

THIRSTY SWORD LESBIANS Game Start Guide

So you and your friends are sitting down, ready to play a game of *Thirsty Sword Lesbians*. How do you start?

Step 1: Gather Game Materials

To play in person, at a minimum you need:

- A pencil for each person
- Six-sided dice, ideally two per PC
- One copy of the playbooks (available at SwordLesbians.com)
- A copy of the **Basic Moves Reference** for each person (available at SwordLesbians.com)
- At least one copy of the **Relationships Worksheet** (included in this guide)
- A copy of the **Worldbuilding Worksheet** and **Palette** (included in this guide)
- A Check-In Card and an X Card (sharpie on an index card works great)

It's also helpful to have:

- Index cards, name tags, or another way to display character names and pronouns
- Physical tokens to represent Strings, in multiple colors or shapes so that each player has a unique type
- Snacks and drinks
- Lesbians

If playing digitally, check SwordLesbians.com for information on plugins for your online gaming service of choice.

Step 2: Pitch

Make sure everyone is excited about a game of queer action romance that celebrates queer love and power. If you have a specific scenario you'd like to run, you can pitch that, too. It's also good to get on the same page about roughly how many sessions you want to run and how often.

Step 3: Safety and Consent

Your collective goals are to ensure that everyone is safe, everyone has fun, and you tell a satisfying story, in that order of importance. The rules are here to help. Different people have different accessibility needs when it comes to telling emotional stories together. Check out the discussion of safety tools on [page 12](#).

Introduce your preferred safety norms and mechanics, using this script if you like:

EXAMPLE SAFETY AND CONSENT SCRIPT

Before we start, let's talk about safety.

This is just a game—taking care of one another is the most important thing.

Our characters might say or do things we wouldn't say or do to each other, but we don't want to tell our story in a way that hurts or upsets each other.

So let's agree to be caring and respectful of each other. Can we agree to that?

We'll also look out for one another and speak up for our needs with safety tools.

We'll create a palette to share what we're excited about or don't want to see.

Use the Check-In Card to suggest breaks or discussions when we think it's needed.

Use the X Card to remove something you don't want in the story. No justification or explanation needed! If it's easier, make an X with your arms or say "X."

How does everyone feel about these tools?

Pause and listen to the others, choosing different tools if need be.

You can then demonstrate using a safety tool by tapping the Check-In Card and asking if anyone needs a break.

Step 4: The Scenario

Are you building a scenario from scratch as a group?

Use the **Worldbuilding Worksheet** to collaborate on genre, tone, and themes. It'll also help you create compelling NPCs, conflict, and a home community threatened by dangerous Toxic Powers.

The image shows a screenshot of the 'Sword Lesbians Worldbuilding Worksheet'. It is a form with several sections and questions. The title is 'Sword Lesbians Worldbuilding Worksheet'. Below the title, there are instructions: 'Use this if you want to collaborate or pitch on the setting of your Thirsty Sword Lesbians game. Feel free to add to the list of questions—there are just examples. Alternatively, you may find the games and the inspiration when developing your own settings and to ensure that all the playbooks and moves have the necessary world elements to operate in it.' The form is divided into two columns: 'The Place' and 'The People'. The 'The Place' column has questions: 'What genre is our story?', 'What is the tone of the setting?', 'What elements of the game and how do you want to see in the story? What do you not want to see? (Award these on a palette.)', 'What NPC is especially positive about this community?', 'What NPC embodies this world? What do they want from the PC?', 'What is a specific face of your community?', 'What NPC embodies this face? What do they want from the PC?', 'Define at least one location associated with your community. Why would it be a dramatic place to have a sword fight?'. The 'The People' column has questions: 'What powers threaten the well-being of your community? Generate five of them, ensuring one is a Toxic Power for each.', 'Do they threaten your community from within, or from without?', 'What do they want?', 'What are they on (dangerous)?', 'What's something about them?', 'Create an NPC to act as the face of each Toxic Power.', 'How do these Toxic Powers relate to each other? What events could cause...'. There are also checkboxes for 'Do they threaten your community from within, or from without?' and 'What are they on (dangerous)?'. The form is mostly empty, with some red lines indicating where to write.

Already have a scenario in mind? You can still use the **Worldbuilding Worksheet** to learn what your players want from your scenario and make changes.

Using a prepared campaign or adventure? Fill out your **Palette** together now. Then, if the scenario includes group worldbuilding questions, ask your players. Playbook-specific questions come later.

The image shows a screenshot of the 'Sword Lesbians Palette' form. It is a form with three columns: 'Excited About', 'Don't Touch', and 'Other Content Notes'. The title is 'Sword Lesbians Palette'. Below the title, there are instructions: 'Use this to share what you're excited about or don't want to see in your game. This is a shared space for the group to discuss and agree on what's okay and what's not. Use this to share what you're excited about or don't want to see in your game. This is a shared space for the group to discuss and agree on what's okay and what's not. Use this to share what you're excited about or don't want to see in your game. This is a shared space for the group to discuss and agree on what's okay and what's not.' The form is mostly empty, with some red lines indicating where to write.

Want more ideas? Check out the **Settings and Adventures** chapter ([page 109](#))!

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Step 5: Teach The Basics Of The Rules

Before your players decide what their stats are, let them know what the stats mean and what moves use them. It's ideal if everyone has a copy of the **Basic Moves Reference**.

You can teach Strings and the **Smitten** move at the end of the Relationships step of character creation, and other mechanics as they arise.

You can introduce the rules with this script:

EXAMPLE RULES BASICS SCRIPT

We're telling a story together. When you say what your character does, I'll say how the world or others react.

Sometimes it's fun to be surprised by what happens, so when your characters do those things, we'll roll dice to find out.

If I ask you to roll, you will always roll two six-sided dice and add them up. Usually you'll add something to the total, like a stat.

The total number tells us if the story has an up beat, mixed beat, or down beat.

Down beats don't necessarily mean the character fails; they just mean something interesting will happen to complicate things for your character.

You'll see how this works when we play, and if you have questions, I'll help.

For now, let's get familiar with stats and how they're used:

- + **Daring** represents skill at arms and forcefulness, both in terms of muscle and personality
- + **Grace** represents elegance, poise, and agility
- + **Heart** represents emotional awareness and expression
- + **Wit** represents cleverness and knowledge
- + **Spirit** represents metaphysical power and integrity

Each stat improves your chance of an up beat with a certain move.

If you think your character is going to be good at **Fighting**, you might choose to put more into **Daring** or **Grace**.

If you see your character as keen or insightful, you might choose **Wit** so you can **Figure People Out**.

If you envision your character connecting with others through earnest expression or allure, you might choose more **Heart** for the **Entice** move.

Or if you think they're good at comforting others, you might choose **Heart** or **Spirit** to provide more **Emotional Support**.

And if your character has a lot of integrity and wants to remain true to themselves if they have to **Call on a Toxic Power**, maybe you'll choose more **Spirit**.

There are no wrong choices; this game is for all kinds of sword lesbians.

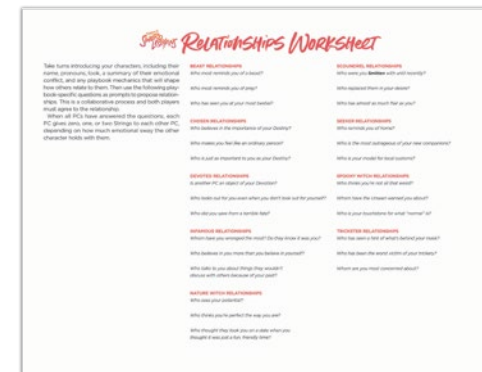
Ask if players want any examples or have questions.

Step 6: Make Characters

You're now ready to unleash your players on the playbooks and start making characters. This process is described in detail in **Making Characters** (page 44).

Step 7: Ask Any Character-Specific Worldbuilding Questions

Ask any questions directed to specific characters or playbooks to finish worldbuilding or to finish establishing the scenario.



Step 8: Begin The Narrative

You also may want to take a break before you begin. This might just be a 10-minute break to collect your thoughts and tailor your planned scenario to the characters, or you might conclude play at this point and wait until your group's next meeting to begin the conversation and the action.

You're now ready to begin the conversation. If in doubt, start the first scene in the middle of a tense, dangerous situation with a clear need for the PCs to step up and be heroes.

Have fun!

THIRSTY'S
SWORD
LESBIANS *Palette*

Excited About

Don't Include

Lines

Veils

Other Content Notes

THIRSTY SWORD LESBIANS **WORLDBUILDING WORKSHEET**

Use this if you want to collaborate in depth on the setting of your *Thirsty Sword Lesbians* game. Feel free to add to the list of options—these are just examples. Alternatively, GMs may find this process useful for inspiration when developing their own settings and to ensure that all the playbooks and moves have the necessary world elements to bounce off of.

GENRE AND TONE

- ✦ What genre is our story?
Historical fantasy, original fantasy, space opera, urban sci-fi, modern secret immortals, intrigue, punk, fanfic based on existing media
- ✦ What is the tone we're aiming for?
Goofy, dire, cathartic, escapist, power fantasy, sweet, angst
- ✦ What elements of this genre and tone do you want to see in the story? What do you not want to see? (Record these on a palette.)

COMMUNITY

The PCs live in a community sharing positive, feminist values, even if it's not perfect.

- ✦ What's the scale of this community?
Secret coven, well-regarded social group, insular commune, widely known village, guardians of the great library, run-down city, glittering metropolis, wandering folk, pirate fleet, notorious horde, wild continent, paved continent, scattered villages on an inhospitable planet, a heavily developed planet, asteroid dwellings, half of a contested star system, all the planets of the star system (save one?), scattered among the stars, galactic union
- ✦ What is especially positive about this community?
Reliable emotional support, skill-sharing, virtuous leadership, safe stronghold, wisdom from diverse experiences
- ✦ What NPC epitomizes this virtue? What do they want from the PCs?
- ✦ What is a serious flaw of your community?
Complacent, ignorant, combative, endless deliberation, resources stretched thin, hedonism, dependence on a problematic activity, moral blind spots, unfair governance structure
- ✦ What NPC epitomizes this flaw? What do they want from the PCs?
- ✦ Define at least one location associated with your community. Why would it be a dramatic place to have a sword fight?

TOXIC POWERS

Toxic powers threaten the well-being of your community. Generate two of them, answering the following questions for each:

Toxic Power #1	Toxic Power #2

- ✦ Do they threaten your community from within, or from outside?
- ✦ What do they want?
Domination, order, safety, strife, conformity, silence, possessions, to humiliate, to tear down your achievements
- ✦ Why are they so dangerous?
Blackmail, magic, ruthlessness, social standing, numbers, evil genius, divine power, agents everywhere, skill at arms, clever manipulation, control of media, technological advantage
- ✦ What's appealing about them?
- ✦ Define at least one location associated with each Toxic Power. Why would it be a dramatic place to have a sword fight?
- ✦ Create an NPC to act as the face of each Toxic Power.
- ✦ How do these Toxic Powers relate to each other?
Rivals, enemies, allied, unaware

THIRSTY SWORD LESBIANS GM Reference

GM PRINCIPLES

- ✦ Be excited about the PCs and their stories
- ✦ Make the world action-packed and perilous
- ✦ Make adversaries appealing
- ✦ Create space for pcs to feel their feelings
- ✦ Make the story vivid and personal

GENERAL GM MOVES

- ✦ **When a PC rolls a 6-**, or the players look to you to ask **what happens next**, make a GM move.
- ✦ **A 6- is a narrative down beat**, not necessarily a failure.
- ✦ **Early in the game**, use more moves that introduce new dangers and complications.
- ✦ **As the climax approaches**, use moves that express those dangers coming to fruition, and moves with mechanical punch.
- ✦ **Transition from gentle to harder-hitting moves** as the climax approaches, or use them from the start for a more dire tone.
- ✦ **These moves are for inspiration**, not an exhaustive list.

NARRATIVE MOVES

- ✦ Highlight an adversary's appeal
- ✦ Make them face temptation alone
- ✦ Poke their dilemma
- ✦ Offer what they want at a high cost
- ✦ Threaten their attachments
- ✦ Offer conditional love
- ✦ A rival grows in power or standing
- ✦ Their love earns them a new enemy
- ✦ Create misunderstandings and doubt about attachments
- ✦ Give them an ultimatum
- ✦ Escalate the stakes of a conflict

MECHANICAL MOVES

- ✦ Take a String on them (describe why)
- ✦ Inflict a Condition (work with them to figure out what makes most sense)
- ✦ Make them **Stagger**
- ✦ Offer them XP to make an unwise decision (and potentially inflict a Condition if they don't)

PLAYBOOK-RELATED GM MOVES

<i>BEAST</i>	<ul style="list-style-type: none"> ✦ Show them the consequences of failing to conform ✦ Punish their friends for tolerating them ✦ Describe the collateral damage (physical and otherwise)
<i>CHOSEN</i>	<ul style="list-style-type: none"> ✦ An admirer or challenger brings them trouble ✦ Fate contrives to thrust their Destiny upon them ✦ Judge them for associating with the lowly (or vice versa)
<i>DEVOTED</i>	<ul style="list-style-type: none"> ✦ Surface the problems with their Devotion ✦ Give them a hard choice with their Devotion at stake ✦ Present them with fanatics amongst allies and enemies
<i>INFAMOUS</i>	<ul style="list-style-type: none"> ✦ Judge them by their prior affiliation ✦ Remind them of past misdeeds ✦ Show them hypocrisy that will go unpunished
<i>NATURE WITCH</i>	<ul style="list-style-type: none"> ✦ Betray their foolish trust ✦ Threaten the natural world ✦ Take them out of their element
<i>SCOUNDREL</i>	<ul style="list-style-type: none"> ✦ Show how they've hurt someone ✦ Tempt them with a dangerous lover ✦ Have the consequences catch up with them
<i>SEEKER</i>	<ul style="list-style-type: none"> ✦ Present an uncomfortable demand from the Authority ✦ Create a contradiction between two Commandments or two Convictions ✦ Show them the importance of a Commandment
<i>SPOOKY WITCH</i>	<ul style="list-style-type: none"> ✦ Introduce a plea for help from a monster ✦ Judge them for their weirdness or their friends ✦ Judge their friends for associating with them
<i>TRICKSTER</i>	<ul style="list-style-type: none"> ✦ Reveal their secrets, or threaten to ✦ Show them someone being vulnerable and suffering for it ✦ Threaten the things they won't admit they care about

THIRSTY SWORD LESBIANS GM Reference

WHAT TO DO WHEN IN DOUBT

Ask, “**What do you do?**” If they’re unsure, introduce a threat or mystery.

If you’re not sure how to adjudicate something, say “yes” or consider **Defy Disaster**.

If you’re unsure what GM move to make, consult the following suggestions.

DANGER MOVES

Fight

+ **Down Beat:** The Adversary achieves a goal or forces the PC to **Stagger**.

Defy Disaster

+ **Mixed Beat:** Take them up on their sacrifice or offer a choice: suffer the disaster or accept help from a dangerous NPC and give them a String.

+ **Down Beat:** Follow through on the threatened danger. This can be purely narrative, inflict a Condition, or require the PC to **Stagger**.

HEARTSTRING MOVES

Entice

+ **Down Beat:** Invite a PC to become **Smitten** with a dangerous NPC, or introduce a rival or threat.

Figure Out a Person

+ **Down Beat:** The target of the move figures out a damaging secret.

Influence with a String

+ Tempt the PCs with XP to do what the NPC wants, especially when it relates to the PC’s emotional conflict.

RECOVERY MOVES

Emotional Support

+ **Down Beat:** The moment is interrupted by a new threat or an observer gets the wrong idea. If the players consent, the attempt at support could lead to a misunderstanding between the participants.

SPECIAL MOVES

Call on a Toxic Power

+ **Down Beat:** Give the PC persuasive evidence of a lie or show the Toxic Power advancing its agenda.

RUNNING NPCs

NPCs usually will open up to a PC giving **Emotional Support**, and usually do what a PC wants if a String is spent to **Influence** them. If the PC asks for too much, instead tell the PC what it would take to persuade the NPC. Remember, you can X Card **Influence** that feels uncomfortable.

NPC CONDITIONS

NPCs that pose a significant threat are Defeated by inflicting one or more Conditions, to a maximum of five Conditions for the most resilient foes. Especially dangerous opponents (your call), trigger a bonus GM move whenever they suffer a Condition, including the Condition that Defeats them.

ANGRY

- + Lash out and hurt a bystander
- + Break something that makes the battlefield all the more dangerous, like a structural support, a dam, a magic circle, or a power core

FRIGHTENED

- + Deploy a new defense or tactic, such as triggering a trap or taking a hostage
- + Force the PCs to choose between letting them flee versus some other disaster occurring

GUILTY

- + Call out the PCs’ misdeeds
- + Target bystanders to eliminate any witnesses

HOPELESS

- + Offer a deal
- + Call in reinforcements

INSECURE

- + Escalate the violence to a new level: from words to weapons, or weapons to lethal intent, or lethal intent to a disregard for their own well-being or collateral damage
- + Call out the PCs’ own insecurities

BASIC MOVES REFERENCE

STATS

- + **Daring:** Skill at arms, forcefulness
- + **Grace:** Elegance and agility
- + **Heart:** Emotional awareness and persuasiveness
- + **Wit:** Cleverness and knowledge
- + **Spirit:** Integrity and metaphysical prowess

EXPERIENCE

- + **Gain XP** whenever you roll a down beat (6-) or when a move tells you to.
- + **Gain an Advance** from your playbook by spending 5 XP (3 XP in a one-shot). Consider a dramatic costume change when you Advance!

PLAYER'S AGENDA

BRING THE ACTION

Follow your heart, dive headlong into danger, and be larger than life.

FEEL DEEPLY AND POWERFULLY AND OFTEN

Feel the deep emotional conflict of your PC and their bonds. Sharing your character's inner feelings so that the other players can play into them.

BE EXCITED ABOUT THE OTHER PCs AND SHARED STORIES

Make room and set up opportunities for the other PCs to shine as well. Think about how to create interesting and dramatic dynamics between the PCs.

STAND FOR JUSTICE AND LIBERATION

The PCs aren't perfect paragons of virtue—they can be gay disasters, they can be flawed people—but they should at least grow to stand for admirable principles.

DANGER MOVES

FIGHT

When you seek to incapacitate someone with violence, roll **+Daring** or **+Grace**:

- 10+** Choose 3 and your opponent chooses 1 to apply to you in response
- 7-9** Choose 2 and your opponent chooses 1
 - + Flirt with or provoke your opponent and gain a String on them
 - + Through violence or cutting words, inflict a Condition
 - + Create an opportunity for an ally through prowess or distraction
 - + Take an object from your opponent or seize a superior position

DOPEY DISASTER

When you push your limits to achieve something extraordinary that's not covered by another move, or to avert an imminent danger to yourself or someone else, say what you're willing to sacrifice and pick your approach:

- + Might, endurance, or courage. **+Daring**
- + Swiftly or elegance. **+Grace**
- + Charm or social insight. **+Heart**
- + Cleverness or knowledge. **+Wit**
- + Willpower or metaphysical skill. **+Spirit**

10+ Do it with style. At the GM's discretion, you may also learn new information, discover a new opportunity, or gain a String on someone.

7-9 The GM will offer you a hard choice or success with a sacrifice.

STAGGER (REACTIVE MOVE)

When you suffer a staggering physical or emotional blow, choose an option from the following based on the number of Conditions you have marked.

4-5 Conditions:

- + You're rendered helpless for the scene
- + You're utterly humiliated and news will spread; this could be a consequence of a setback in the confrontation, or might be caused by something you confess in the heat of the moment
- + Choose 2 from the "0-3 Conditions" options

0-3 Conditions:

- + You lash out at someone whose regard matters to you: provoke them to do something foolish or harmful and take advantage of a String on them if you have one
- + You hesitate or stumble and the opposition gains an opportunity
- + You grin and bear the blow; mark two Conditions

BASIC MOVES REFERENCE

HEARTSTRING MOVES

Entice

When you appeal to someone's physical or emotional sensibilities, roll **+Heart**:

- 10+** Gain a String on them and they choose 1
- 7-9** Gain a String on them, unless they decide instead to choose 1
 - + Get flustered and awkward
 - + Promise something they think you want
 - + Give in to desire

Figure Out a Person

When you try to understand a person, roll **+Wit** (+3 more if you spend a String on them):

- 10+** You may ask 2 questions, now or later in the scene
- 7-9** You may ask 2 questions, but they may ask 1 of you
 - + What are your feelings towards _____?
 - + What do you hope to get from _____?
 - + How could I get you to _____?
 - + What do you love most?
 - + How would you feel if I _____?

Influence With a String

At any time, **spend a String** on someone to do one of the following:

- + Offer them an XP to do something (don't spend the String if they refuse the temptation)
- + Find out what it will take to get them to do what you want (for an NPC, spending the String means they may simply agree)
- + Add 1 to your roll against them (after rolling)
- + Add or subtract 1 from any roll they make (after rolling)

Each character may only spend one String to add or subtract from a given roll.

Smitten

When you become **Smitten** with someone (always your choice), say why, give them a String on you, and answer the question in the *Truths of Heart and Blade* section of your playbook.

Finally Kiss, in a Dangerous Situation

When people finally kiss after a period of tension, each takes +1 ongoing to get to safety and protect the other for the rest of the scene.

If more than two people finally kiss in these circumstances, they all get the bonus. Each participant must be enthusiastic about kissing to trigger this move.

STRING ADVANCE

If you gain a fourth String on someone, you have a profound insight and learn something about them that even they don't know; the player tells you what you learn, possibly asking the GM for ideas. It's up to you whether you share that insight with the character or not. In addition, clear all but one of your Strings on them and gain 2 XP.

Recovery Moves

Emotional Support

When you offer someone support in a way that could be meaningful to them, roll **+Heart** or **+Spirit** (+3 more if you spend a String on them):

- 10+** If they open up to you, they choose 1 and you either choose 1 or take a String on them
- 7-9** If they open up to you, they choose 1
 - + Clear a Condition
 - + Mark XP
 - + +1 forward
 - + Gain insight from the GM about an obstacle facing one of you

If they're **Smitten** with you, they may choose an additional option.

If you're **Smitten** with them and they refuse to open up to you, it stings. You mark a Condition.

SPECIAL MOVES

Call on a Toxic Power

When you parley with a Toxic Power, ask it your question and roll **+Spirit**:

- 10+** It answers the question and grants you +1 forward to act on the information
- 7-9** It answers the question and the GM chooses 1
 - + It takes something from you, either knowledge, reputation, or something physical
 - + You mark a Condition
 - + It gains a String on you

END OF SESSION

Each player marks XP if, during the session:

- + Any PC confessed their love
- + Any PC struck a blow against oppression or de-escalated a violent situation
- + Any PC leapt into danger with daring and panache
- + Any player used a safety tool such as the palette or Check-In Card



Relationships Worksheet

Take turns introducing your characters, including their name, pronouns, look, a summary of their emotional conflict, and any playbook mechanics that will shape how others relate to them. Then use the following playbook-specific questions as prompts to propose relationships. This is a collaborative process and both players must agree to the relationship.

When all PCs have answered the questions, each PC gives zero, one, or two Strings to each other PC, depending on how much emotional sway the other character holds with them.

BEAST RELATIONSHIPS

Who most reminds you of a beast?

Who most reminds you of prey?

Who has seen you at your most bestial?

CHOSEN RELATIONSHIPS

Who believes in the importance of your Destiny?

Who makes you feel like an ordinary person?

Who is just as important to you as your Destiny?

DEVOTED RELATIONSHIPS

Is another PC an object of your Devotion?

Who looks out for you even when you don't look out for yourself?

Who did you save from a terrible fate?

INFAMOUS RELATIONSHIPS

Whom have you wronged the most? Do they know it was you?

Who believes in you more than you believe in yourself?

Who talks to you about things they wouldn't discuss with others because of your past?

NATURE WITCH RELATIONSHIPS

Who sees your potential?

Who thinks you're perfect the way you are?

Who thought they took you on a date when you thought it was just a fun, friendly time?

SCOUNDREL RELATIONSHIPS

*Who were you **Smitten** with until recently?*

Who replaced them in your desire?

Who has almost as much flair as you?

SEEKER RELATIONSHIPS

Who reminds you of home?

Who is the most outrageous of your new companions?

Who is your model for local customs?

SPOOKY WITCH RELATIONSHIPS

Who thinks you're not all that weird?

Whom have the Unseen warned you about?

Who is your touchstone for what "normal" is?

TRICKSTER RELATIONSHIPS

Who has seen a hint of what's behind your mask?

Who has been the worst victim of your trickery?

Whom are you most concerned about?

SWORD LESBIANS OF THE THREE HOUSES TRACKING SHEET

Blue

House

We are called "Blue (Animal) House" because:

Red House is to blame for:

They will soon be stronger than us because:

Yellow House is to blame for:

They will soon be stronger than us because:

Red

House

We are called "Red (Animal) House" because:

Yellow House is to blame for:

They will soon be stronger than us because:

Blue House is to blame for:

They will soon be stronger than us because:

Yellow

House

We are called "Yellow (Animal) House" because:

Blue House is to blame for:

They will soon be stronger than us because:

Red House is to blame for:

They will soon be stronger than us because:

THIRSTY'S SWORD LESBIANS EXPANDED FIGHT MOVES (VARIANT)

USING THIS VARIANT

If your group wants more options in physical conflict and more contentious PC-versus-PC **Fight** mechanics, replace the basic **Fight** move with the following four moves: **Lunge**, **Riposte**, **Scrap**, and **Feint**. Any other move that affects the basic **Fight** move also affects these moves. When using any of the expanded **Fight** moves, you choose from the following maneuvers when the move tells you to choose options.

MANEUVERS

- ✦ Flirt with or provoke your opponent and gain a String on them
- ✦ Through violence or cutting words, inflict a Condition
- ✦ Create an opportunity for an ally through prowess or distraction
- ✦ Take an object from the opponent or seize a superior position

LUNGE

When you launch a bold and confident attack with the intent to defeat someone, roll **+Daring**:

- 10+** Inflict a Condition, mark a Condition, and choose 2 maneuvers
- 7-9** Mark a Condition and choose 2 maneuvers

RIPOSTE

When you draw your opponent into overextending so that you can defeat them, roll **+Grace**:

- 10+** Put your opponent in a vulnerable position and choose 1 maneuver
- 7-9** Put your opponent in a vulnerable position, mark a Condition, and choose 1 maneuver

SCRAP

When you cry out and let loose an unreserved attack with intent to defeat someone, roll **+Heart**:

- 10+** Take a String on someone present, mark a Condition, and choose 2 maneuvers
- 7-9** Mark a Condition and choose 2 maneuvers

FEINT

When you use trickery, provocation, or dirty tactics to defeat someone in combat, roll **+Wit** (+3 more if you spend a String on them):

- 10+** Inflict a Condition and choose 1 maneuver
- 7-9** Inflict a Condition, mark a Condition, and choose 1 maneuver

WHEN A PC FIGHTS A PC

Each PC secretly chooses a move (any move, not just **Fight**), revealing at the same time. Take turns resolving each effect of each move, narrating the progress of the duel as you go. Describe each effect and what it looks like in the back-and-forth of the duel; don't simply name the mechanic.

Wait to resolve any **Stagger** effects until after the exchange is complete, meaning that the severity of the **Stagger** increases if any Conditions are caused in the conflict. If a PC is Defeated during resolution, their opponent still suffers the full effects of their move.

Some **Fight** moves are more effective depending on the opponent's move:

- ✦ If you **Lunge** and your opponent does not **Riposte**:
You make them **Stagger** or you choose 1 more maneuver
- ✦ If you **Lunge** and your opponent does **Riposte**:
They make you **Stagger** or they choose 1 more maneuver
- ✦ If you **Feint** and your opponent **Ripostes**:
You make them **Stagger** or you choose 1 more maneuver
- ✦ If you **Feint** and your opponent **Scraps**:
They make you **Stagger** or they choose 1 more maneuver

USING THE EXPANDED FIGHT MOVES

The expanded **Fight** moves change the game in several ways:

- ✦ **Heart** and **Wit** join **Daring** and **Grace** as stats that you can use to incapacitate someone with violence. The different moves have significantly overlapping effects, with **Riposte** and **Feint** sacrificing some effectiveness for less risk. But each shines in different circumstances and prompts the player to narrate their approach to the conflict in a particular way.
- ✦ The PC-versus-PC rules provide a tense way to put a spotlight on serious conflict between PCs, where they're in a moment of actually wanting to incapacitate each other. This isn't the normal mode of *Thirsty Sword Lesbians*, and it's likely to be fairly devastating to at least one of the PCs, if not the entire group. Either PC might roll a down beat, inviting GM moves to complicate the PCs' lives. And each PC resolves the impact of their move on themselves and their opponent—which might involve **Staggering**.
- ✦ After the PCs roll the dice, you have a lot of back and forth consequences to resolve based off of those two rolls. Use this opportunity to zoom in and take turns narrating each effect as a beat in the story of this duel. If they're both still standing, it's time to re-evaluate if they want to continue fighting or switch to another mode of interacting.
- ✦ In the end, the PCs will need some aftercare to deal with all those Conditions, and it's a good moment to check in to make sure all the players are having fun.
- ✦ Remember, if the PCs aren't actually trying to incapacitate each other, they're probably not using **Fight** moves. They might be **Enticing** or **Figuring Out** each other—or someone else—over crossed blades instead.

THIRSTY'S SWORD LESBIANS *OPTIONAL INTIMACY MOVES (VARIANTS)*

Bare Your Heart

When you lower your last guard and give yourself to someone completely, ask them the question for your playbook. If they say yes and truly mean it, you can invoke the effect listed.

Beast: *Do you like me better in my Beast form?*

- + If so, from now on, you may mark a Condition to allow them to use your **Transform** move. They return to their usual form at the end of the scene.

Chosen: *Do you sincerely believe we can be together despite my Destiny?*

- + If so, they can share your Destiny feature. Choose one Heroic and one Tragic Aspect that you possess; they now gain the benefits of acting in accordance with those Aspects.

Devoted: *Would you treat me better than my Devotion?*

- + If so, you can replace your Devotion with a Devotion to your partner.

Infamous: *Do you think I deserve to be happy, after what I've done?*

- + If so, as long as they hold a String on any NPC, whenever they are with you, the NPC gives you the benefit of the doubt that you're no longer a villain.

Nature Witch: *Do you think I would make it on my own without someone else to guide me?*

- + If so, they see the world through fresh eyes; the next time they participate in one of your Trials, they can clear a Condition or mark XP.

Scoundrel: *Do you trust my fickle heart?*

- + If so, mark a Condition the next time you betray them.

Seeker: *Do you agree with my beliefs?*

- + If so, you can write an additional Conviction expressing how you intend to treat the other person.

Spooky Witch: *Did you realize that I could see the Unseen watching us the whole time?*

- + If so, while the other character is touching you, they can see the Unseen, too.

Trickster: *Would you rather be tortured to death than hurt me?*

- + If so, first of all, have a good cry over the feeling of being truly safe with someone. Then, interactions with them don't affect your Feelings track until the next time you deceive them.

Blow Off Steam

When you try to show someone a good time, roll **+Heart** OR **+Spirit** (if you spend a String on them, add +3 to your roll):

10+ If they throw themselves into your chosen activity with vigor, they choose 1 and you either choose 1 or take a String on them. You feel reinvigorated by the excitement you share.

7-9 Only one of you feels better after the experience; they choose which. The person who has a good time may choose 1.

- + Clear a Condition
- + Mark XP
- + +1 forward

If they're **Smitten** with you, they may choose two options instead of just one. If you're **Smitten** with them and they don't want to join you in the activity, it stings. You mark a Condition.

Connect

When you appeal to someone's desire for emotional or social connection, roll **+Heart**:

10+ Gain a String on them and they choose 1

7-9 Gain a String on them, unless they decide to choose 1

- + Introduce you to a new potential friend
- + Invite you to a social event
- + Proclaim their interest in being friends with you