

Name _____

Look & Life _____

Stats Moves

persevere under duress
Serene highlight

coerce with violence;
ambush someone;
do battle
Brutish highlight

beguile someone
Resplendent highlight

assess a situation;
fathom a soul
Canny highlight

invoke the unreal
-z]TOMV highlight

Harm _____
ÆW_MZ WN UWZ

Gnosis & Legacy _____
help or interfere; ending the tale

Orcish Culture _____
?PMV aW] intimately share culture _Q\ P [WUMWVM
QV[XQZML Ja aW] ;PM OIQV[KPWQKM QV
\PM MVL WN \PM \ITM

Improvement _____
experience ○○○○⊕ >> improve
GG :MUW^M I 4MOIKa XMVIT\ a
GG OM\ *Z]\Q[P UI`
GG OM\ +IVVa UI`
GG OM\ -z]TOMV\ UI`
GG KPWW[M I VM_ WX\QVW NWZ aW]Z KTIV
GG KPWW[M I VM_ WX\QVW NWZ aW]Z KTIV
GG ZMUW^M IV WX\QVW NZWU aW]Z KTIV
GG OM\ I VM_ 7ZK UW^M
GG OM\ I VM_ 7ZK UW^M
GG OM\ I VM_ 7ZK UW^M
GG OM\ I VM_ 7ZK UW^M
GG KPWW[M IV MVKTI^M QUXZW^MUMV\ KIV KPWW[M \PQ[U]T\QX]TM \QUM]
GG OM\ \W IVa [\I\ UI`
GG ZM\QZM aW]Z KPIZIK\MZ \W TMOMVL
GG KZMI\M I [MKWVL KPIZIK\MZ \W XTia
GG TMIZV I UW^M \PI\ WVM WN \PM +WUXIVa PI[QN [PM -QTT \MIFB Q\ W aW]
GG KPWW[M JI[QK UW^M] IVL IL^IVKM \PMU
GG IL^IVKM \PM W\PMZ JI[QK UW^M]
GG ZMUW^M \PM MVKTI^M \W [INM\ a ZM[M P]UIV IV\QX]IPa UQZ\IVW]Tja W
Ja QVOMV]Q\ a

The Orc

We call ourselves: _____

The Orc

) UQOP\ a IVL XZW]L XMWXTM \PM WZK[WVKM Z]TML ^I[V
I[P]UIV[aM\ [MXIZI\ML Ja LQ[\IVKM <PM VIUMTM[[_IZ .
KWV\IK\ <PM [QbM IVL [M^MZQ\ a WN \PM KTI[PM[QVKZM
UMUWZa QV aW]Z]\MZ LMNMI\ <PMZM Q[VW WZKQ[P P
UIVa XTIKM[NM\KPQVO XZQbM[NWZ KIZKI[[M[<PM P]UI
AW]½ZM \PM AVIT ZMUVIV\ TMN\ \W [XQ\ QV P]UIVQ\ a½[

Orc Moves

+PWW[M \PZMM UW^M[# InvoKa the unreal MUUM↑M J M IV
Invoke the unreal
m Bloody visions " ?PMV aW] LW PIZU \W aW]Z[MTN WZ IVW\ P
\W WXMV aW]Z UQVL \W \PM JTWWL KPIW[M :WUTUQ]Z]TOM MM
[WUM\QVO VM_ IVL QV\MZM[\QVO IJW] \PM K]ZMZM\ [QV
IV[_MZ OR M10+ \PM ,MUQ]ZOM OQ^M On a W] I RMM, IZULQ]ZIQM
I XWM\QK QUXZM[QVW 1N aW] ITZMILa SVW_ ITT OPaMZM
miss \PM ,MUQ]ZOM UIa \]ZV LIZS IVL MTLZQ\KP NWZKM[
m Endless fury " *I\ITM TQ\MZITTa MVTQ^MV[aW] :WTC T- aPTO M
\PM [KMVM aW] PMIT XM\IT WVMa W Za AEW_MZ a W] NP ILWZ [V
W_V PIVL 0IZU IVL PMITQVO IZM VW\ WVM NWZ WVM# Q
WVM OMa 7P aW] IZM WVTa IJTM \W PWPIT WVKM]Z OMa rissa \
[WVW] [ITWW] [I OIQV] aW] VW_ WZ QV \QUM AW] U]
JZMIS \PQ[kaktM WN ZMR]^AMVI\QVW' ?PW SVW_ [PW_ ' 1

Other moves

m Clan leader " AW] IZM \PM TMILMZ WN I KTIV WN WZK[P]V
aW] \Za \W QUXW[M aW]Z _QTT WTTa W]ZM KIZM] Jolla British
KPWW[M "
• They do what you want (otherwise, they refuse)
• <PMa LWV\ \ ÅOP\ JIKS W^MZ Q\ W\PMZ_Q[M \PMa LW Å
• You don't have to make an example of one of them (otherwise, you must)
On a miss \PM ,MUQ]ZOM UIa PI^M [WUMWVM QV \PM KTIV U
QLTa WZ QV ITT [QVKMZQ\ a VW_ WZ QV \QUM
m Complicated lineage " 7VM WN aW]Z XIZMV\ [WZ IV IVKM[\WZ
\PM <ZIQ\WZ XTiaJWWS ?PMVM^MZ aW] UISM I KPWQKM
UMV\ NWZ aW]Z KPIZIK\MZ aW] UIa QVKT]LM \PM <ZIQ\W
m Every orc an army: 1V JI\ITM aW] KW]V\ I[I [UITT OIVO _Q\ P
\W aW]Z IKKW]\ZMUMV\
m Fearsome regalia " ?PMV aW] ZQ]ITTa ILWZV aW]Z[MTN QV K
IZUWZ IVL aW] UIa roa British NIL WN : Megitelson\ <PM IZU
JWV] [LWM [ILL \W _Q\ P XQ\UM\IT IZUWZ JMKI][M aW]Z [S
m Sanguinary mystic " AW] PI^M TMIZVML PW_ \W][M ^QWTMVKM
\PM LaQVO [XIZS WN \PM /W TLM VM] O MW Roll+ British
_PQTM aW]½ZM MVOIOQVO QV ^QWTMVKM
m Warrior's code " AW] PI^M IV M\ PQKIT KWLM \PI\ O]QLM[aW]
UISM I KPWQKM \PI\ KW[\ [aW] JMKI][M aW] WJMaML aW]Z
\PI\ ZMTI\M [\W WZ Q[I KWV[MY]MVKM WN \PI\ KPWQKM
M^XMZQMVKM AW]Z KWLM PI[\PZMM XIZ\ [?ZQ\M \PM[M
CLWM[LWM[VW\E GGGGG° I[aW] ÆEM[P Q\ W]\ QV XTia

Orcish War Accoutrement

ŒW_ _Q\ P JIZJML IZZW_ [3-harm close, reload, bloody
 ŒXQSML J]TT_PQX PIZU hand, bloody
 ŒW]JTM PMI 3-harm hand, messy
 ŒMI^a KZW[[JW_ 4-harm reload, slow
 ŒQ\UM\IT XT1\M IZUWZ 2-armor

Lifestyle

)\ \PM JMOQVVQVO WN \PM \ITM [XWVL OWTL \W SMMX aW]Z[MTN [PMT\MZML IVL NML#
 VMML[1N aW] KIV¼\ WZ LWV¼\ _IV\ \W TM\ \PM ,MUQ]ZOM SV aW]Z]X
 QTT I[S aW] Y]M[\QWV[IJW]\ PW aW]¼ZM SMMXQVO [W]T \W NIML
 1N aW] IZM QV VMML WN N]VL[L]ZQVO XTia \MTT \PM ,MUQ]ZOM aW] aW] QTP \W LMMS ZW]Z
 [MZ^QKM[AW] UIa [MMS []KP MUXTWaUMV\ IVL OIQV OWTL aW] PI^M \PM UW^M [PM¼[

- 5]ZLMZQVO [WUMWVM I\-\PM; MZPOVOWM I]Y]M]W,MU,Q]ZOM KPIZFK\MAN[]T\JWava]Z]ZLIV PI[I
 urge character • ,M^Q[QVO [WUM W\PMZ OIQVN]T X]Z\XWZUW]ZVXLPIAQOQVKO
 • Extorting, raiding, or running protection rackets bZ bh []Q\ML \W _Q\ P \PM ,MUQ]ZO Mgang small savage undisciplined 1-armed Z
 I]MV\ XWX]TI\QWV I[_IZZQWZ[

)[[UQVO []KP Q[I^IQTIJTM \PM SQVL[W a night of sorptuous veTL UQOPR WVM]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.
 .WZ UWZM NQVM WZ UWZM ZIZM Q\MU[WZ [MZ^QKM[_WZS W] aW]Z QK]TVZIVZ]VZUMVUM]ZM
 \PM ,MUQ]ZOM UW]V\[_Q\PW]\ I Problem 1
 ŒW]Z KTIV Q[[MTN []{KQM
 OM tigh
)VL KPWW[M "

Accoutrement, tokens, & notes

Your Mount

AW] [\IZ\ XTia _Q\ P I UW]V
 IZUWZ IVL UI[[Q^M%
 ŒVZMVO\ P[KPWW[M WZ
 ŒMISVM[[KPWW[M " biting,
 ŒQVL KPWW[M " rudimentary
 ŒI\TM 7X\QWV KPWW[M

Your clan

6W_ aW] QTT LM\IQT aW]Z
 aW] IZM-[]JWZLQVIM \W P
 aW] PI^M \PM UW^M [PM¼[
)[[UQVO []KP Q[I^IQTIJTM \PM SQVL[W a night of sorptuous veTL UQOPR WVM]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.
 .WZ UWZM NQVM WZ UWZM ZIZM Q\MU[WZ [MZ^QKM[_WZS W] aW]Z QK]TVZIVZ]VZUMVUM]ZM
 \PM ,MUQ]ZOM UW]V\[_Q\PW]\ I Problem 1
 ŒW]Z KTIV Q[[MTN []{KQM
 OM tigh
)VL KPWW[M "

ŒW]Z KTIV¼[UW]V\ [IZM Q
 ŒW]Z KTIV¼[UW]V\ [IZM X
 ŒW]Z KTIV Q[TW]W[M SVQ\
 ŒW]Z KTIV Q[QV [QOVQNO
 ŒW]Z KTIV Q[NQT\Pa I disea

CREATING AN ORC

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

NAME

Azog, Bolg, Burz, Durabtuluk, Golfimbul, Grishnakh, Krimpatul, Lagduf, 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.