

Stats

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Fitness <i>physicality, endurance, agility</i>	Presence <i>influence, charm, looks</i>	Violence <i>aggression, fighting, shooting</i>	Intellect <i>knowledge, education, rational thinking, reason</i>	Discipline <i>willpower, mental strength</i>
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Assign to stats: +2, +1, +1, 0, -1

Condition

Health ○○ ○○ ○ ○ ○	Sanity ○○ ○○ ○ ○ ○	Taint ○○○ ○○ ○ ○
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Experience []

Gain experience for:

- +1 for each Condition gained
- +1 for each esoteric secret learned (from old tomes etc.)
- +1 after each session
- +1 after each session when the group votes for “who made the game most interesting”

Using experience for:

- 1 to re-roll
- 1 to activate a Sigil
- 1 to gain narrative leeway
- n to power up a ritual (depends on the level of the ritual)
- 2 to reduce Taint level by one
- 4 to mark an advance

Advancement

- ☐ Get +1Fitness (max. Fitness +3)
- ☐ Get +1Presenve (max. Presenve +3)
- ☐ Get +1Violence (max. Violence +3)
- ☐ Get +1Intellect (max. Intellect +3)
- ☐ Get +1Discipline (max. Discipline +3)
- ☐ Get a new athlete move
- ☐ Get a new athlete move
- ☐ Get a move from another playbook
- ☐ Get a move from another playbook

Moves

You begin with all the basic moves.

Choose two special moves:

☐ **Not the Sharpest Tool:** When you assist someone they gain an additional +1 to their roll.

☐ **'roid Rage:** When you roll Fight you may use Fitness instead of Violence.

☐ **Pumping Iron:** You get +1Fitness (max.3)

☐ **Reformed:** Whenever you take the time to seek spiritual guidance you gain +1forward?

The Experience Move

The Faithful: When using experience to reroll INFLUENCE rolls with people of roughly the same faith, gain +2forward.

Gear

You start with:

- A jar of anabolic steroids

Choose two of the following:

- A symbol of newly found faith

Basic Moves

Act Under Pressure (Roll + Stat)

When you take an action that risks failure or opposition, roll with one of the basic stats. This includes sanity checks.

On a 10+, You succeed.

On a 7-9, the GM offers you a worse outcome, hard bargain or a cost. If agreed upon, you succeed.

Assist/Interfere (Roll + their trust to you)

When you Assist or Interfere on someone's action, roll their Trust to you.

On a 10+, They take +2 (Assist) or -2 (Interfere) to their roll.

On a 7-9, They take +1 or -1 to their roll, and you are exposed to the outcome of the roll.

On a miss, They lose of point of Trust to you

Fight (Roll + Violence)

When you attack someone or something, roll+Violence.

On a 10+, You deal Harm as established or Choose 2

On a 7-9, Choose 1

- You and your opponent both deal harm as established
- You manage to create an advantage, take +1forward
- You manage to break away from the action
- You spot a weakness. +1harm on with next *fight*.

On a miss, the opponent deals harm as established, chooses two from the list above or GM makes a hard move.

Influence (Roll + Presence)

When you want someone to do something for you, you may use your wits, charm, looks etc. to ask someone to do it.

On a 10+, they'll do it but might ask for something in return.

7-9, they'll do it but will ask for something in return.

Instinct (Roll + Discipline)

When you need to know what others are thinking, meaning or thinking you need to trust on your Instinct. Asks are directed to the GM.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Investigate (Roll + Intellect)

Looking for clues in a scene.

On a 10+, choose 1:

- You find something hidden
- You find something lost
- You find something forgotten
- You find a Good item (GM's choice)
- You find a Minor item (your choice)
- You find something relevant (Clue)
- Pick one from the following:

On a 7-9, choose 1:

- You find a Minor item (GM's choice)
- You find a Clue (+1forward), but the situation escalates

On a 6 or less, there either is nothing else to be found or the GM may hold 1 hard move against you.

Reason (Roll + Intellect)

When the clues are gathered, the libraries visited and the old dusty tomes read the player may use Reason to tie in the knots.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Spark of Taint (Roll + Discipline)

Whenever you commit an inhuman act (kill someone in cold blood, work magic, eat human flesh, go darkside etc.) make roll+Discipline.

On a 10+ You remain unaffected by the Taint

On a 7-9, You are fighting the Taint. You may choose to advance it. If you do, gain +1exp.

On a miss, your Taint advance a step. Gain +1exp.

The Athlete

A WAYWARD SONS PLAYBOOK

Who Are You?

Lorem Ipsum

Name

Danny "Cox", Arnie "Sly" Norris,

Look

Choose one from each category

Gender: Man, Woman, or androgynous

Clother: loose, tight, sporties, leather, professional, or casual

Face: muscular, angled, tough, sweet, dull, or strong

Eyes: dull, sharp, tired, piercing, or deep in their sockets

Body: trained, muscular, decrepit

Your Angle

Why did you become a hunter?

Your Trust

_____	[]	_____	[]
_____	[]	_____	[]
_____	[]	_____	[]