

The Knight

You're a heavily armed and armored noble warrior—born to conquest, violence, and command.

LOOK

EYES	☐ eager	☐ narrowed	☐ ghostly	☐ glittering	☐ sunken	☐ tearful
STANCE	☐ low	☐ practiced	☐ steady	☐ defensive	☐ dancing	☐ ogre
DRESS	☐ adventurous	☐ Western	☐ fashionable	☐ common	☐ ostentatious	☐ tattered
ARMOR	☐ dented	☐ antique	☐ burnished	☐ piecemeal	☐ boxy	☐ expensive

RINGS

Add one to any two of earth, water, and fire. Subtract one from earth, water, fire, wind, or void.

MATÉRIEL: choose either these, or those from your allegiance

You carry a long and short sword, plus any two weapons you like. You wear armor and ride a warhorse.

SECTION: choose either these, or those from your allegiance

50 Knights Armor, warhorses, long and short swords, plus any one weapon (probably spears).

ATTACHMENTS: +1 Bond with whoever answers

- ➔ To whom do I go when I need to blow off steam via sex, liquor, art, or other indulgences?
- ➔ Whose strength, valor, or elegance has inspired a rivalry?
- ➔ Whom have I fought with before? How did that go?

ROLE SPECIAL MOVES

Choose One to Start

Medicine King

地 Through a god's or Buddha's blessings, long experience with death and injury, or both, your herbal, medical, and magical knowledge can aid the sick and suffering. Your medkit has five uses, ☐☐☐☐☐, and can be fully replenished if you successfully **KIT YOURSELF OUT**. When you tend to someone, roll with earth. On a hit, you stabilize their condition, stop a disease's spread, or slow a toxin's effects. On a 10+ you can (if possible for the ailment) improve their condition, setting them on the path to recovery; PCs so treated may reduce their Self by one. On a miss, either they're beyond help, or their healing requires a hard-to-find remedy or divine intervention (quest time!).

Performance Review

火 取 When you win acclaim for your deeds—be first into a breach, present your lord with a mighty foe's head, arrange a marriage or treaty, etc.—tell us whether you accept glory yourself, or award it to someone else involved.

- ➔ If you accept it yourself, choose: mark experience, request a gift or boon, or convince those who praise you to take some course of action they otherwise wouldn't have.
- ➔ If you shift it to a PC, they may mark experience, request a gift or boon, or convince someone of something; but they also increase attachment to you by one.
- ➔ If you shift the glory to a section or NPC, they get some permanent upgrade to their status and capability: a promotion, veteran status, new and better equipment, etc.
- ➔ When you're publicly shamed or criticized, either shoulder it yourself, or blame a peer or subject.
- ➔ If you accept it, take on some additional penance: a dirty job or dangerous quest, perhaps.
- ➔ If you blame another, roll with attachment for PCs, fire for NPCs. On a ≤ 9, your excuses fool no one; increase a relevant drive or bond by one. On a 7+, anger and criticism hit them, not you.

Death or Glory

When you enter into a conflict, dedicate yourself to an objective:

- ➔ overcome a worthy opponent
- ➔ claim an impressive prize
- ➔ defend someone/something no matter the cost
- ➔ go into the greatest danger and survive

You and your section get +1 ongoing to pursue this objective single-mindedly until the conflict ends. When you ignore an opportunity to seize the objective, you must first **ENDURE**.

The Knight

武士 MONONOFU

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

