

# Fran (Bendigeidfran)

[vran]



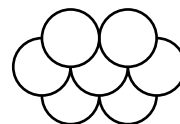
Kismet

## Backgrounds & Circumstances

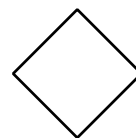
Also known as 'Brancaur', 'White Crow', or 'Gwyn' — you are the Lord of Wisdom.

Your hair is well-kempt and whitening with age. You are largest of your siblings, a giant among men, and a little bit plump, but still not as large as father. You are the eldest child of King Llyr, but you have already seen many lifetimes of ordinary men. You are a great fighter, a poet, and a war hero. Manawydan's prophesy will rob all of you of your fair share of father's land and rights. This must be a conspiracy, surely? And you don't trust that strange mutt Dormadd either... He just showed up one day, and claimed to be Branwen's protector!

Lots:



Ego:



## Principles

• Manawydan is a fraud who lacks true magic; I'll prove this prophesy is false!

• Dormadd makes me uneasy. I must find out why he serves Branwen so diligently.

### Goals

When a Goal is advanced, you earn a Lot. If it's completed, you regain Ego.

• I always speak my mind, even when it embarrasses or infuriates others.

• Playing my flute keeps me calm, and often calms those around me too.

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

• I've not waited my whole life to bow to a child!

• Our mother is still the wife of a King, and must be respected as such.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Abilities

## Rank

**APPEAL** ≥ **4**

**BRAINS** ≥ **5**

**FINESSE** ≥ **3**

**BRAWN** ≥ **4**

ITEM FABLE, PHYSICABLE.

## Jobs

ADVOCATE 3

DECEIVER 1

LEADER 5

Appeal Dice

INQUISITOR 3

STEWARD 4

PHILOSOPHER 5

Brains Dice

CRAFTER 3

HUNTER 4

THIEF 2

Finesse Dice

GUARD 3

NURSE 2

WARRIOR 6

Brawn Dice

## Assets

+ Heroic Reputation

+ Ceremonial Plate Armor

+ Huw (pet crow)

+ The Ivory Flute

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

### Eyes of Earth & Stone

How did the Lord of Wisdom come to come to know so much? With a little meditation, many things may be seen or heard.

You can project your mind through walls of rock or mud. You may reach this vision out to any distance in, so long as its all connected to the earth.

You are vulnerable in this state, but your crow keeps watch.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

## Quirks

☐ Austere

☐ Drunk

☐ Gallant

☐ Reminiscant

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

## Specialties

☐ Athletics

☐ Etiquette

☐ Intimidation

☐ Observation

☐ Poetry

☐ Tactics

Each specialty can be used to reroll a die once per session, counting as a KISS.







## Backgrounds & Circumstances

Also known as 'Nissen', 'Red Lake', or 'Rhudd' — you are the Lord of Stillness.

You have shaggy brownish red hair. You wear relatively plain clothes and slim-fitting clothes with decorated lace on the trim. You don't want the throne... not really. The seat *besides* it though, that's another story? Politics is your forte. Whoever comes out of this mess ontop, you want to be standing with them. *The influence of magic is troublesome, though.*

**Note:** Efsien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Eurosdydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some kind of fight, it's said, and Llyr was once imprisoned.

## Principles

- Manawydan's magic is a bad influence on us all, they should leave.
- Branwen is the *victim* in all this and needs my guidance.

### Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

- I always pretend to know more than I actually do.
- Take any opportunity to remind Efnisyn that I'm older and smarter.

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

- The truth always comes out in the end... It can't be ignored when it does.
- I'll never forgive our mother for not telling us what happened to father.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Jobs

ADVOCATE 5

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 5

STEWARD 6

PHILOSOPHER 4

Brains Dice

CRAFTER 3

HUNTER 1

THIEF 4

Finesse Dice

GUARD 4

NURSE 3

WARRIOR 2

Brawn Dice

## Assets

- + Hidden Dagger
- + Respected Courtier
- + The Annals of History
- + Writing Implements

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

### A Moment of Peace

*The Lord of Stillness has some limited power over the flow of time. By breathing slowly, the world around you seem to come to a halt.*

Use between rounds to take another turn. This extra turn can't be spent talking to other characters though, it must be used to do something mental or physical.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

## Quirks

- ☐ Arbitrary
- ☐ Quiet
- ☐ Stressed
- ☐ Wandering

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

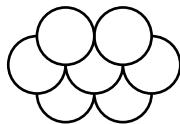
## Specialties

- ☐ Flattery
- ☐ Logistics
- ☐ Patience
- ☐ Rhetoric
- ☐ Secrets
- ☐ Symbolism

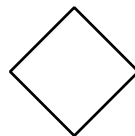
Each specialty can be used to reroll a die once per session, counting as a KISS.



Lots:



Ego:



Abilities

Rank

APPEAL ≥ 5

BRAINS ≥ 3

FINESSE ≥ 4

BRAWN ≥ 4

ITEMS, PHVS, CASH.

# Efnisyn

[ɛvːniːsən]



Kismet

## Backgrounds & Circumstances

Also known as 'Evnissen', 'Ochre Wind', or 'Oren' — you are the Lord of Storms.

You have a shock of copper hair. You wear an orange leather vest with bare arms, a tartan cloak, and your infamous crimson scarf. You think that keeping a single ruler *would* make more sense than diving up the country and leaving you to fight for generations... but alas, you can't help but wonder "why couldn't it have been me?" *Maybe it still could be.*

**Note:** Nisien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Euroswydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some contest, it seems, and Llyr once broke free of prison.

## Principles

- If we're breaking with tradition, let us see proof of who is best to rule.
- If I can befriend Dormadd, maybe I can twist the prophesy in my favor?

### Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

- I take every opportunity to show my superior strength over Nisyn.
- I frequently disobey people; especially mother, much to her dismay!

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

- Fortune favors the bold, and you minds are best for making bold decisions.
- If I can make someone smile or laugh each day, then I'm doing good.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Jobs

ADVOCATE 1

DECEIVER 5

LEADER 4

Appeal Dice

INQUISITOR 4

STEWARD 2

PHILOSOPHER 3

Brains Dice

CRAFTER 3

HUNTER 3

THIEF 6

Finesse Dice

GUARD 4

NURSE 2

WARRIOR 5

Brawn Dice

## Assets

- + Runic Stone Axe
- + Dragon-scorched Shield
- + Man of the People
- + The Quartz Spyglass

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

### Voice of Thunder

*The Lord of Storms is no stranger to being seen before heard... But sometimes you want to be heard before you're seen!*

Shout and be heard by all within the valley. Your voice echoes for miles. Perhaps even the heavens can hear you?

*The wind picks up and it usually starts raining after you do this too...*

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

## Quirks

- ☐ Ambitious
- ☐ Brash
- ☐ Jealous
- ☐ Warped

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

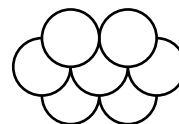
## Specialties

- ☐ Confidence
- ☐ Improvisation
- ☐ Persuasion
- ☐ Quick Reflexes
- ☐ Rebellion
- ☐ Sleight of Hand

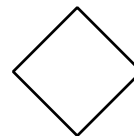
Each specialty can be used to reroll a die once per session, counting as a KISS.



Lots:



Ego:



## Abilities

Rank

APPEAL ≥ 3

BRAINS ≥ 5

FINESSE ≥ 4

BRAWN ≥ 4

ITEMS, PHVS, CASH.



# Branwen

[bran:wen]



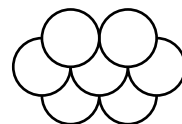
Kismet

## Backgrounds & Circumstances

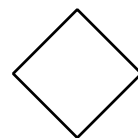
Also known as 'Branbach', 'Blackbird', or 'Duon' — you are the Lord of the Hearth.

Your eyes and hair are as black as soot. You wear a dark maroon gown, with a floral lapel and gold trimmings. You are the youngest of the family. You wish you could have just had a normal birthday. This almost feels like a kind of sick practical joke. You barely have time to process or grieve, and now your whole family seems to be turning against you. Who's fault is this? You didn't ask for this. Still, some things are beyond the power of our changing... *try though we might*. If this is the hand you've been dealt, perhaps it's time to play!

Lots:



Ego:



## Principles

▸ All my siblings just want to bismirch me. I'll show them I can be King!

▸ One death is enough. I will not let anyone else die tonight.

### Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

▸ My first assumptions are often wrong, but that's ok... I'm still learning.

▸ When the light of the full moon strikes me, I always get jittery.

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ Dormadd will defend me, but I'm an adult now; we can protect each other.

▸ Actions are more important than words.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Abilities

## Rank

**APPEAL** ≥ **3**

**BRAINS** ≥ **4**

**FINESSE** ≥ **4**

**BRAWN** ≥ **5**

ITEMS IN PARENTHESES ARE

## Jobs

ADVOCATE 4

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 4

STEWARD 2

PHILOSOPHER 4

Brains Dice

CRAFTER 5

HUNTER 5

THIEF 3

Finesse Dice

GUARD 2

NURSE 5

WARRIOR 3

Brawn Dice

## Assets

+ Liked by the Castle Staff

+ Reindeer-horn Bow

++ The Prophesied King

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

### Master of the House

The room comes alive under your step. The fire feels warmer, the tiles look cleaner, and the doors are definitely stronger.

You may ward any room with a fireplace against anyone from entering whom you do not allow. The room will force them out by any means necessary.

This lasts until the end of the scene, or until the fire goes out.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

## Quirks

☐ Determined

☐ Kindhearted

☐ Naïve

☐ Tactless

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

## Specialties

☐ Animal Handling

☐ Barter

☐ Competition

☐ Field Dressing

☐ Gossip

☐ Mountaineering

Each specialty can be used to reroll a die once per session, counting as a KISS.



# Dormadd

[dɔr:mað]



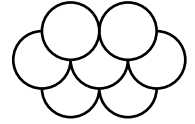
Kismet

## Backgrounds & Circumstances

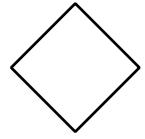
Also known as 'Dromath', 'Dormarch', 'Fair-Hound', or 'Garm' — you are a Fae Servant of Arianhod, the Moon, Queen of Cycles, also known as the 'Silver Wheel'.

You are a beast formed from wishes and molten silver. Once thought of only as a myth to a handful of anarchists, you awoke in blinding light and galloped across the starry void to meet your charge. That's all you remember anyway. The first person you met was Branwen, lost in the mountains, and you've been friends ever since. The Moon's words bounce around your head, but they're hard to remember sometimes. *This place is warm, at least.*

Lots:



Ego:



## Principles

• My duty is to ensure that the King ascends with my help. *I think.*

• I must recover my memories... Surely I'm missing something?

### Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

• If anything tries to harm Branwen, I'll bite them!

• When I'm in doubt, I look to the Moon for guidance. I know not why...

### Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

• The worlds of the Giants and the Fae can never truly coexist.

• I may have been summoned by a prophesy, but I'm just as real as any dog.

### Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

## Abilities

## Rank

**APPEAL** ≥ **4**

**BRAINS** ≥ **4**

**FINESSE** ≥ **5**

**BRAWN** ≥ **3**

ITEM FABLE, P.H.V.S.E.C.A.H.

## Jobs

ADVOCATE 4

DECEIVER 3

LEADER 3

Appeal Dice

INQUISITOR 5

STEWARD 1

PHILOSOPHER 2

Brains Dice

CRAFTER 1

HUNTER 6

THIEF 5

Finesse Dice

GUARD 6

NURSE 2

WARRIOR 4

Brawn Dice

## Assets

+ *Crushing Jaws*

+ *Resistant to Mundane Arms*

+ *The Moon's Favor*

+ *Thick Fur Coat*

Add a +1D bonus to any and all rolls for which an asset seems useful.

## Gambit

Used: ☐

### Hush, Rush, Eclipse

*Dormadd is a being of many mysteries and unsettling auras. Envisage an open mouth baring too many fangs and a dark light. It could cause all sorts of upsets.*

During another character's roll, between the initial dice roll and the declaration of any KISSES, you may to remove one of their dice from the pool. This die is lost and can't be rerolled.

Your gambit can be used *once per day*. Durations are instantaneous, and can be used out of turn.

## Specialties

☐ Acute Sense of Smell

☐ Attention Seeking

☐ Hauling

☐ Stealth

☐ Survival

☐ Zealotry

Each specialty can be used to reroll a die once per session, counting as a KISS.

## Quirks

☐ Fae Beast

☐ Fiercely Loyal

☐ Greedy

☐ Literally a Dog

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

