

Iris, Magnolia, Rudd, Willow, Ol' Gregg, Pine, Frederick, Isabella, James, Andro
Greyfur, One-ear, Everway, Plum, Quill, Brush, Redstone, Scholar, Foureyes, Thistles

Fate

- [] Impart knowledge to a young one
- [] Discover something old that was forgotten
- [] Put something or somebeast back in its place

Species

[] Mouse, vole, or squirrel: when you make camp, everyone you have time to see to heals 1d4 damage (even if they don't get any rest).

[] Badger: when you enter an important location (your call) you can ask the GM for one fact from the history of that location.

[] Hedgehog: you start with the advanced move Brewer, having mastered ciders, ales and cordials.

[] Bird: you have flown far and wide before, but will never again. When you visit a place, the GM will tell you what it looked like from above when you last passed over it. [A Bird Elder could be able to fly short distances before being tired or straining something, but they won't roam the skies]

Bonds

I played with _____ when they were just a little dibbun – they'll always be a young pip to me.

Perhaps _____ can achieve that which I never did.

_____ is so rash and hot-headed – I will keep them safe.

_____ is one of my oldest friends – I trust them with my life.

_____ is eager to learn – I will be their mentor.

Gear

Your Load is 7+STR. You start with travelling rations (5 uses, 1 weight) and choose one:

- A set of maps and scrolls (5 uses, 1 weight)
- An old relic of a weapon (-1 damage, 1 weight)
- A treasure from your home (1 weight)

Choose your defenses:

- Thick coat and cape (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight) and 5 doses of potions (split between any you like).

Choose your armaments:

- A sturdy staff (close, two-handed, 1weight)
- A ragged bow (near, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses)
- A valuable trinket

Other rules

Potions

'Applied' means you have to carefully apply it to the target or something they will eat or drink.

'Touch' means they only have to touch the target.

- Poultices and herbs (applied): the target heals 8 damage or removes a debility (the one who

applies chooses)

- Goldenroot (dangerous, applied): the target treats the next creature they see as a trusted ally, until proved otherwise.
- Antitoxin (applied): the target is cured of one poison affecting them.
- Rosehip Perfume (dangerous, touch): the target is overcome by a terrible itching lasting at least an hour or until thoroughly scrubbed with water.
- Cider, ale or cordial (fancy): if you share a drink of this with someone, take +1 to parley with them.

Starting moves

Long History: take a move from any class. It can be a species move, a basic move, or an advanced move from the 2-5 list.

I know your type: when you discern realities about somebeast, tell the GM of another beast you've known that they remind you of. On a hit, also ask one of the following questions (for free):

- What can I expect this character to share with the one I'm reminded of?
- What is the biggest difference between them?

A Port in the Storm (from the Bard)

Poultices and Herbs: you count as a healer for the purposes of healing debilities when recovering in safety.

Advanced moves

Too Many Times: when someone takes the last breath in your presence, they take +1 to the roll.

Know-It-All

Forgotten Talent: when you try to remember a skill from old times, roll+WIS. On a 10+, you perform it without a hitch this once, and can use it as a younger beast would from now on. On a 7-9, you remember how it used to go but you're not as young anymore: you or someone you instruct would have about the same chance of pulling it off.

Old and Unassuming: when you're caring for others, not fighting, you have +1 armor.

Comforting Words: when one of your comrades has a brief moment of safety in a battle and you try to raise their fighting spirit, roll+CHA. On a 10+, they heal 1d8 damage or take +1 forward. On a 7-9, they still heal but you take the condition weak. If anyone has any hold from rolling to Defend them, that counts as a moment of safety.

Brewer: you've mastered the care and use of a potion – if it would otherwise be dangerous to use, it's safe for you. When you have time to gather materials and a safe place to brew, you can create three uses of the potion for free.

Devoted Healer: when you heal someone of damage, including if you tend to them when making camp, they heal an additional amount of damage equal to your level.

Just Like the Old Days: take a move from the class you took your Long History move from. Treat your level as one higher than your current level.

Mystic: when you commune with the spirits of a place, perhaps in your dreams, roll+CHA. On a

hit, the GM will give you an insight relating to the current situation, and might ask you a question or two. On a 10+, the GM will give you good detail.

Level 6-10

We Must All Die *Requires Mystic or Too Many Times*: when you go into battle, roll+WIS. On a 10+, name somebeast who will live and somebeast who will die. On a 7-9, name somebeast who will live or somebeast who will die. Name NPCs, not player characters. The GM will make your visions come true, if even remotely possible. On a miss you see the death you fear most, and consequently take a -1 throughout the battle.

No School Like the Old School *Requires Just Like the Old Times*: take any move from the class you took your Long History move from.

Master Brewer *Requires Brewer*: you've mastered two more potions.

An Eye for Potions *Requires Brewer*: when you've used a potion once, it is no longer dangerous for you to use. When you have time to study a potion (using up two uses) you master that potion.

You Wouldn't Hit an Elder *Replaces Old and Unassuming*: as long as you're not fighting, you have +1 armor. When you're caring for others, you have an additional +1 armor.

Scholar: you can read most languages you will ever come across in writing, and the rest you can decipher the meaning of anyway, given time.

Too Old For This: name up to three of your companions. They immediately get a new bond with you, choosing between the following:

- _____ is frail and needs my protection
- I must help _____ on this last quest
- _____ is my elder and I should respect their knowledge

Weatherbeaten: check the *scarred* box permanently, but strike out the -1 next to it. When you try to get sympathy for your old age or frailness take +1 to rolls to parley or to aid another character's parley.

Powerful Words: when you have hold from rolling to parley, it never goes away with time.

My Time Is Almost Up: Raise your wisdom, intelligence and charisma scores by a total of 4 points (split however you like). Lower the stats you didn't just raise by a total of 3 (same deal). When you die, choose two:

- Name a character. You keep your bonds with them and can keep rolling to aid or interfere with them through their memory of you.
- Name a character who immediately takes the move *Mystic*, but only for communing with your spirit.
- Name a character to give one last request. They take +1 to all rolls in pursuit of that request; and if they pursue it and fail they mark experience.