

# 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:

☐ **Inspire a Crowd:** You may use INFLUENCE on crowds of people with time and give them abstract promises in return. On a failure, the crowd may become hostile, or may draw their own conclusions on what to do.

☐ **Confessor:** Gain +1ongoing after successfully reading or influencing a person to read or influence the same person.

☐ **Cold Reading:** You may ask an additional question when using INSTINCT on a person. +1forward if using INFLUENCE on the same person.

☐ **Congregation:** If you are surrounded by your flock, they will protect you.

☐ **Faith Healing:**

## ***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 worn or expensively decorated Bible
- A cross

**Choose two of the following:**

# 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 Evangelist

A WAYWARD SONS PLAYBOOK

## Who Are You?

Despite humble beginnings, you have been able to grow rich by abusing your congregation's beliefs for years. Whether you actually believe or not, you are able to inspire belief in others. With shallow wisdom and simple brainwashing techniques you are able to hold those looking for meaning in their lives in your hands. But something happened and your world was broken. Suddenly you were in over your head, but you are going to survive, as you always have.

## Name

Jimmy Smith, Bob Gordon, Norm Baker,  
Clint Jones, Howie Lee, Benny Carson,  
Laura Sue Tanner, Barbara Leighton,  
Mary Lee Morris, Annie Elizabeth Danelis

## Look

*Choose one from each category*

**Gender:** Man or Woman

**Clothes:** expensive tailored suit, fine suit, worn suit, rural casual, or puritan robes

**Face:** condensending, aristocratic, serious, or somber

**Eyes:** sharp, peaceful, or accusing

**Body:** Slim, athletic, full, lithe, or angular

## Your Angle

*Why did you become a hunter?*

Exorcism, snake handling, visitation from an angel, bleeding crucifix, religious visions

## Your Trust

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