

NAME— Sheriff Nob

LOOK
Look: Masculine, curly hair, hairy feet, fat body
Outlook: Trying to be a good cop but he's not stupid.

STATS MOVES

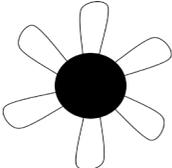
+1 *persevere under duress*
Serene highlight

0 *coerce with violence; ambush someone; do battle*
Brutish highlight

+2 *beguile someone*
Resplendent highlight

0 *assess a situation; fathom a soul*
Canny highlight

0 *invoke the unreal*
Effulgent highlight

HARM
flower of mortality


GNOSIS & LEGACY
help or interfere; ending the tale
Gnosis Legacy
Bloor +1 -1
Shalan +1

HALFLING CULTURE
When you *intimately share culture* with someone, you gain deep insight into him. You may carry +1 forward to trick or understand him for the rest of the tale. If you use your +1, you play your hand. He sees into you as well, and gains +1 forward to trick or understand you for the rest of the tale.

IMPROVEMENT
experience ○○○○⊕ >> *improve*
— Remove a Legacy penalty
— get +1Resplendent (max +3)
— get +1Canny (max +2)
— get +1Serene (max +3)
— add or remove up to two options from your family
— get a new Halfling move
— get a new move from the Traitor playbook
* choose an enclave improvement (can choose this multiple times)
— get +1 to any stat (max +3)
— retire your character to legend
— create a second character to play
— learn a move that one of the Company has, if she will teach it to you
— choose 3 basic moves and advance them
— advance the other 3 basic moves
— remove the enclave to safety (reset human antipathy) miraculously, or by ingenuity

THE HALFLING

They call you “halfling;” but humans are an over-tall offshoot of your people; better to call them doublings. Forced into ghettos in human cities, or allowed to eke out a living in areas too blighted for their human cousins, your people have had enough. The vanguard of the resistance to humanity flowered first in the homes of halfling families, who steeled themselves to do whatever they must to take back their dignity and self-determination.

HALFLING MOVES

Choose three moves; at least one must be an *invoke the unreal* move
INVOKE THE UNREAL

● **Luck thief:** You know how to steal someone else’s good fortune. Once per tale, describe a luck ritual you do, speak the name of your victim, and **roll+Effulgent**. **On a 10+**, hold 3, **on a 7-9**, hold 1. Describe luck coming to your aid and spend a hold to make a miss into a weak (7-9) hit, or a weak into a strong (10+). You may not spend more than one hold on any given roll. **On a miss**, the Demiurge may have luck bedevil you for the rest of the tale. **For Demiurge characters**, the victim will befall some misfortune of the Demiurge’s choosing. **For a Company member**, the next roll she makes will have its effect reduced; a strong hit becomes weak, and a weak one becomes a miss.

○ **Remedial meal:** If you *invoke the unreal* while preparing a meal, your repast cures wounds and ailments. **Roll+Effulgent** and, **on a 10+**, when your table eats, everyone heals one petal on their **flowers of mortality** and is purified of diseases and poisons. But **on a 7-9**, while the others heal, the magic was too costly and you do not. **On a miss**, you’ve done something wrong. No one is healed; your connection to them or the spark of magic wasn’t strong enough and the Demiurge may choose to have the food have an unexpected mystical effect, now or in time.

OTHER MOVES

○ **Bamboozle:** When you get time to speak intimately with someone, you can make him give up something precious to him or overlook something he shouldn’t. **Roll+Resplendent** and, **for Demiurge characters, on a hit**, he is tricked. **On a 7-9** he will remember it. **For Company members**, on a hit, if his player chooses for him to be tricked, he may mark experience. **On a miss**, the Demiurge may choose to have deception turn against you, now or in time.

○ **Complicated lineage:** One of your parents, or an ancestor, is human. Take a move from the Traitor playbook. Whenever you make a choice in character creation or choosing an improvement for your character, you may include the Traitor options among your choices.

○ **Convivial and shrewd:** When you make yourself the focus of attention at any social gathering **roll+Resplendent** instead of +Canny to *assess a situation* or *fathom a soul*.

○ **Maddeningly barbed tongue:** When another person is in danger, if you mock and enrage the Demiurge character who is the source of that threat, she will go after you instead. Unless someone else causes her harm, she will enact her rage against you as is her wont and ability, in the process losing focus on anyone or anything else. **Let the Demiurge know** this is now her primary impulse.

● **Neighborhood connections:** When you call in favors or ask for help from the people you know in the enclave, **roll+Resplendent**. Then, **on a 10+**, choose 2. **On a 7-9**, choose 1, but it will cost you dearly if you do:

- Obtain evidence that supports a scheme of blackmail
- Have someone cowed by threats or delivered physical insult
- Have requisite proofs delivered to the authorities
- Find where someone is
- Turn up a precious or forbidden thing

On a miss, the Demiurge may have your connections turn against you, now or in time.

THE HALFLING

WE CALL OURSELVES: Hobbits

HALFLING MOVES

● **Reared beside the enemy:** When making rolls seeking to understand or motivate humans, say something that's true about local human culture that helps you in the current circumstance. If you do, you may take a +1 forward to the roll.

○ **Slinker:** When you hide from scrutiny or pursuit, say how you make yourself unseen—and distract attention, if necessary—and **roll+Serene**. Then, **on a 10+**, you can find a safe place to lie low, or move on without notice. **On a 7-9**, you manage it, but it's done in a panic: you're safe if you stay still but if you choose to leave you leave something precious to you behind or take something with you you don't want to have hanging around; the Demiurge decides. **On a miss**, the Demiurge may turn stealth against you, now or in time.

LIFESTYLE

While your family will keep you fed and in good condition, you still have to spend gold at the beginning of the tale to ensure that your home continues to be happy and healthy. Spend 1-gold to keep your family sheltered and fed, but miserable and with insufficient time for the normal conviviality that typifies halfling life, or 2-gold to live extravagantly, with plenty of time for rest and relaxation. If you can't or don't want to, let the Demiurge know you won't pay your upkeep, and she will ask you questions about how you're keeping soul to flesh.

If you are in need of funds during play, tell the Demiurge you wish to seek remuneration for your services. You may seek such employment and gain 2-4 gold by:

- *Running a con job on an affluent Demiurge character*
- *Extorting, burgling, or pickpocketing from an affluent population*
- *Serving as a cook for an affluent Demiurge character*
- *Devising some other gainful purpose your proficiencies are suited to with the Demiurge*

Assuming such is available, the kinds of things 1-gold might secure include: *a night of sumptuous delights and company; any simple piece of mundane accoutrement, a token, or weaponry which is not valuable; a tale's hire of a ruffian as a bodyguard; a few tales' hire of simple labor; the costs for reviving by a healer an unconscious person; a few tales' tribute to a protection gang or legal equivalent; a few days worth of food and water for a half dozen people; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For more-fine or more-rare items or services, work out particular arrangements with the Demiurge.

ACCOUREMENT & TOKENS

Shillelagh (2-harm hand, ubiquitous, sturdy), Sheriff's crossbow (2-harm far, reload, slow), skirmish coat (1-armor), badge from the old shire (precious, covert, valuable), miscellany including a pipe, shitty weed, and 1 Imperial gold coin, each worth 1-gold

FAMILY

Choose one or two details for each of these features of your family:

- Human authorities suspect your family of: *brutality, larceny, insurgency, smuggling, vice, or devise your own*
- Your family gets gold by: *civil service, crafting, farming, fraud, husbandry, peddling, performance, or devise your own*
- The enclave comes to your family for: *access, contraband, escape, fashion, feasting & celebration, intoxication, leadership, sanctuary, violence, or devise your own*
- What challenges your family: *addiction, extreme poverty, internal secrets, official persecution, poor parenting, recklessness or devise your own*
- Your home is: *armed, clammy, clean, dilapidated, filthy, gone, hidden, messy, protected, sturdy, trapped, warm, welcoming, or devise your own*

Use these names to answer the questions below about your family: Ash, Briar, Clover, Iris, Jasmine, "me," Rue, Thyme, and Violet:

- *Who are you closest to?*
- *Who always gets into trouble with the law?*
- *Who is of your family but not your blood?*
- *Who is head of the household?*
- *Who is the black goat?*

Auntie Iris

Cousin Briar

Clover

Ma Thorn

Sister Thorn, crimelord

FAMILY, FLOWERS, & OTHER MOVES

Human authorities suspect your family of: smuggling and vice

Your family gets gold by: civil service and fraud

The enclave comes to your family for: patrolling / security

What challenges your family: addiction and recklessness

Your home is: armed and welcoming

Daughter: Lily

Cousin: Deagol