

# Stats

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

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# Condition

<b>Health</b> oo oo o o o	<b>Sanity</b> oo oo o o o	<b>Taint</b> ooo oo o o
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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

# Moves

*You begin with all the basic moves.*

Choose two special moves:

**[] Eyes Over Here:** Your natural charm and good looks tend to turn heads. You gain +1 Presence. When you roll 7+ with Influence most people tend not to ask anything in return.

**[] Go With the Flow:** Whenever you act on a Clue you gain +2forward instead of +1forward.

**[] Cold and Calculating:** Whenever you roll Influence you may use Intellect instead of Presence.

## ***The Experience Move***

**Better Lucky Than Good:** You may spend an Experience to roll three dice instead of two. You must discard one die after rolling.

# Gear

**You start with:**

- d6 fake IDs

**Choose two of the following:**

- A symbol of newly found faith

# Basic Moves

*You begin with all the 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 Con-Artist*

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:** tanned, elegant, sly,

**Eyes:** striking, cold, warm, trustworthy, or plain

**Body:**

### *Your Angle*

*Why did you become a hunter?*

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### *Your Trust*

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