

The Farmer

You're the salt of the earth—a hard worker, owned and oppressed by those above you.

LOOK

EYES	fearful	kind	sleepy	hard	liquid	darting
STANCE	skittish	open	stalwart	easy	defensive	heavy
DRESS	weathered	mournful	camouflage	common	billowy	colorful
HOME	shared	ancient	run-down	newly built	spacious	cramped

RINGS

Add one to Earth.

MATÉRIEL: choose either these, or those from your allegiance

Farm implements and a short sword. You may also have one stolen (or if you're gentry, heirloom) item, either a weapon or a suit of armor. Tell us what it is, how you got it, and who will be very very angry with you if they find out.

SECTION: choose either these, or those from your allegiance

100 Desperate Peasants This scared, disorderly militia carries only farm implements as weapons.

ATTACHMENTS: +1 Bond with whoever answers

- ➡ Who owns my fields? If I'm gentry, who's my superior (or wants to be)?
- ➡ Who has taken something from me? What was it?
- ➡ Who respects me as an equal?

ROLE SPECIAL MOVES

Choose One to Start

Home Field Advantage

When you use your knowledge of your environment and surroundings in a location where you've lived, you may **ORDER THE TROOPS** or **IMPLEMENT A STRATEGY** with Earth.

Beneath Notice

You are a peasant, or you spend enough time around peasants that you can mimic their behavior easily. When you're in commoner's clothing going about your business or otherwise not looking aggressive, no one above your apparent station will consider you a threat or attack you. If you brandish a weapon, wear armor or ostentatious clothing, or otherwise make yourself visible or threatening, the effect doesn't work.

"The Victory Belongs to the Farmers."

When you fight in defense of your home, your fields, or your family, your troops ignore disadvantage.

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RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

