

NAME—

LOOK & LIFE

STATS MOVES

Serene highlight

persevere under duress

Brutish highlight

coerce with violence;
ambush someone;
do battle

Resplendent highlight

beguile someone

Canny highlight

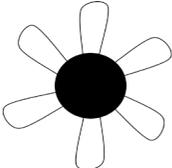
assess a situation;
fathom a soul

Effulgent highlight

invoke the unreal

HARM

flower of mortality



GNOSIS & LEGACY

help or interfere; ending the tale

ORCISH CULTURE

When you *intimately share culture* with someone, she is inspired by you. She gains +1 choice in her battle moves until the end of the tale.

IMPROVEMENT

experience ○○○○⊕ >> improve

- Remove a Legacy penalty
- get +1 Brutish (max +3)
- get +1 Canny (max +2)
- get +1 Effulgent (max +2)
- choose a new option for your clan
- choose a new option for your clan
- remove an option from your clan
- get a new Orc move
- * 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 ORC

WE CALL OURSELVES: _____

THE ORC

A mighty and proud people, the orcs once ruled vast kingdoms, coming to power at the same time as humans, yet separated by distance. The nameless war began when the cultures first came in contact. The size and severity of the clashes increased over centuries, until it culminated, in living memory, in your utter defeat. There is no orcish homeland anymore. Your people are hunted, in many places fetching prizes for carcasses. The humans are in the process of trying to wipe you out. You're the final remnant, left to spit in humanity's eye before the last of you is gone.

ORC MOVES

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

INVOKE THE UNREAL

○ **Bloody visions:** When you do 1-harm to yourself or another, you may *invoke the unreal* to open your mind to the blood chaos. **Roll+Effulgent** and, **on a hit**, the Demiurge tells you something new and interesting about the current situation, and might ask you a question or two; answer them. **On a 10+**, the Demiurge gives you a clear detail. **On a 7-9**, the Demiurge gives you a poetic impression. If you already know all there is to know, the Demiurge will tell you that. **On a miss**, the Demiurge may turn dark and eldritch forces against you, now or in time.

○ **Endless fury:** Battle literally enlivens you. **Roll+Effulgent**, and, **on a 10+**, until the end of the scene, you heal 1 petal on your **flower of mortality** every time you harm someone by your own hand. Harm and healing are not one-for-one; if you do 4 harm to someone, you only heal one petal. **On a 7-9**, you are only able to heal once. **On a miss**, the Demiurge may turn glut-tonous bloodlust against you, now or in time. **You must tell the Demiurge:** How can someone break this cycle of rejuvenation? Who knows how? Is she the only one?

OTHER MOVES

○ **Clan leader:** You are the leader of a clan of orcs, hunted and harassed by humans. When you try to impose your will on your clan, **roll+Brutish**. All 3 are true **on a 10+** but **on a 7-9**, choose 1:

- They do what you want (otherwise, they refuse)
- They don't fight back over it (otherwise, they do fight back)
- You don't have to make an example of one of them (otherwise, you must)

On a miss, the Demiurge may have someone in the clan make a challenge to your leadership, idly or in all sincerity, 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.

○ **Every orc an army:** In battle, you count as a small gang, with harm and armor according to your accoutrement.

○ **Fearsome regalia:** When you ritually adorn yourself in ceremonial body paint, you have +1 armor and you may **roll+Brutish** instead of +Resplendent to *beguile someone*. The armor bonus does add to with pitmetal armor because your skin must be visible.

○ **Sanguinary mystic:** You have learned how to use violence, pain, and death as a route to the dying spark of the Golden Age. **Roll+Brutish** instead of +Effulgent to invoke the unreal while you're engaging in violence.

○ **Warrior's code:** You have an ethical code that guides you and gives you strength. When you make a choice that costs you because you obeyed your code, you may carry +1 forward for any roll that relates to or is a consequence of that choice. If you violate your code and it costs you, mark experience. Your code has three parts. Write these elements down with statements like, "A warrior [does/does not] _____" as you flesh it out in play.

Orcish War Accoutrement

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 ŒXQSML J]TT_PQX PIZU hand, bloody
 ŒW]JTM PMI3-harm hand, messy
 ŒMI^a KZW[[JW_ 4-harm reload, slow
 ŒQ\UM\IT XT1\M IZUWZ 2-armor

Lifestyle

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- 5]ZLMZQVO [WUMWVM I\-\PM; MZPOVOWM I]Y]M]M,MU,Q]ZOM KPIZFK\MAN[]T\JWava]Z]ZLIV PI[I
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 • Extorting, raiding, or running protection rackets bZ bh []Q\ML \W _Q\ P \PM ,MUQ]ZO Mgang small savage undisciplined 1-armed Z
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)[[]UQVO []KP Q[I^IQTIJTM \PM SQVL[W a night of sorptuous veTL UQO PR WMM]ZM" QVKT]LM"
 lights 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.
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Accoutrement, tokens, & notes

Your Mount

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Your clan

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CREATING AN ORC

To create your orc, choose name, life, look, stats, moves, accoutrement, and Gnosis.

NAME

Azog, Bolg, Burz, Durabtuluk, Golfimbul, Grishnakh, Krimpatul, Lagdulf, Lugdush, Mauhur, Muzgash, Nutt, Orcrist, Othrod, Radug, Rukh, Shagrat, Snaga, Tark, Thrakatul'uk, Ugluk, or Urco, or devise your own

LIFE

Last clan, child of a dying people

STATS

Add +1 to any one of the below.

Serene-1 Brutish+2 Resplendent=0 Canny+1 Effulgent=0

ACCOUTREMENT

You get:

- Miscellany worth 2-gold, detail now or later
- 2 orcish war accoutrement
- Your mount (detail)
- Raiment suited to your station, culture, and taste, including, at your option, a piece worth 1-armor (describe)
- Clan standard (*august, illegal, valuable*); describe

LOOK

Ambiguous, androgynous, concealed, feminine, masculine, transgressing, or devise your own

Beatific face, canine face, demonic face, distrusting face, furious face, horned face, porcine face, serious face, or devise your own

Broken body, bulky body, gorgeous body, halfling-sized body, huge body, slight body, or devise your own

Artefact rider, canine rider, dinosaur rider, feline rider, gryphon rider, horse rider, insect rider, lizard rider, ram rider, roc rider, rodent rider, ursine rider, or devise your own

MOVES

You get all the basic moves. Choose 3 orc moves, at least one of which must be an **invoke the unreal** move.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Gnosis to 0 with someone, fill in an experience circle with pencil. When you mark the 5th, choose an improvement and erase the circles.

Each time you improve, choose one of the improvement options. Check it off; you can't choose it again.

GNOSIS

Take turns introducing your characters by name, look, and outlook. List the other characters' names as their players provide them.

Go around again. On your turn, **you must ask the first**; you may ask as many of the others as you wish, only one per other Company member:

- **Required:** Choose a member of the Company and work out with her what your clan provides that she relies on. Write Gnosis=0 for her.
- Choose a member of the Company. Say, "My sister, Tarkva, challenged you to a fight. Did I approve of how she died?" If so, write Gnosis+1. If not, write Gnosis+3; you've got your eye on him.
- Choose one of the Company. Say, "My clan personally slaughtered your close kin and sacked their homes. Have I told you?" If you have, write Gnosis+2 for her, if not, write Gnosis=0.
- Choose a member of the Company. Say, "My clan causes trouble for you or those you care about. Have you had the courage to tell me?" Write Gnosis+2 if he has, or Gnosis-2 if not.
- Choose yet another one of the Company whose manner gets your blood boiling. Tell her, then write Gnosis+1 for her.

For everyone else, write Gnosis-1; orcs tend to look inward, to themselves and their people.

At the end, choose one of the characters with the highest Gnosis on your sheet. Ask her which of your stats is the most interesting, and highlight it. The Demiurge will have you highlight a second stat, too.

LEGACY

Continue your turn:

- If there is a Traitor in the Company, take -1 Legacy with him; his people are currently in the process of actively wiping yours out and your peoples spent generations at war.

Legacy penalties are applied to every roll to **help or interfere with someone** until they are erased by an improvement.