

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 oo oo o o o	Sanity oo oo o o o	Taint 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:

▣ **A Deal is a Deal:** -1ongoing for anyone who makes a promise to the Dealer and does not act upon it.

▣ **Criminal's Charm:** When you *Influence* someone you may use roll+Violence instead of roll+Presence.

▣ **Never Get Caught:** When you find yourself in a hard spot you make a run for it with roll+fitness.

On a 10+, you make it

On 7-9, You can escape but it will cost you something.

On a miss, you are caught with your pants down.

▣ **The Streetwear:** You are dressed to a role and gain +1Presence when you suit up.

▣

The Experience Move

Gear

You start with:

- A worn copy of law book

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 Dealer

A WAYWARD SONS PLAYBOOK

Who Are You?

Most of what your colleagues hardly work on making the world a just place. They take their retainers with glee and are ready to ruin anything for short-term gain. Sentences are passed routinely without any regard for what's right. The entitled get what they want because they can afford better representation. Maybe you used to be one of them, maybe you found your cause before that. Either way, you work to make the world a better place by helping the weak against the powerful.

Name

Bruce, Charlie, Esteban, Grigori, Vance

Look

Choose one from each category

Gender: Man, or Woman

Clother: expensive tailored suit, fine suit, worn suit, dashing suit, or expensive trackies

Face: tanned, beaten, smug, ruff, narrow, or foreign

Eyes: sharp, deep, tired, behind sunglasses

Body: slender, athletic, rugged, lithe, or heavy

Your Angle

Why did you become a hunter?

Your Trust

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