

People, Too

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Audience

If you enjoy fantasy games, but wonder what it would be like to be the bad guys.

If you enjoy roleplaying games, but bristle at their simple morality.

If you enjoy DnD, but want a more player-driven story and character engagement.

If you enjoy PbtA, but desire more structure and nuance.

If you enjoy swords and sorcery, but wish it were weirder, less human.

If you enjoy your life in an imperialist country, but are curious what it means to hate it.

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Introduction

Welcome to a world which you might find familiar — a world full of gallant warriors, of political intrigue, and of magic. One filled with wizards and dragons and barbarian kings; and of innumerable different races and species all within their own clime and culture, and conflict with one another. For centuries, it is said, the world of good has fought against the forces of evil in defence of the just and the innocent, and the true virtues and light bestowed by the gods themselves.

But now, in our time, that era of strife at last has come to an end.

This world of epic fantasy has given way under the guise of progress, that great equalizer of nations and means to assemble beneath a single system to ensure the prosperity of empire, kingdom, and duchy. The Fairfolk — humans, elves, dwarves, halflings — are at last triumphant against the forces of evil, those sinister species that once harried travelers and torched villages for seemingly nothing more than their own endless hunger, sadism, or in service of some dark god. The last dragon sighted by reliable eyes was decades ago; and with trolls subdued and orcs undergoing an uneasy assimilation into polite society, it seems the world of magic is finally due for an age of wealth and peace.

... That is, at least, for the Fairfolk. Their victory did not come with the complete extermination of those denizens of the wilderness, known broadly as Fiends: ogres, kobolds, gnolls, ratkin, and theoretically all manner of other creatures given this label still exist, dwelling in the ever-shrinking outskirts of swelling civilization, or, increasingly more commonly, eking out an existence within the cities themselves, treated as a defeated threat, as the discarded rags of proper society.

But there are always two sides to every story. As much as it would like to pretend otherwise, this world is no more black-and-white than any other. The so-called Fiends have their own ways deemed incompatible with the structured, aristocratic society of the Fair: Tribal organizations, religious allegiances, cultures considered unappealing to the sensibility of the upright people they are now forced to share a world with as a defeated and colonized mass — but this doesn't mean they are simply uncivilized and evil. Their ways are their own, some adapted uncomfortably to the new world, some left behind with their fallen forebears in the caves and wilderness. Some were born and raised in the cities, and the far-off goal of assimilating into Fair society. Some descend into the slums and the Underground as career criminals, hiring out their muscles, magic, or fast fingers to those with discretion and the wealth to pay. Some long for the old world and seek to organize with others of their kind for some semblance of familiarity, to recreate that which was lost even in the face of this urbanization. And still, some seek to fight on against those that took their home from them.

Who Will You Become?

Within *People, Too*, players take the role of one of these maligned members of a world infused with magic and band together to skulk, hide, fight, lie, steal, and do what it takes to survive in a world that sees them as nothing more than monsters.

Many Fiends have gone to seed, defeated and now simply struggling to find their role on the bottom rung of this new, unnatural society. Some of them have never even picked up a sword before. This is not you. You are a new arrival to the city. You may be young and never knew a world in which Fiends were on equal footing with the Fair nations and fought great, bloody battles for conquest and glory — or you may have once fought in those battles yourself. Either way, however, high walls and noble towers near enough to cast a shadow over you are a new reality, and they have not yet broken your spirit. Your skills, your traditions, and your grit reflected in your Sovereignty will push you, and inevitably others like you to do more than just survive in a world that despises you. It will do to you as it pleases, but you are unique in that you will *do back*.

Will you take up the task of representing your people, of aiding the downtrodden, of solving the crises both high and low in hopes of bringing equality to the disparate masses? Accepting jobs and quests and putting your skills to use not only to ensure your own survival, but to thrive, and to uplift your kind along with you?

Or will you take the fight to the state, become a weapon in a violent revolution against those who would dare oppress you? Will you make it your personal mission to exterminate every last oppressor and make their kind rue the day they subjugated your people?

About People, Too

People, Too is a pen-and-paper roleplaying system that takes place in this world of prosperity and progress, and of bigotry and squalor. It was designed using the *Powered by the Apocalypse* (PbtA) system, with particular attention to *Apocalypse World*, *Root*, as well as thematic inspiration from *Dungeons and Dragons*. Other pieces of media that could be credited thematically include *Undertale* and *Arcanum: of Steamworks and Magick Obscura*.

Players familiar with tabletop games may be familiar with d20 systems like *Dungeons and Dragons*, in which racial and class bonuses, along with rules and tables and dice rolls, dictate the flow of a story — a campaign — with a beginning and an end, led by a **Game Master (GM)** and played out by three or more players each controlling their own character. PbtA systems have a similar goal of placing players in the roles of characters of their own creation to tell a story in collaboration with a GM and dice rolls. They are both *roleplaying games*, but, to simplify, whereas *Dungeons and Dragons* is a *roleplaying game*, PbtA systems like *People, Too* are *roleplaying games*. That is, they are less focused on the combat, the statistic building, and the ultimate defeat of the enemy and conclusion of the game; and more focused on what is termed **playing to find out**. Instead of composing a campaign, the GM composes a setting for player-characters to explore, and the story is told through the choices they make, and together, both players and GM are unveiling a story in which no one truly knows what will happen next.

Thus, there is no turn-taking, there are no set and named actions; instead, everything is accomplished through **moves**. In *People, Too*, you don't roll dice every time you want to do something, but when a declared action's outcome is uncertain, then you are likely calling a move. A move can be anything from *fighting*, to *rallying a group to your goal*, to *begging a favour of a faction*, and each of these will have their own rules. The moves one has access to are theoretically endless, and sometimes will even depend on the GM to invent, for specific scenarios.

It is a lucky thing, then, that these moves and their consequences are easily figured out! Every roll in *People, Too*, and other PbtA systems, is functionally the same, at its most basic: The player making the move will roll two six-sided dice (**2d6**), and add any modifier (always between -3 and +3) to the total roll.

A roll of 6 or less indicates a miss. Crucially, this does **not** always mean that bad things happen, just that the attempted move does not go at all as planned. Furthermore, a miss **never** means “nothing happens” — a miss is actually is the GM's chance to *make things happen*.

Any roll of 7 and higher is a success, but there are two levels of this: from 7-9, the success does not go perfectly: The character will not get everything they hoped for, or there are unforeseen consequences.

A roll of 10+ is a critical success: Everything goes swimmingly, and there may even be a fleeting opportunity for the character to capitalize on!

Jordana plays a gnomish named Tuliz. Jordana declares, “I keep myself hidden within within a pile of construction equipment until morning.” That isn't certain, as she may get caught, so I, the GM, have Jordana roll two six-sided dice. With her modifiers, she rolls an 11! I tell her, “For the rest of the night, no one disturbs you; you're completely unseen, and while lying awake in the tools and dwarven machinery, you notice a broken auger. The dwarves probably won't miss it, and it might make a good weapon.” Jordana says, “I'll take it, then,” which she does.

Crucially, moves are a storytelling element, not a gameplay element: **To do it, you have to do it!** You don't simply state that you are making a certain move — you describe what you are doing, and then roll as directed.

This is all a player needs to know about how to play *People, Too*.

Of course, there is far more to the game than this: It is about trying to survive in an oppressive and hostile world of self-righteous paladins, elven tyrants and dwarven bourgeoisie — as a Fiend considered an irredeemable enemy by every one of them. There are layers upon layers both within society and beyond it, in the last vestiges of the wilderness, to engage with. While it will at times be unavoidable, violence always has consequences, and one should be encouraged to sometimes maneuver around the NPCs — characters introduced by the GM — and the factions they comprise, for every act they take in their monstrous forms will have a rippling effect not only on their own lives, but those around them. As they do, the world itself will change, urbanization will spread, more populations will be subdued. Perhaps there is hope for your characters in working together to elevate each other, sustain each other in a world that wishes them only death. Or perhaps they will side with one faction or another, and be a deciding factor in the tide turning against the expansion of the “good and pure”.

The World

The world in which *People, Too* takes place is a world that players will likely be familiar with as high fantasy, in which sorcery is common and a multitude of extremely various species all interact with varying levels of harmony and conflict. Like other high fantasy settings, these species are divided largely between “good” and “evil”, but crucially, it is a world in which the “good” have won. Dragons and giants are generally believed to have been exterminated, and the “evil” races are separated once again, this time between those able to theoretically engage in proper society — they have bright minds, dextrous fingers, and can fit through a doorframe upon two legs — and on the other hand, those anatomies or whose minds are deemed incompatible with the new world live as pariahs, dwindling in number in the wilderness.

More and more by the year, the world is becoming urbanized, in something approximating the Renaissance era of real-world Europe, with a blending of medieval with sparks and starts of more modern technology, in combination with pragmatic magical application. Those parts of the world that are not covered in cobbles and ever-more-vertical cities are converted into sprawling farmlands. Even still, the wildest parts of the world — deserts, deep forests and jungles, tall mountains and the underground — remain inhabited by Fiends. These remainders are frequently clustered together in numbers that would not have been considered seemly by their ancestors: Creatures such as kobolds who once boasted tribes of hundreds are regularly reduced to a few dozen; while beasts like trolls, traditionally independent, have gathered together to form the first rudimentary and new troll societies in the face of what seems to be inevitable extinction.

The Aligned Nation-States of the Fair

A long-winded and seldom-used term to describe the world as it is today, with borders carved in straight, methodical lines for the convenience of the rulers of separate nations. At the start of a game, these nations will essentially be single city-states surrounded by farmland, and the wilderness on the outskirts, its sentient denizens continually harried by adventurer groups. As the game progresses, however, new cities will be founded and rapidly constructed using combinations of magic and new technology. As long as the construction sites remain unharassed by native Fiends, they will become permanent fixtures upon the land, fortified and protected from without.

Each Fair nation has its own manner of doing things, its own priorities, its own populations. Each contains at least some members of all Fairfolk origins today, some of whom have been born there, whereas others are recent immigrants or refugees. Each of these nations is effectively a monarchy, though their inner political workings vary considerably. Although certainly aligned unanimously against all Fiends referred to collectively as “evil”, the rulers of these nations are not always in stalwart alliance, and, if they go unopposed domestically and “good” has surely triumphed, they are likely to find new conflict and conquest elsewhere.

Cities

The majority of most of Fiends now live within cities. They dwell in alleyways and on the streets, in camps and dormitories, in barns and sewers. Polite society knows about their existence, and avoids contact wherever it can. This having been said, the Fairfolk have their own class divisions, and the poor and those who have fallen through the cracks of civilization sometimes find themselves more intimately interacting with Fiends — willingly or otherwise. Just like Fiends display a full spectrum of morality and motivation, so too do Fairfolk; socially, it is expected of them to disdain the “evil” creatures living in their cities, but not all are convinced by this doctrine.

Cities themselves, in the physical sense, are as a result informally divided between the more visible streets, dwellings, and places of business owned by upstanding folk; and the slums, alleyways, and establishments of ill repute. The latter, aptly called the City Underground, provides a home for the Fiends and the lower classes. As such, player characters are likely to spend most of their time in the Underground. Law enforcement rarely travels here; in the cases that it does, it is usually on a large scale to arrest or terminate a major threat to other levels of the great city that they have been made aware of — this could be something obvious like an uprising, or a criminal ring undermining law-abiding businesses, but also smaller schemes that have attracted the attention of a prominent and wealthy member of the upper crust. Otherwise, beggars, criminals, and vagabonds of all sorts form the bulk of the permanent population of the Underground, although occasional visitors from other levels of the society will travel here for clandestine, often illegal purposes, or to hire a Fiend or two to similar ends.

The City Proper is, suitably, home to what has been termed “proper society” — law-abiding workers and businessmen, the bulk of society, dwell here. There may or may not be an immediately noticeable divide between the Proper and the Underground: Some great cities will have one street block filled with potters and clothiers, while the next is dominated by a tavern run by ratkin. In others, the Underground might literally occupy a lower level of the great city, progressively starved of sunlight as new manors and fortifications rise higher above it, officially inaccessible to the Fiends dwelling below.

The third and highest level, the City Crown, is naturally home to the nobility and their servants. Ironically, this means that more Fiends may live in the Crown than they do in the Proper; nobility is less restricted by conservative norms than commonfolk, and having a Fiend as a servant is, even when not regarded as specifically useful for their natural strengths or abilities, at least something of a scandalous talking point to bolster the prestige of their mistress or master. These servants will often be employed to run errands around the mercantile parts of the Proper, and even beyond, into the Underground — as nobility do not retain their position for very long if they are unaware of how to utilize the underclasses for violence and intrigue.

Faith

Religion plays a prominent role in all walks of life. Humans, elves, dwarves, and halflings typically follow the Trinity — the Mother, the Father, and the Morningstar. Their hatred of Fiends is baked into their sagas — stories with morals that tell them how to live, usually about the daring deeds of wizards and warriors of old. Legalism and justice are highly valued morals, and it is good for anyone to recognize and live in their place in society, dictated by each of the Trinity: The Mother is said to inform them of their role within their family, and by their physical attributes — the strong do physical labour, the weak engage in craft. The Father gives them their role in larger society, according to their class and country, to serve as nobility, as property owners, or drudges. The Morningstar is frequently quoted, and they are said to have brought to the Fairfolk knowledge of good and evil, and from them the condemnation of Fiends is continually justified. Practices have largely become the attendance of services and reverential festivals, and devotion of the self to one's role and labour. Some continue to follow the ways of Clerics and Paladins, and take their practices to the next level, dedicating themselves to the service and healing of the deserving — and to extinguishing the unworthy.

Forms of magic not directly given by the Trinity continue to be practiced and honed by Wizards and Sorcerers. Members of all species, both Fair and Fiendish, are occasionally born with particular magical talent, control over the arcane elements of mind and matter; but even those who are not are capable of learning through dedication and instruction. Magic is frequently combined with new technology: Mystic flames are conjured to drive steam engines, and magical minds are implanted into miraculous automatons to do the bidding of their creators, or whomever to whom they are sold.

The Wilderness

Few Fiends leave the cities once they have come to them; either they were born there, and have heard tales, or they themselves have seen the brutality with which they are treated beyond the walls — worse than animals, more like a disease to be exterminated. Those who do typically have a reason: Perhaps a piece of news has emboldened them to set out for a different settlement, or overcrowding and a lack of food and clean water gives them the choice between departure and death. It could be that, through their actions or those of others, they have become so unwelcome in the great city that even the Underground no longer provides safety for them from the law and vigilante mobs.

Nevertheless, if Fiends do leave the safety of the cities, they should hope to have reliable companions with them, as adventuring is still a lucrative occupation for thrill-seeking Fairfolk: Warriors, wizards, mercenaries, assassins, all kinds make a living by thinning out the “evil” in the world. They do not typically make their business within cities; the omnipresent law has ruled in most places that such activities have too much potential for violence bleeding over into the streets to be legal, and those who are caught trying to sneak off a city-gnoll head from to turn in for bounty risk being blacklisted from the occupation.

Character Creation

Before the story of *People, Too* can begin, all players (minus the GM) must create a character. It is recommended that every player creates their characters together, as a group, to build discussion and excitement about the story, and for the important aspect of writing out Connections, to be discussed in this section.

In *People, Too*, all player characters are members of the underclass. This usually means they are Fiends, “evil” species, but sometimes members of the Grey species find themselves in similar situations: They might be wanted criminals, embroiled in a scheme that has them ankle-deep in the underworld, poverty-stricken and homeless, or they may have their own reasons for mingling with creatures they once only heard about in horror stories. Regardless of what species a player character is, they are **always relatively new to the Underground** — that is, they have not established themselves in any particular community within urbania. They may have just been released (or escaped) from prison, they may have immigrated here from the wilderness in hopes of safety from patrolling adventurer parties, or may even be native to the land, and simply remained as the great city was too-recently built up around them. Regardless, they have not been here long, do not have a consistent place to stay but the streets, do not have occupations except to survive. Player characters always begin, and likely end, at the bottom rung of society, at the receiving end of the majority of the bigotry and resentment of their social superiors.

When creating a new character, players should first consider their species. The world of *People, Too* is a highly bigoted world; to some, species is everything, and is the sole factor in whether someone is a friend to be trusted, or an enemy to be ruthlessly exterminated. Players need not all pick the same species, and indeed, cooperation with different species and cultures can provide interesting experiences for the player characters.

More than just members of their species, though, player characters have a destiny, and if they settle down, submitting to their dismal lot in life, the game has effectively ended. There is something that drives them to do more than just live, that inevitably causes conflict and change to cascade around them...

Sovereignty

Although the setting is much more urban, more civilized on the surface, than traditional fantasy, the threat of violence is as consistent a reality as it ever was when their kind was on equal footing with Fair nations. While many Fiends have gone to seed since then, with many having never even picked up a sword, the will to do more, to fight back, courses through your veins. This is your **Sovereignty**: Perhaps you are a recent immigrant within these imposing walls, and although you are defeated, you have not yet surrendered. Perhaps you have carried on the tradition; even if you have yet to put them to a real test, you have continued to hone them even in this urban setting. Perhaps it truly is that the essence of a powerful ancestor lives on within you. Whatever the manner in which you came upon and now exercise your abilities, this is just part of your backstory to keep in mind.

To begin with, each player chooses a Sovereignty. Sovereignities are similar to the class, profession, or playbook systems of other games, in that they define who and what your character *is* beyond just their species and the skills they have picked up along the way. Among the underclasses of the world, though, life is turbulent enough that what a character *does* cannot be

anything but fluid. Even still, every individual has their own calling, their own personal tradition, whether this is defined independently, or by their family and upbringing, or by something more universal.

The different Sovereignties available to players will seem familiar: They are not dissimilar from some of the classes in classic tabletop games. If you are playing *People, Too*, chances are you have at least considered an RPG class before — use this as a point of continuity, as the Sovereignty is your “class”, subverted within this new and oppressive urban setting.

It is recommended (though not absolutely required) that each player character take a different Sovereignty. That having been said, even Sovereignties are not inflexible, and as a character grows and adapts to the conditions of the world they are in, they will find themselves moving both within their own Sovereignty and also potentially even learning and developing into aspects of others they have previously never considered.

Regardless of where it takes them, Sovereignties are what make player characters exceptional among their kind. Whether by devotion and hard work, by birth, or by luck, they individually have exceptional and intriguing futures. Together, they could change the fate of the world. Once you pick your Sovereignty, you should take a good bit of time considering where you came from, and why you are the way you are now. Your Sovereignty is not just something you were born into — were you raised out in the wilderness, among the last of your kind? Or in a faroff great city, already familiar with the Underground, even if not this one? Were you the disdained servant, or the black sheep in a petty noble family? Furthermore — how did you come across your skills? A parent, a tutor, an exploiter?

Also note that while some species may seem more “suitable” for one Sovereignty or another, all Sovereignties are, in reality, suitable to all species. Just because a kobold is small does not mean that she cannot be a Savage!

Each Sovereignty has four **Drives** to choose from upon character creation. You pick two of them, and these two Drives are important to remember, as they are how a character **advances** — the accomplishment of a Drive shows that they remain on the path they have set themselves on, and are continuing to grow, even in a world intent on cutting them down. More crucially still, Drives are what motivate your character. They are frequently contentious, difficult, and dangerous, and compel you, as a player, to roleplay your character genuinely!

Each Sovereignty also has their own **Sovereignty moves**, allowing them to perform unique and specific feats that others might not have thought of, or even considered possible. These moves that necessitate a roll always roll with Inscrutable. At character creation, a character picks two Sovereignty moves.

Once all that is done, add +1 to one of your base stats (otherwise given to you in your Sovereignty). If your species or something else makes changes to these stats, apply them after the next step (skill choosing). At the GM's discretion, you can move around your stats some more, as long as they do not go above +2 on your Sovereignty sheet, or below -1, and add up to a total of +3. It is recommended, though, that you stick with the numbers given on your sheet.

Connections

One of the most important parts of this learning about your character and what makes them tick are their **Connections**. These are motivating bonds between player characters that are what keep them together in a world otherwise full of strife. They also give benefits when those characters are together in certain situations, so talk about these thoroughly with your fellow players. Connections do not need to be, and frequently are not, mutual; they apply just to the character who takes them, like anything else on their Sovereignty sheet. With just three player characters, each chooses one Connection; otherwise, each choose two, each targeting a different character:

- **Family:** The two of you may or may not be related by blood, but you grew up together. Going your separate ways has simply never crossed your mind. If you help them fulfill a Baseline, you both get to clear your exhaustion tracks.
- **Friend:** Something has endeared them to you, and there is a strong affection on your part. When you *help* them, you may mark 2 exhaustion to add +2 to their roll, instead of 1 for 1.
- **Indebted:** They have done something incredible for your sake, to the degree that you feel a debt which you can never pay off. If they *plead* with you, and you accept, you may clear all exhaustion.
- **Lover:** Affection has blossomed into love...at least on your part. Whether the romance is mutual or not, once per session, when you share a quiet moment of intimacy with just the two of you, choose one:
 - Offer them affection; if they accept it, they clear 3 exhaustion.
 - Make them a promise; you take +1 on all rolls during the session to keep your word.
- **Partner:** The two of you just jive. It's hard to explain, but you tend to think alike, with the same goals. If you take this Connection at the start of the game, mark two boxes of Stigma and four boxes of Prestige at character creation in your chosen factions, instead of 1. Additionally, whenever you are acting together and earn Stigma or Prestige, you both earn double.
- **Professional:** Within the cities or outside, legally or illicitly — whatever the manner, the two of you work together, and you do it well. Whenever the two of you are together and a move gives you an “ongoing”, you can share this benefit with them.
- **Protector:** For one reason or another, you feel a strong drive to protect them from harm, even at cost to yourself. Once per scene, if you are within close range, you may take a blow intended for them, and take +1 ongoing to combat rolls (even beyond +3) for the rest of the scene.
- **Rival:** Whether it's a friendly rivalry, or you actually just hate them enough that you want to stick around them just to see them fail. When you challenge them to take a completely unnecessary and excessive risk to prove themselves, they take +1 ongoing when involved in rising to your challenge. If they decline, they mark exhaustion instead.
- **Student:** You look up to them as a mentor, and drink in all they might deign to teach you. Once per session, the two of you may take an hour to *pass time* together to train. They choose what Sovereignty move to teach you, and you may use it once during the session as if you had it yourself, with a -1 penalty to any rolls.

Wrapping Up

Finally, consider which factions you personally may have assisted in the past, whether you favour them or not, and which you have done harm, and add +2 Prestige to the faction you helped, and +1 Stigma to the one you hindered. Think about how this might have happened, and what significance this plays as part of your character's backstory; our Kobold Savage may have taken on under-the-table work from the Dwarven Grand Duchy to help exterminate a holdout of ratkin under the planned foundations of a new great city. They may not ever say so publicly, but the Grand Duchy will remember her usefulness — and the ratkin will recall her treachery.

Throughout the whole character creation process, one thing is crucial: Avoid “min-maxing” or “metagaming” — that is, don't make decisions on your Sovereignty sheet solely for the sake of making a character who is “good” at the game. Instead, choose based on the image of the character you have in your head.

Once all this is chosen, players should put a lot of time into thinking about who their character *is*. What is their personality like? How do they speak? What are their character flaws, their fears...what are they just outright not good at? Certainly, we love our characters to be awesome, but a truly interesting character is one who is at least as much centered upon their negative aspects. Would impeccably quick-witted detective Sherlock Holmes be nearly as interesting if he didn't have his crippling social ineptitude and drug addictions?

After considering his options, Peter is interested in playing a kobold named Pit. He likes the idea of the Savage Sovereignty, particularly how its physicality can interact with existence as a tiny creature, and in vehemently defending his understanding of kobold culture.

He therefore takes the Berserker and Living History drives, and the Bear Shirt and The Old Ways moves. He takes +1 to Cunning, because he looks forward to exploring his kobold's tradition of trapmaking.

Finally, Pit and Tuliz have been through a lot together, having been interred in the same cell, and carried out an escape plan as one. Pit therefore has the Partner connection with Tuliz.

Pit Whiteclaw is the only remaining member of his tribe, and the only way they see forward is to make up for their stature by holding to kobold warrior tradition and ensuring no one imagines for a moment that the last of the Whiteclaws will be subjugated. Having learned well from defending against dwarven attacks, despite their self-confidence, they became a prisoner of war, and until their escape resided in the Great City dungeons.

Gameplay

As stated before in the *About* section, gameplay in *People, Too* is mathematically uncomplicated, and extremely flexible. Everything that is done by a character in the game that is risky, whose outcome is uncertain, is called a **move**, and with each move there will be a dice roll and potentially some additional rules involved. The dice rolled are always 2d6, with 7-12 being a “hit”. Broken down further, 7-9 is a “weak hit” in which the move is mainly successful, but not necessarily completely successful, or else with an unforeseen consequence. 10+ is a “strong hit”, in which the move turns out just as planned, sometimes even giving the character a fleeting opportunity in the process. There are no turns taken, and gameplay is entirely fluid: It does not change its core rules regardless of whether a character is scouting out a trap-rigged hallway, engaging in intense diplomacy, or wielding a severed table leg in a barfight.

Of course, not all moves require dice. Most things players do have outcomes that are relatively certain: Taking in the scenery and feel of a new place, addressing someone, knocking over a chair, running across the street — these are all things that someone can do without any real uncertainty, even if some of them might be a little strenuous. If someone intends to sprint from one end of a quarter to the other, they might mark exhaustion, but won’t have to roll for it unless there’s some significant obstacle that they could conceivably fail at clearing.

To do a move, **you have to do it**. You may be familiar with other RPGs that are more gameplay-heavy, in which you simply state “I want to roll to persuade” or “I’m making an attack”. PbtA games like *People, Too* are more story-heavy, so it is important that you state what you are doing, in the world: “I tell the shopkeep, ‘Your prices are too damn high, I’ll give you two for it.’” or, “I swing my warhammer right at his face!” It’s then the GM’s responsibility to tell you when you are rolling, and what for — they might have a specific custom move planned for you, so you don’t necessarily know!

Moves are always at the discretion of the GM. If you are, for instance, trying to convince a king to hand over his crown, you’re going to have a really hard time — unless your rhetoric and the surrounding situation are just that convincing, you’re not going to just be able to roll a couple dice to see if it works. Even if you do, you might have a hard time even on 10+. On the other hand, if you have a cowardly monarch defeated and at the point of a sword, the GM may decide that this isn’t even something you need to roll for, that there’s no way the craven bastard would risk his life just for a title he never wanted in the first place!

While moves are very flexible and can be anything, this book contains many premade moves that players are likely to be using frequently, as well as niche ones for player characters to specialize in to make them more unique and interesting.

Before we begin introducing specific moves, however, there are a few gameplay aspects that should be understood first:

Hold and Ongoing

These are two simple terms that refer to recurring mechanics for successful move rolls.

Hold means that an option can be chosen for the move at a later time.

Ongoing means taking a bonus to all rolls in the future that meet the criteria.

Base Stats

Statistics (**stats**, for short) are much less omnipresent, and much more simple, in *People, Too* than in many other tabletop RPGs. There are only five base stats, which do not typically exceed ± 2 , and do not ever exceed ± 3 . Each base stat has skills it applies to, as well, that characters may specialize in.

Stats are arranged at character creation, and are the modifier to the majority of rolls made for moves:

- **Violent:** Strength, constitution, physical impact, sheer size.
- **Underhanded:** Stealth, finesse, accuracy, speed.
- **Cunning:** Book-smarts, perception, deductive skills, rhetoric.
- **Manipulative:** Charm, diplomacy, performance, overall attractiveness.
- **Inscrutable:** Self-sovereignty, luck, special skills, identity.

Earlier, Tuliz the gnoll Firebrand had noticed her partner Pit acting off, and so rolled to judge them. With a roll of 9, plus her +2 Manipulative, the roll total was 11 — a strong hit, earning her 2 hold to judge Pit. Jordana decided to ask Peter then: “What is your character actually feeling?” to find out that Pit is having misgivings about their cause. Now, though, as they approach the mine and their assassination target, Tuliz isn’t sure Pit will be able to hold it together: Jordana uses another “judge” hold to ask Peter, “What will Pit do next?” to find out that Pit intends on fleeing at the first sign that they’ve been spotted.

PC Moves

PC moves are those that every character can access that do not require dice rolls, but do have some technical aspects that play with numbers in the game in other ways — specifically, they are interpersonal in nature, and concern interactions specifically between player characters in dire circumstances, whether cooperative or otherwise:

- **Help a PC:** After someone rolls dice, you can add +1 to their roll by *stating what you are doing to help*, and then marking exhaustion. You can mark another exhaustion to then either:
 - Hide your interference, or
 - Create a fleeting opportunity for the player character you helped.
- **Hinder a PC:** Similar to help, but the opposite: after someone rolls dice, you can subtract -1 from their roll by *stating what you are doing to hinder them*, and then marking exhaustion. You can mark another exhaustion to then either:
 - Hide your interference, or
 - Create another obstacle for them.
- **Plead with a PC:** If two or more player characters are in disagreement about what to do, and want to avoid splitting the party, an option is for one to plead with the others to go along with them. This must be done verbally — convince them in real time! If they concede and go along with your plan, they may clear one exhaustion. You may only use this move once per session.
- **Tend wounds:** Medically or magically, that has not yet been tended to since being inflicted. Mark depletion (yours or theirs) and clear 1 injury. This takes some time, and cannot be repeated until the patient incurs more injury, or *time passes*.

With a stolen rifle, Pit takes aim at an unaware mine overseer. Peter rolls to “snipe”, landing 4, which, even with his +2 Underhanded, is only a 6 — a miss. Luckily, Tuliz is here, and offers to help: She notices that Pit seems nervous, and kneels to offer her shoulder to help keep the sight steady. Tuliz marks an exhaustion, and Pit’s roll total is turned into a 7 — their position is revealed, alarms are sounded, but the round finds its target, leaving one less oppressor for the miners to worry about.

Violent Moves

Fight: At intimate range (or close range, if armed with a long melee weapon like a sword), fight face to face with fists or hand-to-hand weapon (usually dealing injury). Roll with Violent. On a miss, mark wear on your weapon (or exhaustion when unarmed). On a hit, trade harm, and choose 1:

- Fight skillfully — inflict +1 of the same harm
- Fight cautiously — suffer -1 harm
- Fight flexibly — shift your range one step (intimate-close-far)
- Fight menacingly — inflict +1 morale harm.

On 10+, choose up to 2 of the above, or 1 of:

- Disarm your opponent — their weapon lands a few meters away.
- Destabilize your opponent — take +1 forward to your next roll against them.
- Charge your opponent — knock them away into far range, inflicting 1 morale harm.

If you miss and are dual-wielding, you may roll again for your other weapon (if at the appropriate range), and only incur harm once. If engaged by an opponent from a range you cannot strike them at (ie by someone with a sword when you are unarmed), you may roll normally, but deal no harm until you can get within range — although next combat round, your opponent will likely try to get back into close range unless you *fight flexibly* to keep pace with them.

Destroy: Smash something big and inanimate that's unfortunate enough to be in your way. Mark exhaustion and roll with Violent. On a hit, it's scrapped, and won't be usable again until it's repaired, but you are unwieldy and there will be immediate unforeseen consequences. On 10+, you are very precise in your demolition and do not incur those consequences.

Underhanded Moves

Snipe: At far range, with a ranged weapon or thrown projectile, mark wear on the weapon and roll with Underhanded. On a miss, mark wear on your weapon. On a hit, deal harm. On a 10+, choose 1:

- Deal harm a second time
- Remain hidden
- Move quickly into a new position

Conceal: Hide, skulk, keep silent, pick locks; or cover something up, whether it be an object or an action. Roll with Underhanded. On a hit, you remain hidden, but you may leave evidence behind, take longer, or mark exhaustion or depletion (GM's choice). On 10+, the GM will describe a fleeting opportunity that comes as a result of your sneaking.

Cunning Moves

Assess: Take a moment to use your senses and understand what's happening around you. Ask the GM one question of relative specificity about the situation at hand — ie “Do I see any traps?” “What do I hear?” “Can you describe the corpse in more detail?” Roll with Cunning. On a hit, the GM will answer your question. On 10+, take +1 ongoing to acting upon the answer within the same setting. On a miss, you will still get a response, but the GM may lie to you, influence you in the wrong direction, or give you an answer you may not want to hear.

Devise: New equipment, traps, simple machines, etc., as well as coordinations of people (ie setting up an ambush). As long as you have the materials and/or mark depletion as necessary, roll with Cunning. On a hit, the device does more or less what you want it to do, but it will take a longer time, break something, or otherwise just not go as planned. On 10+, everything works the way you want. On a miss, mark exhaustion to try again, or the device malfunctions and refuses to work for you for the foreseeable future.

Manipulative Moves

Judge: Try to get a better understanding of a character without needing to interrogate them. Roll with Manipulative. On a hit, hold 1 to ask their player one of the following questions. On 10+, hold 3:

- Is your character trying to deceive me?
- What is your character actually feeling?
- What does your character intend to do next?
- What does your character want from me?
- How could I get your character to do ____?

Inveigle: Use promises, lies, or threats, to get an NPC to do something for you. Also works for groups, as long as they're thinking and acting in a cohesive unit. Roll with Manipulative, with -1 if you are being persuasive, and they are Fair and are not otherwise sympathetic to you. On a hit, they're partially convinced, but will need you to give them a strong motive (or a bribe). On 10+, they are completely convinced without further motivation.

Inscrutable Moves

Trust fate: When something is happening out of your control, and the outcome seems entirely up to whatever unknown powers control this world, roll with Inscrutable. On a hit, you manage to scrape through, somehow, although it costs you. On 10+, you still incur the cost, but everything has a silver lining, and you notice some ironic opportunity the crisis has given you.

Capitulative Moves

Sometimes, we are left with little choice. Sometimes, even for the barest concession, there must be some level of capitulation. These moves often hurt to use, not only in terms of the way the dice rolls work, but in terms of the plot — and using them once, even attempting and failing, make it more likely that the player character might think to use them again. Complacency and submission is an easy hole to fall into, as many have done before; each of these moves has the significant potential to permanently reduce a base stat (no lower than -2).

Capitulative moves are always used in interaction with a Fair NPC. Like Violent, Underhanded, Cunning, Manipulative, and Inscrutable moves, Capitulative moves use one of your five base stats. However, they are added **negatively** instead of positively — what is termed here as rolling *against* instead of rolling *with*.

Stop a violent engagement between Fair and Fiend: By breaking violent stereotypes and appealing to the higher emotions and pride of a Fair aggressor, you attempt to end the violence through words and gestures. However, ending violence between always means propagating violence against; you are not mending rifts, let alone making friends, but merely allowing the conflict to simmer, for now. Roll against Violent. On a hit, they choose to either mark 2 exhaustion, or cease their conflict for now. On 10+, you take +1 ongoing in dealing with them peacefully in this setting. On a miss, your weakness has been noted; subtract 1 from your Violent stat.

Beg charity: Whether directly asking the Fairfolk for something, or simply sitting with your cup on the street. Roll against Underhanded. On a hit, you will get only part of what you want. On 10+, you get all of what you want — but at a cost; they want something in return from you. On a miss, maybe you just need to work on seeming more trustworthy; subtract 1 from your Underhanded stat.

Fall socially beneath the notice of the Fairfolk: Hide in plain sight by humbling yourself, 'knowing your place' among your betters to overcome any sense of threat they otherwise feel from you. Roll against Cunning. On a hit, they're convinced — for now. But they're watching you. On 10+, you entirely convince the group or individual scrutinizing you. On a miss, your blatant attempt is noticed; subtract 1 from your Cunning stat.

Honestly persuade the Fairfolk that you are telling the truth: You're telling the truth, but they don't believe you. Roll against Manipulative. On a hit, they agree to hear you out, but unless you rolled 10+, something could be about to happen to shake what little trust they have in your story. On a miss, your honesty in the end has only affected you; subtract 1 from your Manipulative stat.

Utilize a stereotype: You know what they think of you, and for whatever reason, right now it helps your situation; whether you're an ogre smashing furniture in a tavern lobby, a gnoll striking terror with a well-timed howl, or a ratkin stealing the bracelet right off a noble's arm, this move works for anything against the Fairfolk that they disdainfully might expect of you. Roll against Inscrutable. On a hit, you succeed — mostly; the stereotype is not based in reality, after all. Only on 10+ does your Inscrutable not decrease; perhaps your ancestors blinked.

Travel Moves

Moving around the map can be eventful, even perilous. Even moving within a great city takes time. Travel from one quarter to another generally takes the bulk of a day, whereas travel through the wilderness can take weeks.

There is generally only one way to travel through a great city, unless **sympathy** for the Underground Alliance faction is high, and the Alliance is not under attack from the state (see “The Living World” section). In this case, the players can travel along the City Proper relatively unhindered, but otherwise, they will be maneuvering between that level and the alleys, tunnels, and rooftops of the Underground.

When **traveling between dangerous great city quarters**: Roll as normal, marking a total of exhaustion or depletion (or a combination) between you each equalling the number of travellers. On 7-9, you can expect to make it through, but something is following you; perhaps you can find out along the way, or you will discover what your presence brings with it to your destination. On 10+, you are unimpeded and unheralded at your arrival. On a miss, you are stopped by some hazard that you cannot easily elude.

Travel through the wilderness is more flexible, but can be more perilous. Bandits, desperate Fiends still living in the wild parts of the world, and of course, headhunting adventurers plague the spaces beyond the great cities. You have a few options:

Take your time, foraging as you go: Clear 1 depletion each, take -1 to the roll.

Keep moving, intent on reaching your destination: Roll as normal; mark a total of exhaustion and depletion between you equaling the number of travelers.

Move as quickly as possible, intent on evading danger: Mark a total exhaustion and depletion between you equaling the number of travelers multiplied by 2. Take +1 to the roll.

When **traveling or camping in the wilderness**, roll with the modifier chosen. On a hit, you encounter a slight obstacle. On a 10+, you also encounter a place worth checking out, or returning to later. On a miss, something that threatens your whole group finds you.

Passing Time

Time passing occurs when a move calls it into play, or at the GM's discretion. Generally, anything that passes time takes the bulk of a day or night, or more to accomplish. Therefore, often, a group should engage in activities that *pass time* more simultaneously to allow for more interaction. However, *time passing* can also be a way to give a player who has missed the session an opportunity to say what their character has been doing meanwhile.

Time passing also means those for whom the time is passing need to eat: either finding food or marking depletion. If depletion cannot be marked, mark 2 exhaustion instead. They need to sleep as well; sleeping can always be a move to *pass time*, and clear exhaustion depending on sleeping arrangements (see "Harm" below), or else marking exhaustion if they are unable to sleep. Meanwhile, the world moves around the characters (see "The Living World").

A group can *pass time* significantly longer than just a day. There may be periods when you wish to settle down before returning to your restless adventures — perhaps you're helping to dig a new tunnel for the resistance in a great city, or one of your companions has been grievously injured and must rest. Treat this just the same as any other *passing time*.

Harm

Harm is a general term for discomfort or danger that has been applied to an individual character (or cohesive group, in the case of combat with a group). In *People, Too*, harm takes three different forms, all counted separately, known collectively as **harm tracks**, shown on a player's playbook as a series of boxes. Harm is "marked" — that is, crossed out — when it is taken, and "cleared" — erased — when it is healed. When all harm boxes are marked, it is debilitating to the character, and if they are made to mark another box on a track that already has all its boxes marked, they will succumb to that form of harm.

- **Injury:** The most dire kind of harm, and the most difficult to clear. A minor injury, like a single knife wound, will mark one box, whereas a large weapon or a deadly trap sprung might mark more. Injury can be mitigated by armour worn: instead of marking injury, a player (or NPC) may choose to instead mark wear on their armour. Even before a character marks all of their injury, they will be reacting to the pain, blood loss, etc., but if a character does indeed mark all of their injury, they are incapacitated, and will perish without immediate medical attention. If they are forced to mark another injury even after this, they are dead. There is no returning from death; even a necromancer only animates the body of the once-living, and no one truly knows where any individual soul goes. Clear injury by marking the equivalent number of depletion, and:
 - Clear 1 — Someone unskilled bandaging your wounds. Quick healing magic. Specialized self-healing.
 - Clear 2 — A medic taking care of your wounds with the proper supplies. A dedicated Healer lying you down and healing your injuries for a few hours.
 - Clear 3 — A medic or Healer taking care of you for a week.
 - Clear 4 — A medic or Healer taking care of you for a month, with necessary bedrest.

- **Exhaustion:** The most commonly used form of harm. For players, this should often be considered a sort of currency on which to spend on *doing cool stuff*. Anything from an acrobatic feat, to a particularly skillful swing of an axe, to that extra effort put into a debate can require exhaustion. It's just as well, then, that there are also many ways to clear it:
 - Clear 1 — A leisurely, unharried walk. Sleeping on the ground for a night. A decent drink at a tavern.
 - Clear 2 — A good night's sleep in a proper bed fit for your species. A few hours spent in leisure.
 - Clear 3 — Taking a week off, resting in a good bed.
 - Clear 4 — Relax for a month, forgetting about the whole damn world for a while.
 Fulfilling the criteria of one of your Baselines.
- **Depletion:** The most difficult harm track to explain, especially to players of other tabletops — depletion can be considered your “hammer space”, or your “bag of holding”. It's your small supplies you carry with you that contains whatever small and basic implements you can be expected to be carrying, as a displaced wanderer. It's your lasting food, your hard tack, that you will be consuming from time to time to keep from starving. It's your medical supplies, your ammunition, your torch fuel, your narcotics. If it's something your character will have, but isn't unique in any way, and can be just as easily found as used, it counts as depletion. Depletion can be shared freely between individuals. It goes away as it's marked, and you replace it as it's cleared, by:
 - Clear 1 — Rummaging in trash, spending time replenishing in the wilderness, buying supplies from a merchant (1 Value per box), looting a vagrant's body, a meager payment for services rendered.
 - Clear 2 — Casing a commoner's house, looting a mercenary's body, a moderate payment for services rendered.
 - Clear 3 — Spend a day foraging in the wilderness. Rob an entire store. Loot multiple fresh bodies.
 - Clear 4 — Loot the corpses and tents on a still-fresh battlefield. Help yourself to a noble's house.

Session Moves and Advancement

Session moves concern changes made to a character, and happen at the end of every session.

The first session move is **adding connections**. If you feel that a new connection has been formed between you and another character, you may add it. Conversely, if there is an existing connection that you have that you feel no longer applies, you may remove it.

The second is **Advancement**: If they haven't done so already during the session, players check back on their Drives and see if they have fulfilled one or both of them. For each Drive fulfilled, they may take one of the following, permanently, to their character:

- +1 to a base stat (up to max +2)
- A new Sovereignty move from their own Sovereignty sheet (up to a total of 5)
- A new Sovereignty move from another Sovereignty sheet (up to a total of 4 from other sheets)
- An additional box to a harm track (up to a total of 6 each)

Just like in character creation, don't only take Advancements that you think will help you formulate a numerically effective character. Instead, think about all that they have encountered and done throughout the course of the story, and the latest session, and how they might develop and change accordingly. If you take the Wall of Power move, how did your character learn this new martial talent? Or have they simply lost a sense of fear, allowing them to hurl themselves recklessly into danger?

The final session move is **Replacement**. Sometimes, aspects of a character on their Sovereignty sheet simply don't suit that character any longer. Replacement should always have justification in the story, not as a means to metagame! For situations like this, at the end of each session, players may do one of:

- Replace a Baseline with another Baseline
- Replace one Drive for another within any Sovereignty

There may even, rarely, be times when a character simply doesn't fit with their given Sovereignty any longer. Players should be encouraged to keep with their Sovereignty, but perhaps something terribly dramatic has happened in that character's life recently that has made them reconsider their entire worldview. In this case, it is not impossible for a character to scrap their entire character sheet and rewrite a new one, with a different Sovereignty, as if they were a new character:

- Your character's base stats will be replaced with the base stats of the new Sovereignty, plus 1 point to be added to any one base stat (up to a max of +2).
- All old Sovereignty moves will go away, to be replaced with a number new Sovereignty moves according to the new Inscrutable stat (that is, 1, plus 1 or 2 more according to the Inscrutable stat, plus 1 if the player chose to add 1 to the Inscrutable stat).
- Harm tracks, connections, and equipment stay the same.
- Drive will be replaced with one from the new Sovereignty.

This session, Tuliz fulfilled her “Bastard” drive — assassinating that overseer, and being spotted doing it, pushed her over the threshold for +1 Notoriety with the Dwarven Grand Duchy. And since they got away, Jordana imagines she’s quite confident in making escapes by now, so will take the Parkour move from the Vagabond Sovereignty.

Pit, on the other hand, did not achieve his drives, and his cowardice weighs heavily on him. Peter no longer feels that “Berserker” fits Pit, but this session has painted his burgeoning role as an “Assassin” from the Burglar Sovereignty, so he will take that drive instead.

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The Fiends

Species is a crucial aspect of *People, Too*, not only within the roleplay (as exploitation and racial bigotry is at the center of the setting's conflict!) but also for the character's abilities. Different species have evolved and developed mostly separately from one another for countless generations, and have only recently been forced together by the victory of the Fairfolk. As well as this, they have physical attributes that make them very different from one another, so the game would be incomplete if it did not account for these unique traits!

Each species has three moves, and two Baselines — one innate, one cultural. A **Baseline** is an activity that the given species uniquely tends to enjoy, be it because of their physiology, their learned culture, or the spirituality or innate magic that has been passed down through the generations since before their colonization. When a player character does something that meets the criteria of one of their Baselines, they get to clear all exhaustion! Thus, players should be always looking out for an opportunity to engage in these; not only does it help them play each species and culture genuinely, but also helps them out with the more gamey aspects of the story!

That having been said, players should not pick their species (or anything in the game, for that matter) simply to try to get what they perceive as the best statistics, moves, or “build” for the game. *People, Too* is not a game about beating and breaking the campaign, but once again, **playing to find out**. Players should pick a species that appeals to them thematically, who seem like they might have a story to them that the player wants to hear — and to tell! Along with this, species all also have their own languages, generally unknown to members of other species unless they have specifically studied it. While everyone speaks Common, it may be useful for two or more players who know they will be companions to share a species, and thus a language, to the exclusion of others — both player characters and NPCs alike!

There are three categories of species: The Fairfolk, the Fiends, and the Grey — the latter being something in between, not considered part of the majority but still grudgingly allowed to engage in common levels of society. These categories themselves are entirely arbitrary; they exist very strongly in the people's minds, but themselves only actually approximate roughly to a spectrum of “how human-ish do they look, to a human?”

Species in *People, Too* are not limited to these lists, either. If players (or GMs!) want to create their own species, all they need to do is think of the three moves and two baselines themselves. The moves should not be as strong as those found in Sovereignities — try weakening them by making them only work in very specific circumstances suitable to the lore of the species. Try to avoid giving more than one stat increase (+1) per species, as these are just less exciting. When you do give them, make sure to compensate for a stat decrease elsewhere.

Custom Species

Eight species are included in this core book, but gameplay need not be limited to it. If a player (or the GM) feels particularly attached to a different fantasy race, whether original or well-represented, that can only be a good thing for the game! The more developed a culture and people for players to engage with, the better.

Creating a custom species is as simple as thinking of three moves and two baselines to go along with the knowledge and history players should have to properly envision these unique people. Remember, the point of these moves should be to build immersion — certainly not a power spike, and they may even provide more of a detriment than an advantage.

For your three moves, they shouldn't be as powerful as Sovereignty moves, or as flexible and applicable as basic moves. They should instead supplement or subtly alter these moves. Some may be as simple as changing the stat rolled with when using a move. Others may be straight-up upgrades, but in these cases, make sure to give some condition: Maybe it's only an upgrade in a specific circumstance, or maybe a harm box needs to be marked, or maybe it has some negative aspect to it as well. Most importantly, be sure your moves *feel* specific to the species. No one else can use these moves, so use them to give the species character and interest!

For your two baselines, consider first and foremost how they will encourage the player to roleplay. These should reflect the learned culture of the species; they can be based off the species's anatomy, but anyone can in theory learn these cultures, even if they don't necessarily make anatomical sense — imagine, for instance, an ogre being raised by cold-blooded kobolds and habitually seeking out heat!

Gnolls

Gnolls are a rather intimidating species that resembles upright hyenas. Standing about shoulder to shoulder with an elf, they typically have a heavier musculature to go along with their very noticeable rows of sharp teeth that they keep glistening by gnawing on bones.

Obligate carnivores, gnolls are known first and foremost for their voracity: They are constantly thinking about food, to the historical misfortune of many a Fairfolk, as food must always have been animate. Gnolls are not at all above eating carrion, but culturally place a great deal of pride and honour upon the skill of a hunter.

While most of the species known as Fiends have little in the manner of cultural gender distinctions, gnolls are traditionally matriarchal. Although this has little meaning outside of a tribe out in the wilderness, females still tend to be slightly larger than males, and these gender norms continue to be taught to gnoll pups.

Gnoll religion is suitably matriarchal: They worship a single goddess named Upuagti, who herself embodies the true nature of the universe: That everything is eventually destroyed and consumed in order to give rise to new growth. Traditionally, gnolls believe it is not dishonourable to be eaten upon death, and indeed, to refuse to eat even a single scrap of a defeated enemy or quarry is a grave insult.

Within Cities, gnolls crave cooperation and individual meaning defined by their role in the “pack”. For this reason, they are more often brought in the employ of Fairfolk, even to the point of willingly giving themselves to slavery simply to fill that void left by a lack of productive occupation. Still, they are even more often blamed for disappearances and more brutal murders of Fairfolk, and there are known cases of victims’ bodies being brutalized purely in order to frame the local gnolls.

Gnollish names are distinguished by gender. Masculine names tend to be short and harsh, ending in a consonant or -i. Feminine names tend to be longer, with lengthened or aspirated vowels, complex consonant clusters, and ending in -a or a fricative sound like -s or -th. Either genders’ names can end in -r or -l. A gnoll may or may not have a tribe name they attach to.

Masculine examples: Brrur, Maagni, Ryxat, Irriz

Feminine examples: Mraihra, Shutzhiihz, Vianzas, Algoth

Moves:

Powerful Jaws: When *fighting*, you may use your claws and fangs to inflict injury instead of exhaustion.

Smiley: When *persuading* using intimidation, you may roll with Violent instead of Manipulative.

Pack Tactics: When inflicting harm on someone else simultaneously as someone else inflicts harm upon them, mark exhaustion to inflict 1 more of the same harm.

Bones: When you get to chew on an uncooked, freshly picked bone, clear exhaustion.

Matriarchy: If you are female, when you get a male or nonbinary to show you deference beyond your station, clear exhaustion. If you are male or nonbinary, if you show deference to a female beyond her station, clear exhaustion.

Kobolds

Kobolds were once among the most common creatures to come across underground, and were regarded as highly dangerous sheerly because of their large numbers, often hundreds to a warren, all in servitude to the same dragon. Today, with the dragons they once worshiped not having been seen for years, and kobold numbers significantly thinned, they are considered to be among the most harmless, and thus useless, of the Fiends.

Although technically draconic in nature — indeed, some would theorize, the last of dragonkind — and they indeed look like tiny, bipedal dragons in a sense, kobolds lack the wings, the breath, and the overwhelming magical ability of true dragons. They are highly communal; a kobold without a tribe is by nature lonely and frightened. This may come across as cowardice to others, but, being only between two and three feet tall, with little for natural weaponry, it is understandable that, as common as kobolds are in the Underground, they are seldom actually found, preferring to keep to the shadows and sewers.

Kobolds are underground creatures, specifically created by dragons to help them dig up gems and precious metals. Thus, they have excellent night vision, and it is in their very nature to seek out valuables, with or without a dragon to hoard their finds. Contrary to popular belief, kobolds do not innately seek out a dragon, but major warrens have historically been structured in this two-tiered manner, with such a powerful figure — even a living god — at the top. While others may view it as slavery, any such kobold would vehemently reject this assessment.

Along with their numbers, kobolds also made up for their lack of size and strength with deft fingers and a quick mind for devices and contraptions. If one happens to be searching for a particular kobold, one is more likely to know they are on the right trail by the snap of a trap around their leg.

Kobold names are unisex. They are typically very short, but surprisingly various, much like the kobolds themselves. A kobold may or may not have a tribe name they attach to.

Examples: Kir, Ta-Kit, Orlu, Rilli

Moves:

Gold-Sniffer: When *assessing*, regardless of roll, you will always be told the most visibly valuable thing.

Trapsmith: When involving traps, treat a roll of 7-9 as a 10+.

Night Vision: You can see just fine in low light (but not in pitch black).

Cold-Blooded: When you sleep in the same bed as someone else, clear all exhaustion. Your 'hot water bottle' will clear 1 fewer exhaustion than they would normally.

Sparkly: When you find and keep a substantial amount of gems or precious metal, clear all exhaustion.

Ogres

Ogres can trace their ancestry back to the giants of old, and their most noticeable attribute belies it: Ogres are gigantic and bald, and although many of them have remained outside of society, living in small tribes, some have managed to find their way to the Cities Underground to eke out an existence despite their debilitating size.

Sometimes pushing as much as three meters in height, and typically bristling with mass and muscle, it isn't easy for an ogre to go unnoticed in any facet of society; thus, they tend to try to keep to a quiet life — ironic, given the stereotypes around them about them being brutish, loud, and predatory.

The truth is that ogres are omnivorous. Their ability to eat nearly anything organic, be it plant or animal, sentient or otherwise, has endowed them with a history of mostly human- and halfling-told stories about being eaters of Fairfolk. Another belief surrounding ogres is regarding their intelligence, or rather, complete lack thereof; even now, with ogres living in their very cities, many Fairfolk will be surprised to know that one can even speak. The truth is that ogres are not at all dimwitted by nature, and indeed many have been known to have great magical ability and spiritual wisdom.

Although in cities there is less of a place for such practices, ogres have followed a form of shamanism for time immemorial. Even though many have been removed from the valleys and mountainsides that make their traditional home, they retain the oral and innate wisdoms that give them a connection to natural and ancestral spirits of their environment, and those who practice magic will reflect this tendency.

Ogres settle in small tribes outside of cities, equally trying to keep to themselves. Agriculture continues to evade them, and they live instead off of the land, taking up large amounts of territory for a tribe of as many as thirty members. Larger tribes may still exist in the mountains, headed by a chief.

Ogre names are loosely distinguished by gender. They have frequent but simple consonant clusters, usually a consonant followed by a glide (L or R). Masculine names typically end in a strong consonant like T or K, while feminine names may end in a vowel or a voiced consonant like D or G.

Examples: Negruk, Drooka, Ebogrut, Blerog.

Moves:

Massive: Ogres have +1 Violent, but -1 Manipulative.

Silent: In the presence of fire, without distractions, you can make out a single word of advice from the smoke and flame.

Omnivorous: you don't need to mark depletion when you Travel or Pass Time in a natural setting.

Glutton: When you eat a large amount and have no depletion to clear, clear all exhaustion.

Meditative: When you spend a day meditating to Pass Time, clear all exhaustion.

Ratkin

Known to be innumerable, greedy, and unhygienic, ratkin are universally disdained as the quintessential Fiend. They were among the first to begin living within modern cities, before even

the stratification of societies, having hoped to earn a place among the Fairfolk as equals, but today they are relegated to the Underground. Their size, shape, and sheer numbers unnerved the Fairfolk enough that several campaigns took place within cities that had formerly accepted ratkin into society in order to drive them into the lower layers.

Ratkin have never forgotten this. They are quite at home as typically the most numerous and most visible species in the various Cities Underground, ruling the world from below, but many still desire acceptance and even integration into the civilization above.

Society is very well-organized among the ratkin, even those living within the Underground. They greatly prize shrewd economic decisionmaking within their culture, and growth — be it numbers or simply wealth — is satisfying to a well-brought-up ratkin. They have long since abandoned their gods, and indeed the very notion of the spiritual, for cold, material reality.

Essentially being short, bipedal rodents, many stereotypes abound about ratkin, largely held over from ages before, when they were typically seen swarming out of the earth from overpopulation. Ratkin almost always have multiple births of at least two to three siblings, but were highly technically adept, and their societies advanced even more rapidly than the dwarves they rivaled for the mines and tunnels beneath the earth. Technical and structural progress caused mortality rates to dip below their inherently rapid birthrates, leading to overpopulation, squalor, and expansion — and war with the surface people that eventually led to their tunnels being purged by targeted groups of adventurers. The stereotype about their filthiness is particularly harmful, as hygiene is in truth heavily prized in the cramped quarters of ratkin tunnels.

Ratkin names are unisex. They are usually simple, if harsh-sounding, and often contain geminate (doubled) consonants, or even reduplication (repeated syllables).

Examples: Stig, Kvokok, Tuurek, Zizirr

Moves:

Nimble: Ratkin have +1 Underhanded, but -1 Violent.

Nation of Twins: Once per session, you can choose to not mark 1 point of Prestige or Stigma with a faction.

Permanently Underground: When *concealing* in the City Underground, treat a roll of 7-9 as a 10+.

Clean Freak: When you wash your hands with soap in clean water, clear all exhaustion.

Good Deal: When you make a trade with someone else that favours you to their detriment, clear all exhaustion.

Trolls

Trolls are a common sight in the Underground, but significantly less common elsewhere; their size is too small to be valued for their strength, and too large to be useful to a noble house. Nevertheless, trolls have significant innate abilities that make them of use for certain customers to seek out in the shadows.

Like ogres, trolls are descended from giants, although branched off of that evolutionary tree many generations prior. They are large as well, but more easily fit themselves into Fair society, both socially and physically: They tend to be less immensely muscular than their ogre counterparts, more hairy, and marginally more verbose, although their disproportionally heavy jaw structure gives them a very distinctive accent regardless of their place of origin or the effort they put into their enunciation. Thus, their vowels tend to be drawn out, and they have particular difficulties with retroflexes (that is, cannot pronounce the common R very well; Trollish R is pharyngeal, pronounced far in the back of the throat).

Trolls are known for their strength as well as for their magic. Many trolls within cities make a living as seers, shamans, and even healers for individuals of minority faiths. Most of all, trolls are known for their exceptional regenerative abilities, and their aversion to fire. All of this taken together has made them a common particular subject of mistrust and hatred from the Morningstar's cult.

Trolls are traditionally more independent than some other giantkin, known for picking out a particular piece of geography, whether natural or artificial, and remaining there for their entire life. These places are usually chosen for their magical or spiritual significance: caves, riverbends, bridges, crossroads; a troll is inherently aware of the magic associated with a place in and of itself.

Trollish names are distinguished by gender. They feature simple syllables without consonant clusters, frequent long syllables, and glottal stops ('). Feminine names tend to be much shorter and very seldom have any long syllables.

Masculine examples: Zulaa'ri, Kolkaeh, Vaa'wec, Hal'mukak

Feminine example: Khin'a, Asu, Si'si, Awisu

Moves:

Regenerative: Whenever you clear injury, you may clear one more injury — but if you have to mark injury by taking fire damage, mark one more injury.

Nice Tusks: When *fighting*, on a strong hit, always deal 1 morale damage.

Purge: When you mark depletion to *tend another's wounds*, you both may mark another exhaustion to clear one more injury.

Accented: At the end of a session, if you haven't pronounced an R in-character for the duration of the session, clear all exhaustion. (Try replacing them with H's!)

Wisdom of Place: When you come to an inherent place of power outdoors (ie a waterfall, riverbend, mountaintop, bridge, crossroads) and ritually mark it as your own to draw on that power, clear all exhaustion.

The Grey

Allaku

A winged and flighted avian species, the allaku have largely avoided enforced segregation by making their homes atop mountain peaks, and typically not staying long in any one great city at once. Historically, they have mainly been a boon to the Fairfolk at large, with only a few wars with dwarves over spiritual grounds, but they remain on the outskirts of society, typically not holding a consistent role within cities. Those who do remain for some time operate as hired hands for one job after another, never remaining in a position for more than a month or two, until their welcome is overstayed.

Society's reluctance to invite the allaku in more wholly is exacerbated by their, to them, strange religious rites that clash significantly with the beliefs of the Trinity: While the latter values knowing one's place and remaining within it, the allaku god Nuaada strongly encourages His followers to travel to the corners of the globe, singing His Praises in hopes of converting the masses to do the same. These Praises might be offensive enough to the Fair populations to oust the allaku completely if it were intelligible in any language: Instead, these proverbs come wholly in the form of song, warbled in the throat, in an ancient form of the allaku language that even the allaku themselves no longer understand, except to be taught the syllables and notes from the moment they are hatched in their mountaintop nests.

Luckily, their power of flight and their sharp, surprisingly dextrous talons make up for the "obnoxious singing" in the eyes of Fairfolk needing transient labour, and their variously mottled plumage is secretly admired by many a noble.

Allaku names are unisex. Each Allaku has a birth-name that is a series of tones. The name they tell people is one they have been given, or they have chosen for themselves, and is typically a term of value.

Examples: Charity, Honest, Clearsong, Reprieve

Moves:

Airborne: You can fly.

Songbird: When *putting on a musical performance*, take +1 along with your Manipulative (up to +3).

Guidance of Nuaada: When *traveling*, if you roll for your group, mark exhaustion to add your Inscrutable (before the roll).

Rambler: When you enter a new great city, clear all exhaustion.

Missionary: When you convince someone to knowingly take part in one of your religious practices, clear all exhaustion.

Felinines

This bipedal catlike species dwelled largely in the forests during the Fair colonization, managing to stay hidden away from the civilized world until deciding that the time was ripe to assimilate themselves. This was not a group decision: the felinines are typically independent and feel no urge to form long-lasting bonds between one another, but they came into the cities nevertheless, already dressed in the appropriate clothing and speaking fluently.

The Fairfolk were unanimously shocked by this trickling of unknown but oddly well-spoken immigrants, and perhaps this shock has been ongoing every since, as they have never quite managed to justify relegating these otherwise strange-looking people to the Underground.

Felinine society, even if it exists at all, is largely unknown. They have always been travelers, picking up bits and pieces from other peoples and nations, but never staying long — taking what aspects they find particularly appealing, and moving on.

They do, however, have a significant susceptibility to addictive substances. Whatever the reason, they become inebriated easily and so have become, perhaps unfairly, known for their hedonism in this particular sphere.

Beneath their apt clothing, felinines come in a wide variety of shapes, sizes, and colours: Spotted, striped, monochrome; marked with black around their muzzles or rosettes upon their ears. It is inadvisable, however, to ask a felinine to roar, unless you are specifically intent on embarrassing them — they are incapable of doing so, and it is unknown why they find attention drawn to this lack, of all things, particularly offensive.

Felinines sometimes take names for themselves from other cultures that they feel drawn to, and may have multiple names over the course of their life. Others go by nicknames that someone, at some point, found fitting or humorous, often shortened from what may be entire phrases.

Examples: Drinks Every Drop ("Drop"), Breaks The Cradle ("Breaks"), Stuck In A Spruce Tree ("Spruce"), Laid At The Riverside ("River")

Moves:

Quick Learner: If you have been exposed to a language consistently for a week or longer, you may learn it.

Clawed: When *fighting* unarmed, you may roll with Underhanded instead of Violent.

Sensitive Whiskers: When *judging*, you may immediately ask "what is your character actually feeling" even on a miss.

Hedonist: When you overindulge in an addictive substance (alcohol counts, caffeine does not), clear all exhaustion.

Cultural Sponge: When you engage significantly in another's culture along with them, clear all exhaustion.

Orcs

The first of the “evil” species to be rehabilitated, and arguably also the last, orcs may be met with some reservations by Fairfolk but typically count themselves among them all the same, despite the prejudice they face at all levels. Some orcs have even managed to work their way up into noble ranks, and these orcs will be, if anything, even more suspicious of Fiends — knowing that they themselves now have a target on their back.

Orcs once formed fractured, often conflicting, chiefdoms and petty kingdoms in the more arid regions of the world, and while they engaged in many wars, particularly with humans, elves, and halflings, other orcish nations engaged in trade, often with those same kingdoms and city-states. They had a similar worldview as the surviving giantkin, such as the ogres, and for many years were believed to be related to them taxonomically. This is now generally reckoned as false by the majority of historians.

Physiologically, orcs stand at about the same height as a human, being typically more muscular in build, and sporting tusks as well as the pointed ears of elves. Their grey-green skin particularly stands out; while some philosophers insist that the term “Grey Race” simply originates as a natural blend of “evil” black and “good” white, the truth may well be that it was simply a term expanding upon the hue of orc skin.

Orc smithing is renowned around the world, and their traditional metalwork can still rarely be matched even with modern techniques and technologies. Nevertheless, even with the belief that their people and their traditions have been accepted into this new society, orcs are all taught from a young age to be wary of bigots and overeager law enforcement.

Orcish names are somewhat distinguished by gender. They are often short, with some heavy consonant clusters, and no long vowels. Masculine names end in -u or a consonant, but rarely -m or -n, while feminine names are more flexible in ending. Few orc family houses exist, but some may introduce themselves with a family name as well.

Masculine examples: Batul, Ushat, Kharzug, Durz

Feminine examples: Bulfim, Mazoga, Glurong, Rogmesh

Moves:

Gleaming Muscles: When *fighting*, you may mark exhaustion to add +1 to your roll (before you roll).

Ironborn: When making rudimentary repairs to a metal weapon or armour, you may use up double the materials (depletion) to clear 2 Wear instead of 1.

Salvager: When *demolishing*, on a 10+, you find something valuable or useful in the remains.

At Least I’m Better Than Them: When you successfully redirect hatred towards yourself onto a fiend, clear all exhaustion.

Deconstruction: When you take something at least as large as your arm apart for no real reason, clear all exhaustion.

Sovereignties

Burglar

A subtle title for a subtle occupation: Burglars do much more than just breaking and entering. Thieving has changed little across generations: While they may be enticed by the material wealth of those they stalk and infiltrate, they have the skills and the means to take far more than their purses, and the least-known of all are those whose abilities straddle the border between eerie and arcane.

Violent: 0	Underhanded: +2	Cunning: -1	Manipulative: +1	Inscrutable: +1
<p><i>To what is my criminal activity dedicated?</i></p> <p><input type="checkbox"/> Personal gain</p> <p><input type="checkbox"/> A vendetta</p> <p><input type="checkbox"/> The common good</p> <p><i>What is the best thing to take from someone?</i></p> <p><input type="checkbox"/> Money</p> <p><input type="checkbox"/> Life</p> <p><input type="checkbox"/> Sense of security</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A great teacher</p> <p><input type="checkbox"/> A combination of luck and necessity</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p><u>Drives:</u></p> <p><input type="checkbox"/> Thief: Acquire a highly valuable item or large sum through illicit means.</p> <p><input type="checkbox"/> Folk Hero: Give a great deal of value out of charity directly to the impoverished and downtrodden.</p> <p><input type="checkbox"/> Assassin: Turn a high-value living target not-living.</p> <p><input type="checkbox"/> Sleuth: Discover the truth behind a significant well-kept secret through stealth and guile.</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p><u>Connections:</u></p> <p>1. <u>(Character Name)</u> — <u>(Connection Type)</u></p> <p>2. <u>(Character Name)</u> — <u>(Connection Type)</u></p>			<p><u>Baselines:</u></p> <p>1.</p> <p>2.</p>	
<p><u>Species Moves:</u></p>				

Sovereignty Moves (take 2):

☐ **Slip into Shadow:** You may *conceal* to vanish into thin air, even when within line of sight of someone you are hiding from, by marking exhaustion and rolling with Inscrutable instead of Underhanded.

☐ **Blindside:** *Attack an unaware target from behind or above*, mark exhaustion, and roll with Inscrutable. On a hit, deal 3 injury or exhaustion. On 10+, armour wear can't be marked instead. On a miss, you are exposed and vulnerable.

☐ **Scrape Through:** Once per session, if you would be dealt 2 or more harm at one time, you may ignore that harm entirely.

☐ **String Along:** In combat at close range, you may *focus on dodging an opponent's strikes to tire them out*. Mark exhaustion, and roll with Inscrutable. On a hit, the enemy can't seem to land a blow on you, and they mark 2 exhaustion. On 10+, they mark 3 exhaustion. On a miss, you get clobbered.

☐ **Professor Finesser:** Take +1 Underhanded (max +3). If you are caught, you will be remembered.

☐ **In and Out:** When you *pass time casing or researching a marked location*, roll with Inscrutable. On a hit, take +1 forward on a roll when inside. On 10+, take this forward twice. On a miss, something severely unaccounted for awaits you.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Elementalist

Once, magic was unbridled, and Fiends were encouraged to embrace arcane gifts, even to the point of allowing it to consume them. Today, the wizards and sorcerers of civilized society organize themselves into schools of magic according to elemental affinity, and the presence of inborn ability. Even still, many an Elementalist shirks these niceties and pursues any and all forms of magic they feel drawn to, whether by scholastic dedication or innate aptitude — ice, flame, and raw energy are theirs to command.

Violent: -1	Underhanded: 0	Cunning: +2	Manipulative: 0	Inscrutable: +2
<p><i>What attracts me most to magic?</i></p> <p><input type="checkbox"/> Knowledge</p> <p><input type="checkbox"/> Prestige</p> <p><input type="checkbox"/> Raw power</p> <p><i>How do I face my social barriers?</i></p> <p><input type="checkbox"/> I have internalized them, recognizing myself as lesser</p> <p><input type="checkbox"/> I will overcome them, and prove myself their equal</p> <p><input type="checkbox"/> They will be struck down</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A great teacher</p> <p><input type="checkbox"/> A Fiendish scholarly society</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p>Drives:</p> <p><input type="checkbox"/> Scholar: Learn something new from a person skilled in academia.</p> <p><input type="checkbox"/> Ascendant: Rise in the ranks of an organization.</p> <p><input type="checkbox"/> Arsonist: Unnecessarily destroy something large enough to cause genuine chaos.</p> <p><input type="checkbox"/> Introvert: Abandon your allies when they need you most.</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p>Connections:</p> <p>1. <u>(Character Name)</u> — <u>(Connection Type)</u></p> <p>2. <u>(Character Name)</u> — <u>(Connection Type)</u></p>			<p>Baselines:</p> <p>1.</p> <p>2.</p>	
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

❑ **Cold Touch:** At intimate range, *rip thermal energy back through your hands* to put out small fires, cool surfaces, etc. When used on a living being at intimate range, mark exhaustion, and roll with Inscrutable. On hit, they mark 2 harm between injury and exhaustion (your choice) before they can react. On 10+, they are chilled and their reactions slowed, and you have time to quickly act again before they can round on you. On a miss, they notice the assault and manage to pull away.

❑ **Quintessential Fireball:** At long range, *fling a fireball*, because of course you can do that. Roll with Inscrutable. On a hit, deal 1 injury. On 10+, your target is on fire; they will only act to try to put themselves out. On a miss, there is collateral damage. You may also *set something small on fire* in a more controlled manner.

❑ **Lightning Bolt!:** *Energize, or over-energize something, someone, or a group.* You're a walking dynamo, and can power devices that require arcane energy by marking exhaustion. Against an individual or a group at close range, mark exhaustion and roll with Inscrutable. On a hit, deal 1 injury to an individual, or 2 injury to a group. On 10+, also deal 1 morale damage to an individual, or 2 morale damage to a group. On a miss, the lightning strikes something — or someone — else.

❑ **Polymorph:** *Turn something living into something else living of roughly the same mass for a short period*, at the GM's discretion. Declare who you're turning into what, and roll with Inscrutable. On a 7-9, the transformation works...mostly. On a miss, the transformation goes horribly awry.

❑ **Runesmith:** When *carving esoteric runes into a stationary surface*, Pass Time etching your runes into a hard surface (a wall, large stone, tree, etc.) Declare when you want the runes to activate, whether upon a circumstance in the same setting as the carving, or a given time. Others with runic knowledge will be able to decipher your runes to understand what they do. The rune must settle after being carved, and cannot trigger within 24 hours of completion. When the inscription triggers roll with Inscrutable. On a hit, what is written on the runes comes to pass, tied to the place in which they were carved. The results must be directly related to the trigger, and are at the discretion of the GM, including side effects. On 10+, the results may be more intense or non-sequential. On a miss, the results go awry, befalling something or someone else.

❑ **Entropy:** *Accelerate time for a non-sentient target:* Mark exhaustion, and roll with Inscrutable. On a hit, the object ages, rusts, grows, etc. as intended. On 7-9, the GM picks one:

- The effect is weaker than intended.
- The effect is stronger than intended.
- The spell affects a wider radius than intended.

On a miss, living matter is affected temporarily instead, marking exhaustion on the caster, or the nearest sentient being to the intended target.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Firebrand

A born leader, a champion of people, an enemy of the state — the Firebrand's cause may not always be clear, but with their knowledge and skill of strategy and uncanny forethought regarding the happenings of the world, their name is synonymous with the threat they pose to the powers that be. Whether their methods are concise and cerebral, or brash and violent, their goal is always as plain as the confident set of their jaw.

Violent: 0	Underhanded: -1	Cunning: +1	Manipulative: +2	Inscrutable: +1
<p><i>Why do I fight?</i></p> <p><input type="checkbox"/> For personal prestige and power</p> <p><input type="checkbox"/> For the liberation of my people</p> <p><input type="checkbox"/> To betray them in the end for my own gains</p> <p><i>What are my ideals?</i></p> <p><input type="checkbox"/> Violence to an end</p> <p><input type="checkbox"/> Peace for peace's sake</p> <p><input type="checkbox"/> All for my own, at the cost of others</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A former revolutionary</p> <p><input type="checkbox"/> Time spent reading, practicing</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p><u>Drives:</u></p> <p><input type="checkbox"/> Agitator: Get a crowd to cause enough chaos to draw the attention of an authority.</p> <p><input type="checkbox"/> Leader: Convince an NPC to join your faction.</p> <p><input type="checkbox"/> Bastard: Gain a full tier of Stigma with a faction.</p> <p><input type="checkbox"/> Turncoat: Betray your chosen faction to their face.</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p><u>Connections:</u></p> <p>1. <u>(Character Name)</u> — <u>(Connection Type)</u></p> <p>2. <u>(Character Name)</u> — <u>(Connection Type)</u></p>			<p><u>Baselines:</u></p> <p>1.</p> <p>2.</p>	
<p><u>Species Moves:</u></p>				

Sovereignty Moves (take 2):

□ **The Cause:** Choose a faction to support, and one you are driven to fight at all turns. Take +1 ongoing in directly supporting members of your supported faction in directly harming your hated faction. Furthermore, when you mark prestige with your supported faction, or notoriety with your hated faction, mark double.

□ **The Manifesto:** When *scribing a declaration of conviction and action for a group*, declare all the details of your writings, roll with Inscrutable, and *pass time*. On a hit, some who are already sympathetic to your opinions will be swayed towards your prescribed actions or form of organization when they read your published manifesto. Some may act in ways you did not expect. On 10+, all who read the manifesto will find it either highly compelling, or highly dangerous, and act accordingly.

□ **Read Theory:** Take +1 Cunning (max +3). Being eminently wrong will have dire consequences.

□ **Inflame the Heart:** When *rallying your group to an imminent goal*, roll with Inscrutable. On a hit, they each take +1 to the next roll they make towards accomplishing that goal. On 10+, they take +1 ongoing towards accomplishing that goal for as long as they continue to relentlessly pursue it.

□ **Saboteur:** You come prepared with the payload, and can *destroy* larger, more resilient targets with explosives. When doing so, roll with Inscrutable instead, and mark depletion instead of exhaustion. On 10+ hit, the demolition is successful, with no unforeseen consequences, but on 7-9 there will be collateral damage. On a miss, something else blows up catastrophically.

□ **It's a Conspiracy:** When you roll 10+ when *assessing*, you may choose to give your version of the situation — true or otherwise — to others. NPCs will always believe you, and player characters who believe you take +1 ongoing acting upon this information.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Healer

In a world of separation, pain is inevitable — whether physical, or some deeper hurt. Although very far removed from the holy men more accepted in urban society, and regarded by Fair society a curiosity at best — and at worst, a heretic — for any wounds that bleed, for any broken bones, and for any spiritual ailments, the Healer exists as they always have, and always will, in service to their fellow people in whatever shape they may come, and whatever crisis they may come with.

Violent: -1	Underhanded: 0	Cunning: +1	Manipulative: +1	Inscrutable: +2
<p><i>What calls me to aid the ailing?</i></p> <p><input type="checkbox"/> My conscience, despite my resentment</p> <p><input type="checkbox"/> People will pay me to do it</p> <p><input type="checkbox"/> A genuine wish to help those in need</p> <p><i>For whom do I apply my skills?</i></p> <p><input type="checkbox"/> Any and all, regardless of allegiances</p> <p><input type="checkbox"/> Those I deem deserving of my care</p> <p><input type="checkbox"/> I merely serve the spirits</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A great teacher</p> <p><input type="checkbox"/> A connection to a spirit or deity</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p>Drives:</p> <p><input type="checkbox"/> Miracle Surgeon: Heal someone completely from the brink of death.</p> <p><input type="checkbox"/> Soothsayer: Make an ominous prediction of the future that turns out to be true.</p> <p><input type="checkbox"/> Therapist: Listen to and fully assuage someone's fears and anxieties.</p> <p><input type="checkbox"/> Without Borders: Aid someone you reckon as your enemy.</p>	
<p>Connections:</p> <p>1. (Character Name) — (Connection Type)</p> <p>2. (Character Name) — (Connection Type)</p>			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p>Baselines:</p> <p>1.</p> <p>2.</p>				
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

□ **Private Practice:** When in a safe, clean space, you are able to heal injuries beyond what you normally would be able to when in the field or on the street. You can *tend wounds*, even an old one or one which has already been treated, and *pass time* appropriately to mend each injury. You may do so through physical means, and mark depletion for each injury cleared, or you may do so through spiritual means, and your patient marks exhaustion for each injury cleared.

□ **Lay Hands:** You may mark exhaustion and *make contact with both of your bare hands upon an injury* and roll with Inscrutable. On a hit, the healing processes of the body are accelerated by your own innate energy; your patient clears 1 injury. On 10+, they may clear 2 injury. This move can only be used once per patient until they incur further injury.

□ **Shaman:** Sanctify a space, and *perform a ritual to commune with spirits*. These spirits may be tied to nature, or ancestral spirits tied to places or people. The ritual used must reflect which spirits you are communing with, and give you a means of reading their messages, such as firesmoke, dye in water, or the clattering of bones. Mark exhaustion or depletion depending on your methods, and roll with Inscrutable. On a hit, you may ask 1 of the following questions, with specific relevance to the spirits summoned. On 10+, you may ask 2, or inquire further:

- The cause of a problem nearby
- The history of the place, or an object present
- The presumed fate of a person whose ancestors are present
- The true motives of a person as perceived by the spirits.

On a miss, the spirits deny your request for an audience, leaving you to worry and wonder why.

□ **Apothecary:** You understand how to acquire different substances in the world, and their effects upon the various species that inhabit it. When *crafting a poison or an antidote*, state its physiological effect and route of administration (swallowed, injected, inhaled, etc.), and the GM will tell you what you need to acquire in order to do so — typically something found in the wilderness. The poison or antidote requires the special ingredient(s), 1 depletion, and *time* at the GM's discretion.

□ **Necromancy:** The magic used to incite flesh to action can be used to animate corpses for a short period. As long as the corpse still has technically viable musculature (ie is not just a skeleton), you may mark exhaustion and *focus upon the corpse and command its movement*. Roll for Inscrutable. On a hit, the corpse will follow your mental directions after it rises, to the best of its abilities depending on the state of its musculature. After a few minutes, it will fall again, its muscles no longer containing the strength to propel it. On 10+, your healing magic is particularly effective, and the corpse is sturdier than first assessed; it may be operated for up to an hour, and if it is particularly fresh, may even (nearly) pass for a living thing.

□ **Seer:** Take +1 Inscrutable (max +3). The sight comes at the cost of your sanity; not all you see is real.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Reaper

A mighty bulwark for those relegated to the darkness, and a weapon for them to wield — whether in defence of those who need protecting, or in cutting down their oppressors, no matter their numbers. Standing in direct opposition to the shining guardians of “good” and “light”, Reapers embody terrifying ruthlessness; having embraced the cruel stereotypes leveled against their kind, they use this fear to great advantage.

Violent: +2	Underhanded: -1	Cunning: 0	Manipulative: +1	Inscrutable: +1
<p><i>Who most deserves death?</i></p> <p><input type="checkbox"/> Predators upon the weak</p> <p><input type="checkbox"/> Wielders of unearned power</p> <p><input type="checkbox"/> The blind and complacent</p> <p><i>How do I envision my own end?</i></p> <p><input type="checkbox"/> Protecting a ward against an overwhelming force</p> <p><input type="checkbox"/> In pitched combat, becoming one with the slaughter</p> <p><input type="checkbox"/> Old and dissatisfied, beneath the open sky</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A great teacher</p> <p><input type="checkbox"/> A now forbidden ritual lost to time</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p>Drives:</p> <p><input type="checkbox"/> Protector: Name someone you are sworn to protect, whether they know it or not. Protect this individual at significant cost to yourself.</p> <p><input type="checkbox"/> Avenger: Name your enemy, and what they have done to you. Make them pay.</p> <p><input type="checkbox"/> Bloodstained: End the session with at least 1 more injury marked than you began it with, and at least 3 injury marked in total.</p> <p><input type="checkbox"/> Genocidal: Kill five or more people (then reset the counter when you advance).</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p>Connections:</p> <p>1. <u>(Character Name)</u> — <u>(Connection Type)</u></p> <p>2. <u>(Character Name)</u> — <u>(Connection Type)</u></p>			<p>Baselines:</p> <p>1.</p> <p>2.</p>	
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

☐ **Defender of the Uncivilized:** When you *defend a Fiend or Grey from immediate harm*, mark exhaustion and roll with Inscrutable. On a hit, choose 1. On 7-9, you are exposed to danger or take the brunt of an assault. On a 10+, you protect your ward and yourself at once.

- Draw the attention of the threat onto yourself
- Take the threat by surprise; take +1 ongoing against them as long as you are in the same setting
- Place distance between your ward and the threat, giving your ward time to flee

☐ **Immovable Object:** Take two more harm boxes. These boxes can be marked for injury or exhaustion interchangeably (and then cleared respective to the harm for which they were marked).

☐ **Executioner:** When you deal injury or exhaustion, you may instead choose to deal morale damage. When an enemy marks morale after their morale track is full, they will not flee or try to negotiate, and are instead overcome with terror and collapse, leaving them at your mercy.

☐ **Blood Magic:** Pain is power. The way forward is paved with willing scars. You may mark injury on yourself to increase any Violent or Inscrutable roll by 1.

☐ **Fearsome Visage:** You have the power to use people's fears against them. When *striking fear into the heart of someone who gazes upon you*, roll with Inscrutable, and if used on anyone other than Fairfolk, mark exhaustion. On a hit, they are unnerved; take +1 ongoing in *persuading* them using threats, or in any Stigma rolls against them. On 10+, they are terrified, and flee you at once. On a miss, their fear drives them to action, and they will attack you without preparation. If you are of a different alignment (Fiend, Grey, Fair) than your target, you may mark another exhaustion to change your roll to another of your choice.

☐ **Wall of Power:** When you *fight* a group and roll 10+, you may take three options (or one of each section). If you are doing so to cover your allies' retreat, you may add your Inscrutable along with your Violent to your *fight* rolls, but cannot thereafter retreat until the last enemy has been defeated.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Savage

Proud heirs to the military traditions of old, Savages charged into combat fueled purely by a lust for violence. Today, there is no less violence to be had than there once was — one simply needs to start it! Skilled in hand-to-hand combat with any weapon that fits in their hand, both the physical might and the impenetrable constitutions of this Sovereignty are legendary, but most valued to the Savage is the persistence of their ways: As distasteful as it may be to the “civilized”, the ancient ways must never be forgotten.

Violent: +2	Underhanded: +1	Cunning: 0	Manipulative: -1	Inscrutable: +1
<p><i>From where do I derive my will to press on?</i></p> <p><input type="checkbox"/> The stories and memories of my people</p> <p><input type="checkbox"/> The thrill of combat</p> <p><input type="checkbox"/> A nameless energy that won't let me rest</p> <p><i>What keeps me connected to the past?</i></p> <p><input type="checkbox"/> A remaining member of my family</p> <p><input type="checkbox"/> Traditions I continue to practice</p> <p><input type="checkbox"/> Rage-filled spirits whom I embody</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A great teacher</p> <p><input type="checkbox"/> My tribe and family</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p>Drives:</p> <p><input type="checkbox"/> Berserker: Take any opportunity to become dangerously, and audibly, angry.</p> <p><input type="checkbox"/> Thrillseeker: Plunge into certain death or incarceration, and make it out free and alive.</p> <p><input type="checkbox"/> Living History: Demonstrate your culture to people, whether they want you to or not, at significant expense or effort.</p> <p><input type="checkbox"/> Unfazed: Have one of your worn items (armour, shirt, underwear, etc.) destroyed through wear.</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p>Connections:</p> <p>1. (Character Name) — (Connection Type)</p> <p>2. (Character Name) — (Connection Type)</p>			<p>Baselines:</p> <p>1.</p> <p>2.</p>	
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

- ☐ **Battle Fury:** When *first engaging in combat*, roll with Inscrutable. On a hit, you deal 1 more harm with all of your strikes until the end of combat, but take 1 more harm from all enemy attacks. On 10+, your harm dealt increases by 1 for each injury marked during the combat.
- ☐ **Ambidextrous:** When *fighting*, on a hit, you gain the additional option to switch a weapon from being wielded left-handed to right-handed, or back, mid-combat, to confuse your opponent; mark exhaustion to inflict 1 more of the same harm and 1 morale damage.
- ☐ **Adrenaline Junkie:** When *trusting fate* in a situation imminently threatening your life or freedom, once per session, you may turn a miss into a 7-9, or a 7-9 into 10+.
- ☐ **Improvisation World:** The act of creation itself was to give you things to kill people with. Once per immediate setting, when *improvising a weapon or tool from your environment*, roll with Inscrutable. On a hit, you grab something big and brutal that may be used at close range instead of intimate, and can withstand 1 marked wear before being destroyed. On 10+, you manage to find the basis of what could become a true weapon; if you like, you may work with the GM to add it to your equipment.
- ☐ **Bear Shirt:** Take +1 Violent, but only when wearing nothing to protect you. Not everyone will appreciate your conspicuously displayed physique.
- ☐ **The Old Ways:** You are a fierce protector of your species and a keeper of traditions. Gain +1 in all rolls when *defending the honour and reputation of your species and culture*, and you may choose to make these rolls with Inscrutable instead of another stat. If ever you should refrain or back down from a challenge to your people's honour, suffer -3 exhaustion.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Siren

With light to shine in the dark, a voice in the back of your mind, or simply a beautiful orative performance, Sirens once used their power to influence the masses, to inspire their comrades, and to terrify their enemy. Today, Fiends and Greys with such powers are regarded as little more than clowns and artists — a mistake that many Illusionists are more than happy to let persist. All lines are destined to blur, from the magical to the mundane; from reality to imagination.

Violent: -1	Underhanded: +1	Cunning: 0	Manipulative: +2	Inscrutable: +1
<p><i>What is magic to me?</i></p> <p><input type="checkbox"/> The power to sway and manipulate others</p> <p><input type="checkbox"/> A means to make a living and stay alive</p> <p><input type="checkbox"/> A performance, an expression</p> <p><i>What is my preferred medium?</i></p> <p><input type="checkbox"/> Song and instrumentation</p> <p><input type="checkbox"/> Oral poetry</p> <p><input type="checkbox"/> Dance and characterization</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A mysterious mentor</p> <p><input type="checkbox"/> A traveling troupe</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p> <p>Connections:</p> <p>1. (Character Name) — (Connection Type)</p> <p>2. (Character Name) — (Connection Type)</p>			<p>Drives:</p> <p><input type="checkbox"/> Entertainer: Completely thrill a crowd of people who have never seen you before.</p> <p><input type="checkbox"/> Mesmer: Convince or coerce someone to do something that they will later regret.</p> <p><input type="checkbox"/> Clown: Have someone — a character or a player — lose their composure over your humour, whether positive or negative.</p> <p><input type="checkbox"/> Poet: Create and perform a piece of performance art during the session.</p>	
			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
			<p>Baselines:</p> <p>1.</p> <p>2.</p>	
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

- **Charm:** When *attempting to subvert an individual's thinking with your own through touch*, mark exhaustion and roll with Inscrutable, at intimate range. On a hit, a verbal command can be given to a target immediately; on 10+, hold 1 to give another command. As long as the target could feasibly be convinced to perform the commanded action if given the right motivation (at the discretion of the character's player), the target performs the action at once and with apparent gusto. On a miss, the target is enamoured by you a little too intensely — they don't really listen to what you have to say, and are only interested in being as close to you as possible until you manage to lose them.

- **Cast Light:** You are a being of sheer fluorescence, for those whom you allow to see it. When *illuminating a place with your raw spirit*, roll with Inscrutable. On a hit, magical lights shimmer and light up every corner of the situation, revealing all that is hidden, only visible for those you choose to allow to see. On 10+, they take +1 ongoing to acting upon what was intentionally hidden and now revealed.

- **Coercive Performance:** When you *inveigle* through a creative performance, you may roll with Inscrutable instead of Manipulative to use your illusory skills as part of your oration or performance. On 7-9, you may treat this as a successful *inveigle* at 10+. On 10+, your audience is enraptured and persuaded wholly by the message you are conveying.

- **Costume Show:** When *disguising yourself as someone you are not in order to fit in*, you may even use your illusion magic to disguise yourself as a different species of roughly the same size and build. Roll with Inscrutable. On a hit, they're convinced — for now. But they're watching you. On 10+, you entirely convince the group or individual scrutinizing you. On a miss, your costume fails to convince someone, and you face the consequences.

- **Creative Inspiration:** Take +1 Manipulative (max +3). People are more likely to misread or exaggerate your intentions.

- **Trendbreaker:** You do your best work when liberated from social constraints and given full creative freedom. When you *take an unexpected and inadvisable action to deal with a problem on your own*, you can use your illusions and mirror images to your advantage. You may mark exhaustion to add +1 to any rolls in doing so, as if you were *helping* yourself.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Vagabond

The age-old story of a shadowy ranger perched in a tree, an arrow knocked in a bow trained upon their oblivious prey, forms the unlikely root of the modern Vagabond. The very concept of hunting one's next meal in sprawling woodland may be foreign to modern urbanites; but even today, when their perch might be the hot slate shingles of a rooftop, and their prey a passing aristocrat, their weapon a smile and a card trick, this image continues to inspire generations.

Violent: -1	Underhanded: +2	Cunning: +1	Manipulative: 0	Inscrutable: +1
<p><i>What is something I cannot live without?</i></p> <p><input type="checkbox"/> A weapon or tool</p> <p><input type="checkbox"/> A treasured piece of drug or cultural paraphernalia</p> <p><input type="checkbox"/> My companion</p> <p><i>What plagues me in my quest for survival?</i></p> <p><input type="checkbox"/> An illness or injury</p> <p><input type="checkbox"/> A face resented by upperclassmen and bigots</p> <p><input type="checkbox"/> Crippling generosity or gullibility</p> <p><i>How did I come upon my skills?</i></p> <p><input type="checkbox"/> A mentor, willing or otherwise</p> <p><input type="checkbox"/> A combination of luck and necessity</p> <p><input type="checkbox"/> A powerful ancestor living on through me</p> <p><i>How did I come to the Great City?</i></p> <p><input type="checkbox"/> I entered willingly, to find my way.</p> <p><input type="checkbox"/> I came illicitly, wanting to destroy it from within</p> <p><input type="checkbox"/> I was captured, and only now released, or escaped</p>			<p>Drives:</p> <p><input type="checkbox"/> Con Artist: Spring and succeed in a complex con on the well-to-do.</p> <p><input type="checkbox"/> Animal Lover: Make a new non-sapient friend.</p> <p><input type="checkbox"/> Rambler: Travel to a new great city or settlement to which you have never been.</p> <p><input type="checkbox"/> Cannibal: Let nothing go to waste after slaying a sentient being.</p>	
<p>Connections:</p> <p>1. (Character Name) — (Connection Type)</p> <p>2. (Character Name) — (Connection Type)</p>			<p>Injury: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Exhaustion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Depletion: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	
<p>Baselines:</p> <p>1.</p> <p>2.</p>				
<p>Species Moves:</p>				

Sovereignty Moves (take 2):

- ☐ **Beastfriendly:** You have an innate understanding of animals, and you can use this knowledge and your own wild nature to befriend nonsentient beasts. You may choose one small creature (no larger than a dog) who can perform simple tasks for you and provide companionship. Think about how you and this creature met one another, and the aspects of your mutual relationship. Be warned, the creature is not an effective fighter — it has 1 each of injury, exhaustion, and morale, and deals 1 injury at intimate range. If it dies, mark 4 exhaustion on yourself. Befriending a new wild creature will be an endeavour of its own.
- ☐ **Twitchy:** Every new encounter brings new dangers. Whenever you assess, you will always be told what the best way out of the situation is. On a 10+, you take +1 hold to act upon it.
- ☐ **What's in its Pocketses:** When *rifling through the belongings of the recently dead*, roll with Inscrutable. On a hit, you can make a (reasonable) request to the GM to find something you're looking for. On 10+, it will even be undamaged.
- ☐ **Hack the Planet:** When *devising* a device, or using this move to *modify a device to do something it wasn't meant to do*, you may roll with Inscrutable in order to accomplish more imaginative feats of engineering that most people would tell you are impossible (or stupid). Additionally, when *repairing*, you require just half the time and depletion you would normally need (rounded up).
- ☐ **Sharpshot:** You may call two targets in quick succession when *sniping*.
- ☐ **Parkour:** When you *dash through a chaotic situation*, roll with Inscrutable. On a 7-9, hold 2. On 10+, hold 3. You may spend a hold during the situation to dash, leaping and dodging, to a visible target without fail, and without being stopped or taking harm. On a miss, you are tripped up and fall to immediate danger from your surroundings.

Equipment:	Wealth: 8	Load: __/3	
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			
Name:	Wear:	Load:	Value:
Positive Tags:			
Negative Tags:			

Fair State: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Underground Alliance	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Draconic Insurgency	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3
Fiendish Faction: _____	-3	<input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	0	<input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/>	+3

Equipment

Equipment in *People, Too* is any important object that you wish to keep on your person. Crucially, not everything you have on you is a piece of equipment! If it is something that is consumable, not very unique, something that can easily be traded away, something that fits in your pocket, it is covered by your depletion track. Whatever one could expect to find on someone of your caliber — food, waterskins, a bedroll, torches, etc. If you're a thief, you'll have lockpicks; if you're an explorer, you'll have rope, and so on.

Equipment is highly customizable, and can be essentially anything you want to lend uniqueness to. Weapons and armour will always be equipment. Anything that you can use to cause someone immediate harm, such as a trap, is equipment.

Load and Value

All equipment has **Load** and **Value**. Load, by default, for any piece of equipment, is 1, and a character's max load is 3, plus half of your marked depletion (rounded down).

A character begins the game with 8 **Value** that they can spend on equipment. Value is a general measurement of money and other tradeables that can be easily exchanged for goods and services, and the first thing you will use it for, while building your character, is deciding what equipment you want to start with. An equipment's value worth is equal to its number of wear boxes, plus the number of positive tags it has, minus the number of negative tags it has.

Wear and Repair

All equipment has **Wear**. This is a piece of equipment's own unique harm track that indicates its usability, whether that be its state of damage, its ammunition remaining, its uses left, etc. Therefore, items that you use frequently, like your favourite weapon, should be given a good number of boxes on their wear tracks.

Luckily, it's expected that if you own a piece of gear, you know at least a little about how to maintain it: Any time after a piece of equipment takes wear, you can *repair equipment*, spending half an hour and marking 1 depletion per 1 wear you clear — up to but not including the last box; your equipment will never be as good as new unless repaired by a professional. Inevitably, you will need to take your equipment to someone with an established workshop to make such repairs — or else simply replace your broken stuff.

Special Tags

Weapons, by default, do 1 injury damage. Armour and shields, when worn, can take injury damage dealt to you as wear instead. There are many more modifiers you can make to your equipment, though! Each piece of equipment can be customized with **tags**. Tags can be either positive or negative, and they, too, can be customized and created anew. If you want your equipment to do something not listed here, you can create a new tag for it. Try to keep it balanced; if it seems significantly more powerful than other positive tags, it's possible to have a tag that adds 2 value instead of just 1.

Also remember when adding tags to consider simple realities. You aren't going to have a bow with the Razor-Sharp tag; as much as you might want it to do more damage, a bow can't be sharp. But — if you want a tag that does something similar, you can potentially make something up with the GM. As another example, platemail is never going to be Light. It doesn't make sense for a suit of platemail, something that is intentionally bulky, to weigh less than most swords. Remember, you're *playing to find out*, not playing the meta!

Positive Tags:

Arrow-Proof: Ignore the first hit dealing injury from arrows in a setting.

Basket Hilt: Mark exhaustion when *fighting* to suffer 1 fewer harm.

Blunt: Deal exhaustion instead of injury.

Caltrops: Mark wear to throw caltrops. These deal 1 damage to anyone crossing them, and slow them considerably.

Cleaving: When *fighting* mark exhaustion to deal 1 wear to the enemy.

Daggerlike: Can *fight* at intimate range, but not close. Mark wear when *fighting* to ignore your enemy's armour.

Durable: If this item would be destroyed, permanently erase 1 box of wear from it instead.

Emblazoned: When this piece of equipment is visible, treat yourself as having +1 Prestige with the faction it signifies, and -1 with all others.

Fireproof: Ignore the first point of harm dealt to you from fire in a setting.

Flexible: Wielding this weapon, mark exhaustion to *fight* with Underhanded instead of Violent.

Grappling: When *fighting*, on a 7-9, mark exhaustion to destabilize or disarm your opponent.

Hidden: NPCs will not recognize this as a weapon until you reveal or harm someone with it.

Leg Trap: When set with *devise*, mark wear, and it deals 1 injury and 1 exhaustion and immobilizes anyone who trips it.

Light: Counts as 1 fewer Load.

Modular: Can spend 2 depletion to repair 2 wear on it instead of only 1 for 1.

Polearm: When *fighting*, mark exhaustion to only inflict, and not receive harm. This cannot be used against other polearms.

Quick-Shot: With Ranged, can be fired at close range as well.

Ranged: Can *snipe* but not *fight*.

Razor-Sharp: Mark wear to deal 1 extra injury when fighting.

Signature: Whenever you gain Prestige or Stigma with this on display, gain 1 more.

Thrown: Can be used at range once before it is retrieved.

Two-Handed: Deals 1 more harm to groups, but cannot carry something in your off-hand when wielding it.

Negative Tags:

Bulky: This is always visible on your person. -1 to *conceal*.

Cruel: Grisly, bloodstained — clearly Fiendish. Anyone who isn't of Fiendish culture and sees you with this will deem you a threat.

Overcomplicated: This costs twice as much depletion or value to repair than normal.

Sentimental: Mark 3 exhaustion if this is destroyed, lost, or stolen.

Slow: When *fighting* with this weapon, choose 1 fewer option than normal, or mark exhaustion.

Weighty: Counts as 1 more Load.

Factions

Factions are a crucial part of *People, Too* and keep the game fresh, forcing player characters to remain active in their own survival, and that of one another. The Fiends are not naturally given to working and living with one another, and there are frequent conflicts between groups and individuals, but their oppression has forced them into living together in the same communities, and more and more, into relying upon one another for survival in a world that would prefer to see them dead.

They will also inevitably come into contact with different factions of the world, whether as antagonists or as benevolent contacts. They may even find themselves in actual alliance with a faction. Different members of a group may even pull in different directions, favouring one faction that another member does not, thus creating a potential source for interesting conflict!

Factions in *People, Too*, like the world itself, are heavily divided. On one end, you have the Underground Activists and the Cruel Insurgents within the cities, as well as the loosely connected species factions that maintain their connections to the wilderness. On the other, you have the three Fair Nations, one of which will be primary depending on the nation in which this particular story takes place. Factions will never be in complete alliance with each other; weak factions that are Fiend-aligned (the Alliance, the Insurgency, and species factions) might cooperate rudimentarily, but as they get stronger, those ties are likely to break. Likewise, Fair-aligned factions (the Kingdom, the Empire, and the Grand Duchy) will be highly cooperative with another at the start of a game, but should their cities grow in size and number, and other factions weaken, they will turn against one another in their newfound need to expand.

Fiendish Factions

The Underground Alliance

The more moderate of the two Fiend-primary factions within cities, the Underground Alliance are dedicated to non-violently improving the status and quality of life of Fiends in tandem with this new world. They believe that Fiends, and indeed allied Grey and Fairfolk as well, should cooperate together without prejudice for mutual support and to be heard as a single voice in protest against the conditions of these groups and individuals they represent, who are, after all, people, too.

The Alliance is loosely organized, but can be efficient when it wants to be: Many of its successful efforts have been started simply by someone with courage standing up and saying that something will be done at a meeting. If they speak their case well enough, they may garner enough followers and claw-raises to act. These actions can include mutual aid to feed the hungry of the Underground, to smuggling Fiends in and out of cities, to even organizing rallies out in the open to try to convince more of the common people to their cause. If they grow powerful enough, they will attempt to subvert hierarchical rule entirely for both Fair and Fiends.

This committal to nonviolence and cooperation while in protest against Fair establishments have naturally led the Alliance to be targeted from all sides: Fair factions, of course, resent it on principle, believing it to be alternately a front for a violent, genocidal uprising; a self-righteous group

of propagandists poisoning the minds of proper Trinitarian Fairfolk; or simply on principle of their being Fiends. The monarchies of Fairfolk frequently and violently crack down on the Alliance during their demonstrations or aid programs, and so the Alliance continues to operate mostly underground, only occasionally emboldened to operating out in the open — always when they believe they are safe, and always in the direct interests of Fiend rights and welfare.

From the other end of the spectrum, the Alliance is mutually opposed to the Draconic Insurgency. They heavily disapprove of the Insurgency's violent methods, and believe that the blood under their nails only serves to ultimately weaken the case of Fiends, preventing them from achieving the true equality the Alliance believes in. Were the Insurgency to become too powerful, it is likely that the Alliance would be pressed into defending its members and its values, with weapons, if necessary, to prevent all-out civil war and inevitable genocide. The Insurgency, for their part, see the Alliance as weak, kowtowing to the Fair and abandoning the identity of Fiend — evidenced by the frequency of high-profile Alliance members even adopting Trinitarian beliefs and rituals in an effort to make themselves more agreeable to the Fairfolk they appeal to.

Along with directly helping the Alliance, player characters can gain Prestige with it by nonviolently resolving conflicts between Fiends and Fairfolk — or gain Stigma by further driving a wedge between them.

The Draconic Insurgency

A small, shadowy, loose group of Fiends, nevertheless united by their determination to achieve the emancipation of all Fiends by any means necessary. They are uninterested in the small picture, day to day, and see interspecies squabbling and the starvation of great city-dwellers as little more than distractions from the bigger picture: Cities full of Fairfolk from the Proper and up, every one of them complicit in the death of the dragons and the subsequent humiliation of Fiends.

The Draconic Insurgency is known and feared among the Fairfolk as a violent and bloody organization, and they use this terror to their advantage. A barn torched, a bomb laid, a caravan hijacked, an official murdered — any and all of these could be an act of the Insurgency, ultimately to the ends of weakening and dividing and frightening the Fairfolk enough — thus strengthening, uniting, and emboldening Fiends — that a full-scale revolution can be achieved in which Fiends of all kind rise from the Underground to take the cities by force.

This goal is, at least in small part, aided, it seems, by the Last Dragon. Whether the Last Dragon truly exists or not is up for heated debate — debate which has resulted in plenty of bloodshed — but it is said to be a dragon of indistinct origin, still alive and in communication with its followers. Worshiped as a god, as dragons were in the old days, the Last Dragon empowers its followers with the strength and the fury needed to wage direct war upon the cities themselves.

The Insurgency is, obviously, the biggest current threat to the Fair nations. This having been said, a weakened Insurgency in one nation may be secretly bolstered through smuggled funds, weapons, or information; or helped indirectly through sabotage of efforts in quelling them, by rival Fair nations — although, if they even find out the identity of their benefactor, the Insurgency will unequivocally deny it. The Alliance views the Insurgency's violent ways with contempt as well, and may even themselves be targeted by the Insurgency if they come close to reaching equality and integration into Fair society.

The Insurgency also finds itself, perhaps ironically, at odds with species factions, particularly for their belief in the Last Dragon, seen as a false god invented to dissolve the boundaries between species and cultures. It and the Underground Alliance are equally viewed as being reductive, but the Insurgency in particular is resented by many because of its perceived apathy towards present-day suffering.

Along with directly helping the Insurgency, player characters can gain Prestige with it by acting with violence against Fairfolk to significant effect — or gain Stigma by preventing it.

Grey Factions

The Cult of Nuaada

Patron god of the allaku, and of song and travel, believed to have gifted the entire world with its various beautiful languages and sounds to elevate sentient beings above base creatures, Nuaada calls all to His worship and to sing the beautiful-sounding Praises of His own making. One is most sure to encounter his Cult in the mountains, around allaku villages, but most any allaku one meets is likely to be a member of the Cult.

Ultimately, the Cult believes that its doctrine can truly unite all people, regardless of origin, and the only hope for the world to progress peacefully is for all to convert to their religion. They find the stoic silence of the Trinitarian Clerics to be particularly noxious, and conflict between the two is frequent, leading naturally to friction with the Fairfolk as a consequence.

Allaku will avoid churches for just this reason, but are equally unwelcome among Fiends, who have a history of conflict with allaku who often allied themselves with adventurers and aided in the Fiends' extermination and ultimate subjugation. Like with other supposedly unifying movements, species factions have little love for the Cult.

As the Cult strengthens, it will inevitably become more violent, attempting to exterminate all other forms of worship, and purging those who simply refuse — or are unable — to sing the Praises of Nuaada. Although they start small, even appearing whimsical and harmless, the Cult is insistent upon spreading itself, and now in the relative safety of the cities in comparison to the vast swaths of wilderness they have replaced, it is finally seeing a window of opportunity to sing the unintelligible word of Nuaada to the world.

The Feline Network

Felinines do not have much of what most would call a society, or even a community: They rarely get together, except to start families, and even those are short-lived, with their young departing to experience the world traditionally around age twelve — and one parent or another departing long before. Nevertheless, they seem to share an uncanny font of knowledge between themselves, often having information about what is happening in parts of the world that they have never been to, or cultural awareness of people they have never met. Likewise, they have a rudimentary awareness of who might be of benefit or harm to their seemingly detached species.

In truth, the Network is a complex code that can be scratched quickly and easily into a surface to be read by anyone knowledgeable about it: A symbol naming a great city, a series of diacritics to indicate a species, a verb or a descriptor, and a quality of line to indicate what the original inscriber wants done with the information: To pass it on, to act upon it, or to keep it a secret.

The Network is indeed a real force, and though its motives and goals are yet unknown — their methods of achieving them ultimately less so — it is clear to anyone who is privy to its existence that it has its own designs for the world, and most Felinines are in on the conspiracy. A few have been excommunicated, and while they will still understand the code, they are forbidden from acting upon it in any way — and are well aware that they are being watched. Very few and far between are the non-felinines who know about the Network.

But, should the Network ever become powerful enough to act out in the open, one thing is for certain: it will occur in a way wholly unexpected and throw chaos into the workings of every other faction in the country.

The Orcish Cooperative

While most factions thusfar devote themselves to destruction, dismantling, and perhaps sometimes rebuilding on the ruins of others, the Orcish Cooperative seeks only to build. Certainly, to build in the interest of orcs — that species that has been proudly lifted up from its savage origins, and now desires the opportunity to construct and rule cities of their own.

The Cooperative works through diplomacy, appealing to powerful Fair rulers and aligning themselves intentionally with their interests. Typically, they work in construction and production, but one would be mistaken to overlook the potential of orc mercenaries who can be hired for little more than a promise of favour in the future for their faction. For this reason, the Cooperative often comes into direct conflict with Fiends that its members are sent to rouse or to eliminate, even where it is considered too hazardous or costly to send Fair soldiers.

So it is that the Cooperative is a favourable and productive element for the Fairfolk... This is, at least, their visible outlook; many orcs still remember their old traditions, and teach them to their children, and so look to the Cooperative for the opportunity to rebuild what they had in a new way — a way which can perhaps compete with the Fair city-states. And indeed, if, by some method or another, a faction of Fiends were to take direct control of a great city, the Cooperative would be the first to appeal to them, to contract themselves out, and perhaps, eventually, whether it's at the hands of a dwarf or a ratkin, the orcs might finally have a place that they can call their own, a Great Chieftdom to rival the Fair nations themselves — and a staging ground from which to conquer the world, as orcs were always meant to do.

Fair Factions

The Dwarven Grand Duchy

It took the dwarves centuries of constant war against the other earth-dwellers: The mighty, unified Dwarven Grand Duchy spent generations hardening their warriors against the tribal kobolds and anarchic ratkin, in tandem with the Empire of Man. It goes without saying, then, that the Dwarven Kingdom operates very, very slowly.

Although unified beneath a single king, the Grand Duchy operates as a sprawling bureaucracy connecting the many mines, and now the new surface cities, inhabited by the dwarves. For any decision to be made, it must be written formally, passed beneath a series of beards to be read, forwarded, approved by the next bureaucratic level, and the next, before reaching the top relevant official — and then sent back down to be executed. At any point, objections may be made by the groups and officials the order must pass through, and revisions made, whereupon the order is sent back down to its origin for the process to begin again. It is an agonizingly slow form of administration, but it ensures the solidity and unity of this sprawling nation — and that when an order is at last carried out, it is ultimately *correct*.

The dwarves are constant builders and craftsmen, and always have some form of construction in any given place at any time. As long as this construction might ultimately take, they are tireless in completing it. It thus stands to reason that they will, eventually, run out of viable

tunnels to improve, run out of wilderness to build atop, run out of exploitable resources — and thus they will need to take it from others.

The Elven Kingdoms

The Elven Kingdoms are manifold, but ultimately single in both origin and goal. Many kings of many nations come together to hold a democracy for the few, deciding in council what is to be done, and keeping one another in balance as is the elven way, before returning to their relative isolation from one another until the next convening.

Before the advent of modern cities, elves already controlled much of the surface of the world: the wild, serene parts, untouched by “evil”, were almost always glades magically and militarily warded by the elves to give the impression of peace and tranquility for their broadly spaced settlements. They did not clear forests, but lived within them, and thus, even for their smaller populations, they needed a great deal of space, all of which must be kept safe from displaced Fiends. The concept of a great city, with its large population density, is new to elves.

Nevertheless, Elven Kingdoms have fashioned new cities for themselves, recognizing their use in keeping inferior races organized, if nothing else. The kings and queens themselves still tend to remain within their own single, ornate spires within their glades, although a few have moved their location into their new cities, complete with the beautiful and well-tended greenery flowing from every window and doorway in order to keep some semblance of the natural and harmonious world the elves innately value.

Of course, it is not only the Fiends in the Underground that are inferior to elves: A species so long-lived, so inherently magical, with a beautiful and ancient culture should have the world as its own to dictate to, in all justice. Only then can a permanent peace and harmony be established.

The Empire of Man

The newest of all the Fair factions, the Empire of Man formed as a necessary retaliation against the forces of darkness encroaching on expanding human settlements. The Emperor himself — a magnanimous autocrat — hired out parties of adventurers to purge the surface of any perceived evil, both within their budding settlements and out in the wilderness. Whether motivated by moral good, or simply by the promised monetary reward, even the caves and mountaintops were not spared by these parties.

Today, the Empire can be considered effectively victorious. With their alliances with other nations, humans have led and finalized the crusade against the Fiend, have extinguished dragons from the world, and finally, have aided in building the first true cities of the world.

The Empire will not rest here: Humans are nothing if not persistently ambitious. They will always want to improve themselves, always want to grow in numbers, in wealth, in power. And so, regardless of whoever might stand in their way, they shall.

Fiend Factions

These are individual factions representing remaining groups of species. Most members of a species are not actually part of these factions, per se: They are the actual tribes in the wilderness and the interest groups of the cities, dedicated to the accurate preservation of their people and culture. Their actions, priorities, and organization will depend on the species given; be sure to learn

about each species and come to a conclusion about how they might operate if present in your game.

While they don't need to have a presence in cities, and only ever if a great city has a significant presence of the species of Fiend in question, every tribe, chieftom, warren, etc. of a Fiend that player characters might encounter out in the wilderness will be its own faction, with its own lore-appropriate name. Crucially, like all other factions, they are unlikely to cooperate with any other; you will not, for instance, find the Mosseater Kobold Warren working directly with the Underground Alliance to funnel in supplies through tunnels beneath the great city — more likely, the Mosseaters won't even know the Alliance exists, and if they do, will resent the Alliance's movement towards homogenization of Fiends, seen as cooperating with the enemy and a threat to the kobold way of life.

Prestige and Stigma

Characters start with +2 Prestige in a single faction of their choosing, upon creation; and +1 Stigma in another. The player should think of what small feat they did, knowingly or unknowingly, that benefited that faction and gained someone's attention; as well as that faction that they have gained the minute ire of.

During the game, Prestige and Stigma points are rewarded and subtracted when a character performs either in favour of or in opposition to a faction, whether they know it or not. Use the table below as a rough estimate of how to award these changes:

+9 Stigma	Slay a faction leader. Put a stop to a years-long undertaking.
+7 Stigma	Steal something irreplaceable. Help purge faction influence from an area.
+5 Stigma	Fight a large number of faction members. Destroy important resources.
+3 Stigma	End a short-term plan. Supply their enemies.
+1 Stigma	Insult someone important. Be an annoyance or minor hindrance.
+1 Prestige	Perform a personal favour for someone important. A small gift for the cause.
+3 Prestige	Substantial support for the faction. Help defend their turf.
+5 Prestige	Acquire or rescue a crucial asset. Be instrumental in a successful plot.
+7 Prestige	Give them a crucial gift. Do what no one else could.
+9 Prestige	Ensure their ultimate victory over a major enemy.

As you gain Prestige or Stigma, you mark the appropriate boxes on your Sovereignty sheet. Once you mark enough boxes to reach the next level of Prestige or Stigma, you **clear all Prestige and Stigma** of

Tuliz and Pit's successful attack on the mine has resulted in +5 Stigma with the Dwarven Grand Duchy. Pit already had 1 Stigma pip marked, so marks 2 more to reach a reputation value of -1 with the GDG. Peter circles -1, and then clears all marked pips. He then marks the 3 pips left from Pit's change in Stigma, and will need a total of 6 (so, 3 more) before they reach a reputation of -2.

that faction, and circle your new value. From there, to advance beyond that value, you must mark all boxes up to the next value.

One cannot have both Prestige and Stigma with the same faction: If one achieves a level of Prestige while one has Stigma, one full level of Stigma is instead cleared; and the same goes vice-versa. Furthermore, when one reaches a level of Prestige, all Stigma that has been accrued past the last level of Stigma is cleared; and vice-versa. All this taken together means that it is ultimately easier to become hated than to become loved, and to be truly feared means to be merciless.

Faction Moves

When interacting with someone you know is a member of a faction, you have expanded means of dealing with them according to how well known you are by their faction — whether in a positive or negative light.

Beg a favour: The favour can be something positive, such as doing something for you or giving you resources; or simply abstaining from the negative, such as keeping a secret or just refraining from killing you immediately. To use this move, clear all progress gained towards the next Prestige rank with the faction (or all progress towards the next Stigma rank, if you have Stigma). Roll with Prestige (Stigma counts as a negative). On a hit, they will give you the favour, at a cost. On 10+, you've swayed them; they're feeling generous, and give you the favour unconditionally. The level of favour they will give you depends on your Prestige or Stigma, at the GM's discretion:

- At +3 Prestige, they will take your orders, as long as they do not contradict their given orders.
- At +2 Prestige, they will give you military backup.
- At +1 Prestige, they will give you a decent place to stay, take your equipment to be repaired, or clear all your depletion.
- At 0, a Fair faction member will accept a bribe. Other factions will give you some common information, a basic place to stay, or 1 depletion worth of supplies as charity.
- At +1 Stigma, they will listen to you briefly, or abstain from reporting your location to their superiors, for a fee.
- At +2 Stigma, they will let you flee, with a head start.
- At +3 Stigma, they will give you a fair trial rather than immediate execution.

Present yourself as a threat: You must have Stigma with their faction in order to make this move. Roll with Stigma. On 7-9, they don't believe you, but they will if you demonstrate. On 10+, they buy your threat, and at the GM's discretion, they will abstain from further faction activity while you remain nearby, retreat, or immediately attack you. On a miss, they don't find your threat valid, and will act against what you wished to incite from them, with disdain or violence.

Overcome Fairfolk bigotry with your exploits: With Prestige of +1 or more with a Fairfolk faction, and telling a Fair NPC what you have done to earn their trust, roll with Prestige. On a hit, depending on your level of Prestige, they:

- +1: Deign to hear you out.
- +2: Are taken aback, and will treat you with respect, for now.
- +3: Are sufficiently cowed to apologize and make amends.

On 10+, you get a read on them from their backpedaling; take +1 ongoing to dealing with them in this setting. On a miss, they find your boasts untruthful or disdainful. Regardless of the outcome,

mark +1 Stigma with the faction — even if some Fairfolk might count you as a friend, the state never will.

Mediate an interspecies conflict: With Prestige of +1 or more with the Underground Alliance (or +2 or more when dealing with groups), roll with Prestige. On a hit, the GM will tell you the knowledge and connections you're likely to have gained to aid you in handling this conflict, and what you need to do to resolve it. On 10+, take +1 ongoing in further rolls to resolve the conflict. On a miss, you might just make things worse.

Plan acts of terror: With Prestige of +1, +2, or +3 or more with the Draconic Insurgency (depending on the complexity of the act, at the GM's discretion), roll with Prestige. On a hit, you have the experience and contacts needed to act upon your plans; the GM will tell you what and who that is. On 10+, take +1 forward to use once at any point in planning or enacting your plot. On a miss, there is a critical flaw in your plan that will come to bear should you go through with it.

Command the tribe: With Prestige of +1 or more with a Fiendish Settlement, roll with Prestige. On a hit, you can get the attention of the right members; they will agree to work with you if you can prove yourself (the GM will tell you how). On 10+, you present yourself with authority; you have a moment in which people will listen attentively to you. On a miss, the Fiends disdain your presumptuousness, and you gain +1 Stigma with them.

Manipulate the Network through etched symbols: With Prestige of +1,+2, or +3 or more with the Feline Network (depending on the severity of the manipulation, at the GM's discretion), roll with Prestige. On a hit, you know the symbols of the day, and your craftsmanship is known and respected; choose 1:

- Mark an individual or group as a targeted enemy of the Network.
- Mark an individual or group as a protected asset of the Network.
- Effect a cultural shift within members of the Network.
- Communicate information secretly throughout the Network.

On 7-9, your communication is only partly effective, or has errors or unforeseen consequences. On 10+, your carvings are flawless and have the intended impact. On a miss, they go ignored, unseen, or contain significant flaws that give them a wholly different meaning.

Spread your beliefs: With Prestige of +1 or more with the Cult of Nuaada or the Temple of the Last Dragon, roll with Prestige. On a hit, depending on your level of Prestige, your audience:

- +1: Hears you out, and are informed.
- +2: Is somewhat impressed; a small fraction of a group may be swayed in time.
- +3: Is confounded by your command of liturgy, and now hold a positive view of your faith.

On 7-9, a member of your audience or someone nearby will question or try to silence you; you will have to contend with them. On 10+, your proselytization goes uninterrupted.

Organize Cooperative construction efforts: With Prestige of +1,+2, or +3 or more with the Orcish Cooperative (depending on the size of the project, at the GM's discretion), *pass time* and roll with Prestige. On a hit, you are able to find other members of the Cooperative and the resources to begin significant construction, but on 7-9 there is a substantial snag that must be overcome. On a miss, there is a deficit in manpower or resources that cannot be readily overcome at this time.

The Living World

The world of *People, Too* is always changing and developing as an important part of its story. The fact that the Fairfolk are constantly encroaching upon the wilderness is the very basis of the setting!

When a game begins, the group should decide which of the Fairfolk species they would like to be primarily dominant in this region. Nationstates are cut with sharp edges, but this doesn't mean there can't be a significant mix of dwarves, elves, halflings, and humans in each great city, it just indicates the monarchical faction that rules the land. Halflings, largely sedentary as a culture, do not presently have their own expansionist faction.

Then, decide which Grey and Fiendish species you want to have significant representation. As before, not including a certain species here doesn't mean that they can never be encountered, nor does it mean that players cannot play as them; it just means that they will not have significant enough presence to form their own major settlements or factions. It is recommended to have as many total species represented as there are players.

After these decisions are made, you're ready to start map-drawing!

The Initial Map

Drawing your map doesn't need to be difficult or artistic. There are free programs available online for creating interesting maps, but something hand-drawn can do fine, just so that the GM can keep track and relay information to the players as necessary.

Draw the great city as a circle somewhere central on the map. The great city itself will have its own map later on. Then, you can start placing Fiendish settlements near the edges of the map. This part is quite free-form. Consider the topography, though: Kobolds and ratkin live in historically large settlements that may actually branch significant parts of the map, and overlap with settlements of others, since they frequently live underground. Allaku, if you choose to have one of their settlements, live high in the mountains. Trolls, gnolls, and ogres can live most anywhere; orcs live in Fairfolk settlements, and felineines don't establish permanent settlements that anyone is aware of.

Near the great city, you can draw some Fairfolk towns or villages. These may or may not be primarily of the ruling species, and should number half or less than the number of Fiendish settlements. Then, draw roads connecting them to each other and to the great city. Other paths may exist out into the wilderness that you can draw, even connecting Fiendish settlements to one another, but there is a wide separation between Fair and Fiendish settlements.

The Great City

Great cities are worlds in and of themselves, and each is divided into quadrants. While each great city is largely self-contained, and will have every major service any urban centre could be expected to have, each section of the City Proper has aspects of it that it is particularly known for excelling in, and quarters will be named, either formally or informally, after these attributes of the City Proper.

Since your story will likely come to the great city at some point, if not likely start inside of it, it is important to know what this great city is like. Divide the great city into four quarters, and for randomness, roll twice for each quarter — once for its specialization, and once for a problem looming over it, according to the tables below:

	1	2	3	4	5	6
1	Military	Kiln	Forge	Academy	Imperial	Judicial
2	Temple	Garden	Townhouse	Slave	Financial	Bakers
3	Clothier	Market	Jewelry	Tavern	Residence	Carriage
4	Greenhouse	Dock	Armoury	Brewery	Alchemical	Archaeological
5	Hospital	Archive	Black Market	Arena	Textile	Mason
6	Casino	Warehouse	Apartment	Tower	Fountain	Prison

	1	2	3	4	5	6
1	Cannibal	Corruption	Separatism	Protection Racket	Crime Boss	Dissent
2	Prejudice	Natural Disaster	Awry Magic	Flooding	Mass Immigration	Rebellion
3	Cult	Disease	Theft	Over-taxation	Sabotage	Old Tech
4	Over-population	Technology Shock	Fire	Diplomatic Incident	New Drug	Tyranny
5	Slavery	Lack of Resources	Brutality	Lack of Labour	Famine	Ruined Roads
6	Dragon Sighting	Inflexible Traditions	Alcoholism	Smugglers	Tainted Water	Strange Mystery

You can use these tables to roll for ideas, new settings, people, buildings, and situations whenever you are at a loss of where to take the story next. Extrapolate from the two rolls you have made for each quarter to build a story. For instance, if you roll a 2 and 5 for the quarter specialization, and a 3 and 6 for the problem, that gives you an archive and alcoholism. The archive exists in the City Proper, thus your mostly Fiendish group won't be very welcome there. That may change if they manage to gain an audience with the curator, who lets slip that she is especially protective of the archive now with the rowdiness of the quarter's drunken residents. Perhaps you could find the source of all of the strong liquor making its way into the city and solve

the problem for her. Or perhaps you could make a profit off the problem, or even use the situation to your advantage and incite an inebriated crowd to wanton destruction of the snobbish curator's archive!

The City Underground may be safer in some ways for your characters, as people are more used to seeing their kind there and will be less suspicious of their mere presence, but it will often shadow the same problems as the Proper. Be creative with how the Underground is responding to what's happening with the well-to-do. Perhaps the strong alcohol has gotten to the large ogre population there, leading to a lot of very destructive tavern brawls. Or perhaps it's an ogre's traditional brew that is actually behind all of this!

Faction Phase

Once, at the very start of your story, and then anytime *time passes*, each faction gets to roll, modified by the recent actions of your players. Depending on the outcome of the rolls, the situation of different settings, and even the map itself, will change over the course of a longer story.

When the game starts, each Fiendish settlement and great city, as well as the Draconic Insurgency, has a **strength** value of 3 each. As this value goes up and down, the factions interact and the world changes around the players in what is called a **faction phase**.

Roll for the great city: Add +1 if players have not directly hindered the growth of the great city. +1 more if they have aided it. -1 if it is under attack or rebellion. On 10+, add +1 strength; city construction completes, and the population grows.

On a hit:

- At 4 strength, it will begin to encompass a neighbouring Fairfolk settlement, taking about half a year to complete assimilation, at which point, make the necessary changes on your map, and add 1 strength to the city; the settlement's industry comes under the jurisdiction and protection of the city. If no nearby settlement exists, it instead launches an assault against a Fiendish settlement or the Draconic Insurgency, subtracting -1 from its strength value.
- At 5 strength, the great city launches 2 assaults against Fiendish settlements or the Draconic Insurgency within the city, subtracting -1 from their strength values.
- At 6 or more, return strength to 3, and the state sends out an expedition to scope out a construction site for a new great city. If unhindered, the city will begin construction, and be functional and have its own quarters after a year.

A great city that reaches a point value of 0 through whatever means is conquered or razed.

Roll for each of the different Fiendish factions: Add +1 to the roll if the players have aided the faction settlement in question. -1 if it is presently under direct attack. On 10+, add +1 strength; the faction is becoming stronger, more organized.

On a hit:

- At 4 strength, it begins attacks against a nearby Fairfolk settlement.
- At 5 strength, it may destroy a settlement it was attacking (if its assault has not been stopped), or it may attack a great city directly.
- At 6 or more strength, it will split off into a new faction, swelling the wilderness and the threat posed to the great city by Fiends from without.

Roll for the Draconic Insurgency: Add +1 if players have aided the Insurgency, and -1 if they have hindered it. On a hit, +1 to their roll next turn. On 10+, add +1 strength. On reaching a strength of 5, they prepare an assault upon crucial matters in a great city, calling fighters, weapons, and other resources to the cause. If they are unhindered by next *time passing*, they will launch their assault, and -1 to the great city. The assault will have an additional effect, which can be determined through the story, or via the 1d6 table below. On a miss, they fall to external operations and infighting, subtracting -1 from their point value (no lower than 1).

1	An important building is bombed and destroyed.
2	A road is trapped, plagued by assailants, or destroyed.
3	A retaliation is sparked against a Fiendish settlement (-1 strength).
4	The Alliance is extorted; -1 to the Alliance's next roll, and +1 to the Insurgency's.
5	A town is struck by an auxiliary attack.
6	An important official is assassinated or kidnapped.

Roll for the Underground Alliance: If the Underground Alliance is in play, each great city begins with 1 **sympathy**. When rolling for the Alliance in the faction phase, add +1 if the players have aided the Alliance, and -1 if they have hindered it, and -1 more if the Draconic Insurgency has launched an assault upon a city this round. On a hit, add a point of sympathy to a city. On 10+, add +2 points of sympathy. On a miss, the Alliance withdraws, removing -1 sympathy from a city. When sympathy is greater than the strength of a great city, the city is considered **tolerant** of Fiends; they will not be randomly accosted in the streets of the City Proper. When all cities on the map are tolerant, the Alliance feels it is winning, and will oppose the monarchy directly; it will then always be the target for great cities when they assault other factions at 5 strength. Doing so will reduce sympathy in that great city by 1, and the Alliance will take -1 to its next faction phase roll. The Alliance becomes cowed and scattered, and is effectively no longer in the game, if sympathy in all cities reaches 0.

The Endgame

While the start of the game has conflict being internal, systemic, and interpersonal, the conflict turns to the fiends ruling their own nation, now under siege from external threats opposing their consolidation. Narratively, there is a movement from individual to national dynamics in the ways in which the Fiends engage with the world: The stakes are higher, and more political. Fiendish settlements will turn their assaults on each other, while continuing to grow, and the Draconic Insurgency will spawn as a new faction — the **Temple of the Last Dragon**. It occupies each conquered city with a starting point value of 3, and seeks to convert or subvert all the Fiendish settlements of the region, and survive as a new truly Fiendish state in the midst of more powerful and belligerent Fairfolk great cities, which will make themselves known outside of the map drawn when the story began.

The Underground Alliance, too, is transformed: It continues to oppose positions of power both within Fair and Fiendish city-states, but becomes the **Fiendish Collective** in cities controlled by the Temple of the Last Dragon. Here, instead of sympathy, it gains point value that represents the level of organization of the disparate species of the newly formed citizenry towards a functioning anarchy — which may be either supported or opposed by the Temple — and may espouse peace with, or destruction of, the aggressive Fair states, depending on the narrative.

If all cities of a state in an interstate war are conquered, a new war is started with a new state. If the Temple of the Last Dragon is destroyed, conflict resumes between tribes and settlements. If all settlements are destroyed and the Temple stands alone, the great dragon known as the Last Dragon is heralded to return... Whether it does, and what it may or may not bring with it, will change the world forever. New factions may splinter off, new tyrannies form, and new animosities along with them.

Roll for Fiendish settlements, which may now, with the shift in the balance of power, raid cities of any kind at 4 point value; two hits in a row will reduce the city's strength by 1.

Roll for great cities as normal.

Roll for the Underground Alliance as normal.

Roll for the Fiendish Collective: Add +1 if players have aided the Collective, and -1 if they have hindered it. On a hit, +1 point value, and it may add +1 or -1 to the Temple of the Last Dragon's roll. On 10+, it may undermine the authority of the Temple, reducing its point value by 1. On a miss, -1 point value.

Roll for the Temple of the Last Dragon: Add +1 if players have not directly hindered the Temple. +1 more if they have aided it. -1 if it is under attack. On 10+, it successfully converts a portion of the Fiendish population of the wildlands: -1 point value for one settlement, and +1 for the Temple. On a hit:

- At 4 strength, it will build up its defences, successfully defending the next assault against it.
- At 5+ strength, the great city launches an assault against Fiendish settlements or Fair great cities, reducing its point value by 1. It may launch additional assaults, including against the Fiendish Collective, for each point value over 5.

If the Temple of the Last Dragon reaches point value 0 and is therefore destroyed, so, too, is the Fiendish Collective — unless it has a point value of 6 or more, in which case, the masses are organized, and the global revolution begins in earnest.

GM Guide

Most of this book is about the players — who they can become, what they can do, and how they go about doing it. But apart from playing the NPCs and managing faction politics, what does the GM do?

In comparison to other tabletop games, the GM does very little. The GM never rolls dice, and does not even take any more responsibility for the story than the players. That doesn't mean the GM doesn't get to impact things, though: When a player rolls a miss, that is your opportunity to make a **GM move**.

GM moves are any move taken by non-player characters controlled by the GM, or by the world at large, in response to things not going as planned by the player characters. It is important to remember that a GM move is not *against* players, but are a consequence of player actions, and an opportunity for the GM to influence the story within a session. When a player rolls a miss, or otherwise encounters unexpected consequences of their actions by doing something blatantly inadvisable, a GM may engage in (among most anything else):

- Inflicting harm upon a player
- Use someone's bigotry against them in an impactful way
- A big reveal of a concerning truth
- Present a new threat — distant, or immediate
- Put someone in a difficult situation in which they have to roll, or make a hard decision
- Put a wrench in the players' plans
- Throw the players an opportunity to move forward with their goals
- Show them what a faction thinks of them
- Reveal the unwelcome consequences of their actions
- Turn a move back on them
- Prey upon a flaw in their character or their history

A particular favourite GM move of mine is what I call **grey world**. *People, Too* is created around this concept in mind: There is no black or white. Players may be playing largely as Fiends in a world where the typical "good guys" are now the tyrants, but that doesn't simply mean that the bad guys are good and the good guys are bad, either. Everyone is human (in a manner of speaking) — everyone has a story. Perhaps your party has ventured into the wilderness in search of their gnoll friend's lost pack, and are ambushed by an adventuring party. They manage to scrape through, and kill every one of their assailants mercilessly, deigning to even track down the fleeing Cleric. When they finally reach the gnoll tribe, they find it to be in the midst of a deadly famine — as they await the arrival of an elven Cleric who had secretly promised to smuggle food in for them all the way out in the wastes. This goes for your players, too: If they are dead-set on being the heroes the world needs, show them how much heroic Fiends are reviled by that world. If they're, in contrast, a little too dark, give them reason to see things in a less cynical light. And should they falter, perhaps they are in reality invoking a Capitulative move.

Here are a few more tips on being an effective GM:

- **Describe the world.** Look for signs of comprehension and excitement in your players upon entering a new place. You want to make the world exciting, and feel alive and full, and give your players different options to take to make it feel large.
- **Address characters, not players.** That's not Jason, your friend you met in *World of Warcraft*, that's Pile-of-Ash — Ash, for short — a feline Elemental who lost her adoptive family in a fire that may or may not have been of her own making. *She is Ash.*
- **Move the spotlight.** There are no turns in *People, Too*, and this might be hard for your players to internalize. Some may have difficulties speaking up, while others may have the opposite problem. Give everyone a decent share of the spotlight by addressing them directly. Create cliffhangers and let the game flow dramatically.
- **Don't overplan.** It's hard to avoid overplanning, especially if coming in from other tabletop RPGs, but this world is not yours alone. You might get it in your head that you will start the group's story in the northeastern quarter of the Dwarven great city, and a whole story involving a brewer who secretly uses unpaid ratkin labour to make his mead, and the group will encounter a shady character who incites them to become bandits on the highway coming in through the north of the province specifically to waylay the criminal's honey shipment in an attempt to cause his business to fail so that his slaves might be liberated — but the dwarf has friends in high places, it turns out, and the group winds up on the wrong side of the armies of the Grand Duchy itself, and...then, before anything can happen, your party decides that it really wants nothing to do with the city at all, and even upon hearing of the brewer, they make for the city gates, and simply mug their would-be recruiter. There goes your entire story you'd planned out! Instead, trust the systems of the game to give you plot points and story ideas, and think quickly on your feet. Improvise.
- **Follow your players' lead,** on that note. Maybe in convincing the dwarven guards to let their suspicious-looking group out towards the defenceless towns, they manage to really hit it off with one of them, and players keep wanting to return to see how their unlikely friend is doing. This minor character now is much more significant and has real meaning. Develop their personality more, and their history, and give your players reason to keep working with them. Give them a story that the players can get involved in.
- **Let your players be awesome.** The role of the GM is to say "yes" by default. If a player states that they want to make a move that you think is just on the edge of feasibility, and oh shucks, it would completely throw a wrench in your plans if they succeed, but the player is of course really excited to try it out...let them roll for it! So you've got the mayor of a town that a player character has decided is the bane of all existence, and must die. The story you have so far in your head doesn't involve this man's death, and now this Burglar wants to pick their lock, sneak in through their house at night, incapacitate their manservant, and slash the mayor's throat in his sleep. Sounds insane and unlikely. Sounds like it would ruin your plans. Sounds...like it would be awesome if it succeeded, and have dire consequences if it didn't! This is absolutely perfect, and you should let them make that series of rolls and prepare to narrate a potential defining moment of coolness, or the emergence of a new deadly crisis for your would-be assassin.
- **Don't always tell the truth.** In fact, nearly every NPC that gets more than a moment's screen time should have something they are hiding from the players. You never know who your players might find interesting and want to get to know more, and you don't want to disappoint them. Everyone has layers.

- **Make things difficult.** This world is unique among many in that your players will have difficulty going about nearly anything in the “moral” way. Most of their interactions will be negative, and most of their bids to gain legitimacy will be in vain. Doors that open for others close for them — so they will need to trick or bribe someone into opening them, pick them or sneak in...or simply break them down, all of which will have their own consequences. Using, or even forcing Capitulative moves is useful here to discourage players from taking the easiest, most obvious route.
- **Give significance to player characters.** The story is following these people for a reason. Make their lives interesting, and make their choices, their actions, and even their inactions meaningful. Let the story flow around them. Let the world happen to them, but also let them happen to the world.
- **Add humour.** *People, Too* takes place in something of a dystopia, in a lot of ways. There is nowhere that is truly safe for your player characters, and bigotry is a consistent element. It’s important to add some juxtaposition with levity and bright moments as well. Ironic and dark humour works particularly well in the setting. Say a drunk elf in a dive bar refers to all kobolds as “ankle-biters”. What do you think might happen by the end of the night, specifically to his ankles...?
- **Make sure everyone is comfortable.** When starting a story, be sure of what people want out of the game, but perhaps more importantly, what they really don’t. Maybe your players like the setting, like the idea of playing a group of ogres, but don’t enjoy the aspect of fantastic racism so much. That’s fine; you can dull that down, be less explicit about the discrimination they face, and put them in more scenarios around other Fiendish folk that won’t be so bigoted. Are your players uncomfortable with gratuitous violence, gory descriptions, explicit sexuality? (On the flip side, does your group actually want more of those things?) Talk with your players, be honest, get as much out on the table as you can in your first session. That having been said, even if people are being entirely forthright, it’s impossible to address every situation before it comes, so it’s good to have what is called an **X card**. This can be a literal card marked “X” on the table, to be tapped, or an “X” typed into text chat. When a player does this, it is an indication that they are uncomfortable with a turn the story has taken. No questions asked: It’s the GM’s role to then immediately steer the scene away from the uncomfortable subject in the most natural way possible. When narrating a scene that you know might make people squirm, you should have in the back of your mind a way out of it if someone taps the X card.
- **Be a fan of your players.** This is perhaps the most important point: Know the characters you’re helping to build this world for. Know what motivates them, what excites them, and be motivated and excited for them! Strive to put them in interesting situations and look forward to every decision and uncertain action they take. Target their drives and baselines. If you love the characters you’re playing with, the people playing them will love the game.
- **Always ask: “What do you do?”** Give your players clear options in all things: Introducing a setting, tell them about multiple buildings, multiple characters, multiple visible happenings around them. Don’t overwhelm, but giving two or three very visible options for your players to take can go a long way towards streamlining decisionmaking while simultaneously making those decisions feel meaningful. Each bit of narrative from you should contain these options, and be finalized with the quintessential incitement to action: “What do you do?”

Creating NPCs

NPCs are about who they are. They don't exactly have stat blocks, but they have their own histories, abilities, and motivations that can be laid out in a series of moves that they will make under the discretion of you, the GM. For instance, an allaku NPC whom players come across preaching in a town square may have the set of moves: *Ignore everything else to expound upon the virtues of Nuaada*; *Sing to provide background ambience*; *Conflict verbally with someone espousing different beliefs*. This gives you an idea of who they are and how to play them, guides you in how they will respond to the situations player characters might put them in, and give them something to do if the scene with them grows stale (and you don't want to usher the players away onto something or someone new).

NPCs do have harm tracks, but for most of them, this won't come into play. If they encounter harm in ways not through direct combat with players, it might be worth keeping track of it. If they engage in combat, you will definitely want to keep track of their harm, as well as know what they are using for weaponry or abilities. Include these as moves, ie *Strike from a distance with a halberd for 2 injury*. This way, you know the kind of harm they do, the amount they do by default, and any special tags or abilities they might have — like *Polearm*.

NPC harm tracks are similar to players, with one exception: they have the additional track of **morale**. Morale is the representation of an NPC's willingness to persist in the present situation. When an NPC's morale must be marked when it has no morale boxes remaining, it will buckle and surrender, flee, or cower. Note that an NPC doesn't absolutely need to have its morale filled to do this; some, perhaps most, NPCs will surrender when they are clearly outnumbered, suffer grievous injury, or are given a reason (or a threat) that gives them pause. Play them believably!

The wear track for NPCs is also treated slightly differently: Rather than keeping track of wear on weapons and armour separately, NPCs do not mark wear on their weapons at all. Wear on weapons is more to simulate the degradation of this gear over time for player characters, so wear on NPCs can be considered to only include their armour. An NPC can choose to mark wear instead of injury in combat.

Most NPCs have smaller harm tracks than player characters. This is because player characters are specially fated in some way or another — we're paying attention to them for a reason! — and also because NPCs have the advantage that they respond entirely to player rolls rather than needing to rely on rolls themselves, and may have their own special aspects, like doing more damage, that makes them more of a threat than their harm tracks would suggest. This is not always the case, though, and some NPCs that are, in and of themselves, just too big for players to handle will have massive harm tracks to reflect this!

	Injury	Exhaustion	Wear	Morale
1 box	Unskilled person	Old or sick person	Basic clothing	Noncombatant
2 boxes	Average ruffian	Fit civilian	Standard gear	Brawler
3 boxes	Hardened warrior	Trained athlete	Well-armoured soldier	City watch
4 boxes	Shock trooper	Bodybuilder	Military officer	Hardened fighter
5 boxes	A giant	Determined or desperate	Living tank	Fanatic

Groups can also come into play as combatants. In the game, a group is any entity of multiple people all more or less acting as one cohesive unit — with a single motivation, a single target. They are always going to be dangerous; even a group of rabble can overwhelm an unprepared player character. When deciding a group's harm tracks, take the number of boxes for each track that would fit the average individual inside that group, and add 1 to each. The group deals 1 more harm than that individual would do. For instance, if you have a group of everyday brawlers and general violent rabble, individually they would have 2 boxes of each track, and deal 1 injury; but as a group, they have 3 boxes of each track, and deal 2 injury.

New Breakhollow

This chapter depicts a sample setting for a campaign that can be used in a one-shot or as a situation to include in a longer campaign. Like any good setting in *People, Too*, it is not a story in and of itself — this isn't a full campaign for a group to play through from start to finish. Instead, it is a place complete with people, problems and plot points that players can explore and engage in as the story unfolds in the way that it will, according to their choices, actions, and rolls.

This southern quarter of the new capital of the Dwarven Grand Duchy is named after the sizable town that it originates from, becoming a part of the great city when the infamously sturdy walls of the dwarves were built up around it. Arriving here, the group of monsters, misfits, and vagabonds at hand will be hit instantly with the scents of burning coal and fired clay: Breakhollow was a settlement that benefited greatly from the clay pits in the nearby valley and the iron mines in the mountains overlooking the great city, with its smelters and potters, and production has only increased since being incorporated into the wider economy of the Grand Duchy.

The elevation of New Breakhollow remains low; more intense construction efforts have begun, especially in the north nearer the gates to other quarters of the city. The quarter would retain its small-town feel if not for the staggering population of denizens all bristling at each other's presence: The place feels far more populated than it is prepared to house, and far from being the human settlement it once was, it now is flooded with an influx of both Fairfolk migrants looking for opportunity in a growing market, and a recent wave of kobold refugees now finding themselves lost in this new urban world.

Primary Conflict: The Great Kobold Immigration

It won't take much listening to gossip to learn that a famous adventuring party, the Peerless Delvers, have recently made a triumphant return to the city. They are well-known for their spelunking, clearing out underground delves and Fiendish settlements known in the trade as "dungeons". The Delvers just finished clearing out one such major "dungeon", and rumour has it that they even discovered and slew the last dragon in the region who had been hiding deep below the earth.

Whether or not this is true, one thing is all but certain: Soon after the return of the Delvers, kobolds have been finding their way into the city. Initially, the Watch was instructed to allow them in; kobolds are known for their dexterity, and labour is a valuable commodity for a city undergoing heavy construction, and the creatures appeared unarmed and harbouring more desperation than malicious intent. However, more and more continued flooding in, and even when the Watch was given firm instructions to let no more kobolds in through the gates, their numbers continued to grow. Now, seemingly an entire tribe of hundreds of the tiny lizards has made an uneasy settlement together, lining the outer walls of businesses and residents, cramming themselves into any corners they can find.

The natives of New Breakhollow bristle at suddenly feeling almost outnumbered by the Fiends, and have begun to question whether there might not be some truth to the story of a slain dragon and its kobold servants, once reliant upon the benevolence of their now deceased living god, flocking for shelter of any kind — even among the dwarves and humans of the Grand Duchy.

This isn't far from the truth, but some of the kobolds see an opportunity in their loss. The majority of those present in the quarter are led by Mik Whitefin, of the Whitefin tribe. Although not yet directly associated with the Underground Alliance, Mik is tireless and optimistic about the strength of their people, and that, when pressed together in close quarters, the Whitefin kobolds and the Fairfolk of New Breakhollow can learn to coexist and benefit one another.

Should the situation go unaddressed, violence will begin to break out within the city walls against the kobold refugees: Fairfolk citizens will attack the lizards for their perceived evil allegiance, for their parasitism upon the goodwill of the city, or simply for taking up space in the streets. This violence will escalate into retaliation: The kobolds are largely from a single tribe, and rally quickly to the aid of their comrades. If the Watch is allowed to become involved, this will result in a full-scale conflict, putting a wrench in any efforts to peacefully assimilate the refugees into the general population. The Draconic Insurgency, previously an unknown entity in New Breakhollow, may turn its attention to the the quarter, but it will be unable to rally other Fiends to the kobolds' protection, as they are unwilling to risk their own livelihoods within the city for the sake of the more recent immigrants. Now with the military on their side, the dwarves and humans of New Breakhollow Proper will attempt to exile the entire kobold population of the quarter. At this point, seeing their family in danger, Mik will finally step up to attempt to represent the kobolds and speak for their liberty within the quarter. It will be to no avail, and when Mik refuses to exit the town gates at the point of a sword and is slain, the Whitefin tribe will mount a disorganized — and doomed — assault against the Duchy military, destroying much of the quarter in the ensuing combat and, ultimately, all but entirely ending the kobold presence within New Breakhollow.

Conflict: Foreign Steel

Along with the influx of kobolds is the influx of their goods. Clearly, they are coming from somewhere other than legally through the city gates, as even before kobolds were forbidden entry, the large groups they tended to arrive in were turned away for carrying any manner of foreign goods into the great city. The rationale given was for safety — several dozen kobolds with weapons and gear might be considered an invading army rather than a group of refugees — but those with an understanding of such things will explain that it is equally for economic reasons, to avoid flooding the market with valuable items that the gold-loving kobolds will always try to carry with them from their glimmering caverns.

Nevertheless, kobold items are finding their way into the city — not only jewelry, but steel goods, from cookware to weaponry. The once-famous smiths and smelters of New Breakhollow are concerned about business being undercut, and one Ulfred Broadhammer is in the market for a group of Fiends who would be willing to investigate the manner in which kobolds are clandestinely encroaching upon the city.

Should the situation go unaddressed, kobolds will continue to emerge from tunnels they have dug beneath New Breakhollow itself. They have left behind a few families of diggers to continue their work in hopes of eventually bringing up every item of value left behind in their warren into their new home. Many of these items will end up sold as is, or reforged into new items, leading to a full-scale economic crisis for the dwarven smiths and jewelers of New Breakhollow. While bringing up more kobold merchandise will be of benefit to the quarter's customers, this unwelcome competition will inevitably lead to even greater friction and eventually outright violence between dwarven and kobold artisans.

Conflict: The Mud Giant

Roughly a day's walk to the southwest of the great city are the Breakhollow Clay Pits, where workers camp for a week at a time, extracting and bricking clay to be sent back to the great city to be turned into pottery and construction materials. Recently, a corpse was found, apparently killed from blunt force trauma, and left face-down in the thick, wet soil.

The death was ruled out of hand to be an accident; plenty happen around the Pits, and the uncertain footing and occasional release of toxic gases from the earth notoriously make it dangerous work. However, a troll named Anuli who works on the site believes that the death was a murder: She has seen what she swears to be a living, breathing giant in the area, emerging during misty days in the valley before a rain, leaving no footprints behind. She has become progressively more open about her theory since her fellow labourer's death, and tell of it has even reached amused ears within the great city.

In fact, though no one will find out without specific investigation, the giant is a huge automaton, powered remotely by an experimental device presently embedded in the hillside, having slid down from the mountains over the course of years of small mudslides. Reactivated when the local humidity rises enough to short out the circuits in the ancient device, the giant patrols the area near the camp until it must return to the station to charge itself.

Should the situation go unaddressed, Anuli will place herself on voluntary watch duty for the giant, though everyone continues to disbelieve her. By the time others make sightings of the giant as well, the culture of mockery around the frantic troll will be so heavy that people will be unwilling to admit that they have seen it as well. This willful ignorance will eventually lead to the deaths of several more workers, until the camp is closed down pending investigation of the "safety concerns" in the Pits. These investigations will not go on long, if they take place at all, before the deaths are pinned on Anuli herself. She will be arrested, and the camp will be reopened, ironically following a heavy rainfall that finally shuts down the automaton for good.

Conflict: Progressive Mistrust

The Underground Alliance has always had a small presence in Breakhollow, even before its integration into the great city. Primarily, it is made up of human and dwarven sympathizers to Fiends. One of these is Taylor Morgan, who will happily spin her story of a romance with a gnoll for whomever will listen — and whomever won't.

With the recent mass kobold immigration, the Underground Alliance finally sees the chance to expand its influence in the Capital. Unfortunately, Mik doesn't seem interested in allying with the Alliance, and their family has followed suit in its entirety. Taylor and her fellows are at a loss as to the reason behind the Whitefins' reluctance to even communicate with them, and desperately want an emissary.

Mik and their massive family, it turns out, are skeptical of the Alliance's priorities: They believe they have their own benefit in mind more than the benefit of the people they claim to be fighting for. The kobolds, it is reasoned, are highly wealthy, even if they do not have all of their wealth with them now, and any Fairfolk who would get in their good graces might just be placing themselves in a position to exploit them for money and power.

This is, in fact, partially the case: Taylor's love story about herself and a gnoll is false, as evidenced by her lack of knowledge about gnoll culture and physiology. She is the bastard daughter of a nobleman from another state, but she genuinely believes that integration between Fiends and Fairfolk is possible — and the influence she might gain from spearheading it could aid her in getting into the good graces of her estranged family.

Should the situation go unaddressed, the Whitefins and Alliance will go on without forming any sort of accord. Taylor's insistence and continued failures, and growing frustrations will eventually alienate her from her comrades, effectively dissolving the seeds of the Underground Alliance within the quarter. The kobolds will be without the external support they will likely eventually need when tensions rise within New Breakhollow between Mik and the Grand Duchy.

Important Characters

Captain Leif Stonespear

□□□ Exhaustion

□□□ Injury

□□□□ Wear

□□□ Morale

Harm: Deals 2 injury with a halberd (Tags: Polearm, Two-Handed)

Drive: Keep order and population balance within the New Breakhollow southern quarter.

Moves:

- Attempt to arrest anyone causing violence or breaking the law.
- Rally the Watch to his orders.
- Freely give information on ongoing problems.

Captain Stonespear takes his position very seriously. While he is not as outwardly hostile as some of his fellow dwarves may be, he is suspicious and carefully critical of the influx of Fiends within the great city. Stonespear is calm, but firm, and is quick to make decisions. He strongly considers himself to be the 'arm of justice' in New Breakhollow, and does not regret nor question decisions he or his superiors within the Great Duchy make.

As he has been the guard captain since before Breakhollow was integrated into the capital, Stonespear is held in high regard among especially the dwarven majority of the great city. Many Fiends even hold a certain respect for him due to his surefootedness and his lack of open hostility towards them, at least initially, although many others have a fear and resentment toward him that they would reserve for any authority figure of the Great Duchy.

Mik Whitefin

□□□□ Exhaustion

□□□□ Injury

□ Wear

□□□□□ Morale

Harm: Deals 2 injury in a battle-rage at close or intimate range with knives and improvised weaponry, which may also be thrown.

Drive: Ensure the safety, equality, and prosperity of the Whitefin kobold tribe in New Breakhollow.

Moves:

- Confer with other kobolds on any issues.
- Engage any direct threats to their family in combat.
- Disavow an accusation against kobolds with “what about” claims against Fairfolk.

One of the witnesses to the death of their dragon-god, Mik continues to grudgingly lead the Whitefin tribe in their new home in the streets and corners of New Breakhollow. Mik is a firm believer in equality of kobolds, to the degree that they will usually refuse to make any executive decisions on behalf of their tribe except in very dire circumstances. Nevertheless, they are a powerful and skilled fighter, and will defend their family to the death. They are aware of the smuggling operation beneath New Breakhollow, but are unlikely to betray it.

Mik is generally unknown outside of the Whitefin kobolds. Humans and elves view the kobolds as a singular mass, and Mik himself does not publicly acknowledge the burden of leadership placed upon them by their kin, who conversely hold Mik in almost reverential regard. As such, Mik is likely to be found in the shadows, albeit surrounded by their sycophants.

Pritk and Kti

- ☐ Exhaustion
- ☐ Injury
- ☐ Wear
- ☐ ☐ ☐ ☐ Morale

Drive: To spread the word of the Last Dragon, and the revolutionary fervour of the Draconic Insurgency.

Moves:

- Disappear into the shadows.
- Double-team someone they are trying to persuade or intimidate.
- Use illusion magic to misdirect or escape.

Difficult to tell apart even for ratkin, Pritk and Kti are female littermates who have slipped illicitly into New Breakhollow from elsewhere in the capital. They always travel together, and have a practiced tendency to finish each other's sentences, operating as a single eerie unit. They are likely to only show up once the conflict between the Whitefin kobolds and the Fairfolk of New Brighthollow begin to reach a climax, and represent the community's connection to the Draconic Insurgency.

No one in New Brighthollow knows about them, though some will have heard dubious stories about the Insurgency. Pritk and Kti are very aware of everything happening within New Breakhollow, however, and are keen on organizing a more cohesive rebellion than Mik Whitefin appears able or willing to muster. However, without an initial show of force of numbers, Mik is not given to cooperation with the Insurgency, and without sufficient support, their kobolds are unlikely to be swayed by these two ratkin.

Ulfred Broadhammer

☐☐☐☐ Exhaustion
☐☐ Injury
☐☐☐ Wear
☐☐ Morale

Harm: Deals 1 injury at close range with a broadsword.

Drive: To continue making a steady profit out of his smithy.

Moves:

- Take any chance to make a sale.
- Call the Watch.
- Reveal cultural knowledge beyond the dwarven sphere.

Ulfred Broadhammer works iron and steel at a forge as an independent blacksmith whose industry originated before the integration. Although Ulfred puts on a front of being an honest and straightforward dwarf, he is a shrewd businessman first and foremost, and primarily only cares about making a profit. He is surprisingly worldly, and does not hold the same ill regard towards Fiends as many of his fellow dwarves do, so long as they do not hinder his business.

Fairfolk know Ulfred as a dwarf's dwarf: A stout and blunt man who lives by steel and deals honestly. He is good at making a sale and working within the mindset of the customer, and can even deal in an appealing fashion with Fiends who might normally be very wary of him. As much as he likes to hype his weaponry, this is primarily for the "traditional dwarven" image; he makes most of his profits from everyday items and kitchenware.

Netlo Whitefin

- ☐☐☐ Exhaustion
- ☐ Injury
- ☐ Wear
- ☐☐ Morale

Drive: Smuggle as many useful metal items from the old warren into New Breakhollow.

Moves:

- Flee a pursuer or assailant to lure them into an ambush.
- Barter with gold and steel.
- Offer a sympathetic history of the Whitefins.

One of many siblings of Mik Whitefin, Netlo elected to stay behind in the partially looted warren after the Delvers slew their dragon. She has since set up an operation with a small cadre of kobolds still living within the warren to dig tunnels beneath New Breakhollow for the sake of smuggling in the items the others were forced to leave behind when immigrating into the capital. While not as intimidating as her more famous sibling, she is highly intelligent and just as dedicated to her tribe.

When confronted by a stranger, she will quickly ascertain whether she is speaking to a friend or foe. If she believes someone can be won over to her cause, she will attempt to persuade them, being more forthcoming than Mik about their history and their desires for a new life both above and below ground. Otherwise, she will bring the fury of the Whitefins down upon intruders in their tunnels.

Anuli

- ☐☐ Exhaustion
- ☐ Injury
- ☐ Wear
- ☐ Morale

Drive: Prove herself right regarding the giant of the Clay Pits.

Moves:

- Deputize anyone who will listen to her.
- Make strained connections between events and evidence.
- Engage in intense debate with detractors.

Anuli is the only one to claim to see the giant around the Clay Pits in which she works communally with around twenty other “mudders” of various species. Along with being a new hire, she has a lot of difficulty keeping her attention, which can make her come across as distracted or even frantic, and does not help her credibility among her fellows.

The Pit Boss

- ☐☐☐ Exhaustion
- ☐☐ Injury
- ☐ Wear
- ☐☐ Morale

Harm: 1 exhaustion with his fists

Drive: Keep the Clay Pits running with as little attention upon them as possible.

Moves:

- Deny or quell rumours and rabbleroxing, through intimidation if necessary.
- Offer charity, protection to Clay Pit workers.
- Organize the workers into productive action.

Only known as the Pit Boss (or simply “the Boss”), this massive and commanding ogre takes great pride in his position and both the productivity and independence of the Clay Pits. He is responsible for the scheduling and organization of every worker within the Pits, as well as resources coming in and out of them to supply their buyers within the capital, and the beings working the Pits in return. Many Fiends live and labour within the Pits, and the Boss especially prizes the site as a place where the hated can go to work and live without fear of negative attention being brought upon them. To this end, he is extremely opposed to any form of upheaval or controversy in and around the Pits, and is therefore having difficulties with Anuli and her “giant”. He will even cut her loose and throw her to the proverbial dogs if it means keeping the Watch from encroaching upon his worksite.

The Mud Giant

- ☐☐☐☐☐ Exhaustion
- ☐☐☐☐☐ Injury
- ☐☐☐☐☐ Wear
- ☐☐☐☐☐ Morale

Harm: 2 exhaustion, 2 injury with its huge, stony limbs.

Drive: Efficiently eliminate anything alive within its domain, while it remains charged.

Moves:

- Emerge from its charging station when the humidity rises.
- Assault anyone moving. Does not take morale harm.
- Return to its charging station after three hours.

The “giant” is a huge golem of unknown origin apparently programmed to guard the area around its charging station, which at the start of the story, has slid down the hill into the vicinity of the Clay Pits. It will attack anything that it sees moving when it has a full charge, but will only be activated by the humidity immediately prior to heavy rain. This rain has a tendency to hide its footprints, making it more of a mythical entity than a very obvious danger to the Clay Pit workers.

Taylor Morgan

- ☐ Exhaustion
- ☐ Injury
- ☐ Wear
- ☐ Morale

Drive: Earn the respect, eventually the equality, of the Fiendish denizens of New Breakhollow.

Moves:

- Flee any frightening altercation.
- Suck up to a Fiend, appropriately or otherwise.
- Expound upon her dalliances with other species.

Taylor Morgan bristles at being a generally unknown figure in New Brighthollow. Apart from her small group of Alliance egalitarians (which she is most definitely the head of), few know her as anyone except a regular human. She would very much like to change this, and spearhead the movement to make society in the Grand Duchy more tolerant.

She unfortunately does this by being a habitual liar: She has manufactured a story for herself about a romance with a gnoll who galvanized her to the belief that all beings are equal. In truth, though only a few people know it, she is the bastard of a noble house, and her experiences being ostracized from her family are likely the inciting factor in her activism.

Important Places

Anvil Way

With clanging incessant from the time the sun comes up to after it goes down, one would be forgiven for believing that no one with ears lives here — but dwarven smiths of all kinds have been working here since Breakhollow was first established, with coal, iron, and silver from the mountains that overlook the new great city. Recently, certain scaly others have begun to move in, lining the streets and enjoying the heat given off by the forges. As such, it has become a site not only of substantial trade in metalworks and jewelry, but also as a point where the Underground bleeds into the Proper.

The Clay Pits

A half-day's journey outside of the walls of the great city, the Clay Pits are not only a productive worksite, but also one of few remaining spaces in the region in which people can exist outside of the farms and urban centers without being subject to the same treatment as “wild” Fiends. Constantly wet, slippery, and smelly, the Pits are not the most welcoming of places, but many still find the location and the labour worthwhile, as they are crucial to much of the industry and ongoing construction in the capital. The Pit Boss runs the Clay Pits as a combination taskmaster and father.

The Drunken Skunk

The obligatory speakeasy of New Breakhollow. The Skunk is run by an empathetic gnoll, one of the few Fiends to move into Breakhollow pre-integration. Only recently has the Skunk been seeing much patronage, with Fairfolk admittedly preferring some of the higher-class, or at least Fairfolk-run establishments. With the new influx of coinage along with the sudden uptick in customers, the Skunk is in the strange situation of being at once the best-maintained it has ever been in its history, and the most chaotic.

Whitefin Tunnels

Beneath the streets of New Breakhollow, connected to the expanding sewage system, the Whitefin kobolds have dug their ancient, damaged warren into a network of tunnels in order to smuggle their possessions into the city, forcibly left behind when they entered legally above-ground. One is likely to get lost here without a guide, and kobolds are well-known for their traps. If one knows the way to go, however, and has the time, these tunnels lead all the way back to the ruins in which the Whitefins used to make their home, and still houses the corpse of their dragon-god.