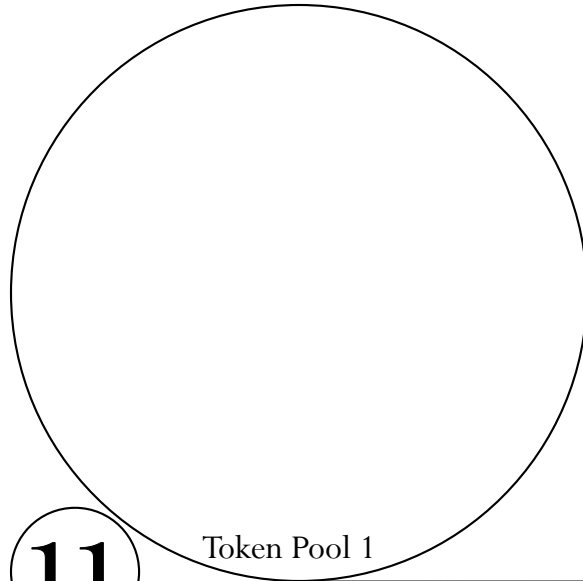
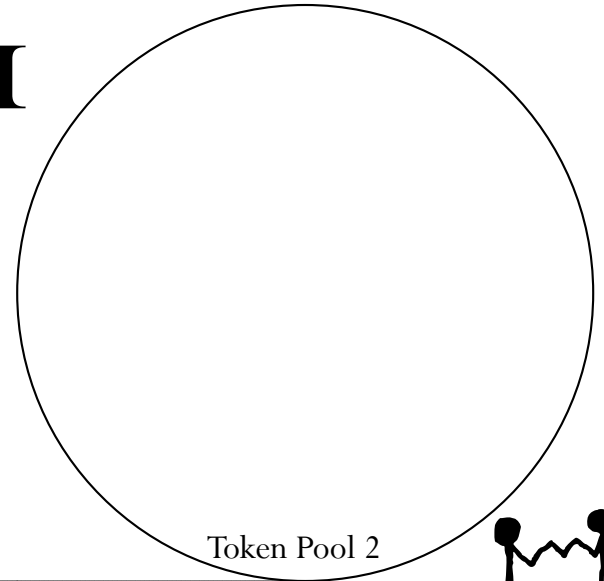


THE MONARCH



Token Pool 1

11
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

Look _____

STARTING RELATIONSHIPS

Who has been the most loyal to your throne? _____ (+1 Alliance each)

Who has impeded your rule the most? _____ (+1 Animosity each)

Who was your childhood friend turned rival? _____ (+1 both each)

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity

Character

Alliance

SPECIAL MOVES

PROJECT MOVES

Lawmaker - When you spend time presiding over the court and come to a decision, execute this move. Describe the new law you enacting and roll.

- On a success, write the law in the LAWS box. Describe how it may be enforced.
- On a failure, describe the public backlash and how you backed down for now.

Call the Gaoler - When you believe a character has violated one of the laws of the land, summon them to your throne room, describe the crime, and roll. If the target is a main player character, they get +1 animosity towards you.

- On a success, describe how the punishment is implemented and if that player is imprisoned. An imprisoned main player character will need to use the *Prison Break* basic move to escape.
- On a failure, that character has evaded your action for now. Their player will describe how they successfully avoided your sentence. If the character was an NPC, any players who spent tokens to interfere get to describe this instead.

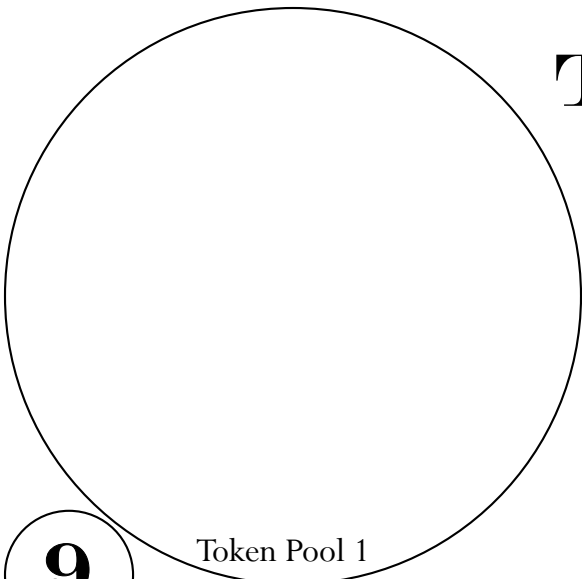
The Will of the Court - When you use your power as ruler to spur your charges into action, describe your intent and roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Festival Day - When you exert your royal influence to interfere with the machinations of members of the court, choose a project and roll.

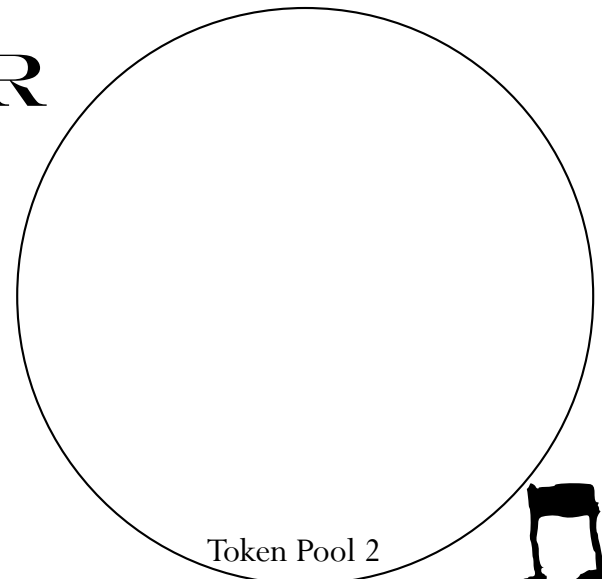
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they managed to press on despite your interference.

THE ENTERTAINER



Token Pool 1

9
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

_____ Look
STARTING RELATIONSHIPS

_____ (+1 Alliance each)
Who has paid you to be sung about in a positive light?

_____ (+1 Animosity each)
Who has attempted to have you silenced for a contemptable song?

_____ (+1 both each)
Who have you sung about the most truthfully?

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity

Character

Alliance

SPECIAL MOVES

PROJECT MOVES

Stuck in Your Head - When you spread a song about somebody or something to the city's bards and entertainers, describe the message and roll.

- On a success, the song spreads like wildfire to the taverns of the city, and the message resonates with the people. Add it to the PUBLIC OPINIONS box.
- On a failure, the opposing players describe how the song was a bust or who prevented it from spreading.

Singer Songwriter - When you watch a member of the court closely for inspiration for your next song, choose a player and roll.

- On a success, they tell you truthfully what they plan to do on their next turn.
- On a failure, they know why you've been following them and can cover their tracks. They take +1 animosity on you.

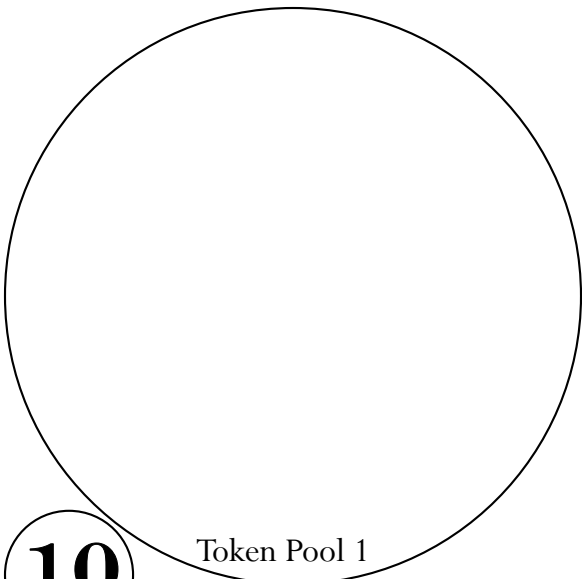
Choreography - When you use your influence on the culture of the land to enact your plans, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Festival Day - When you host a festival in honor of a member of the court to distract them from their plans, choose a project and roll.

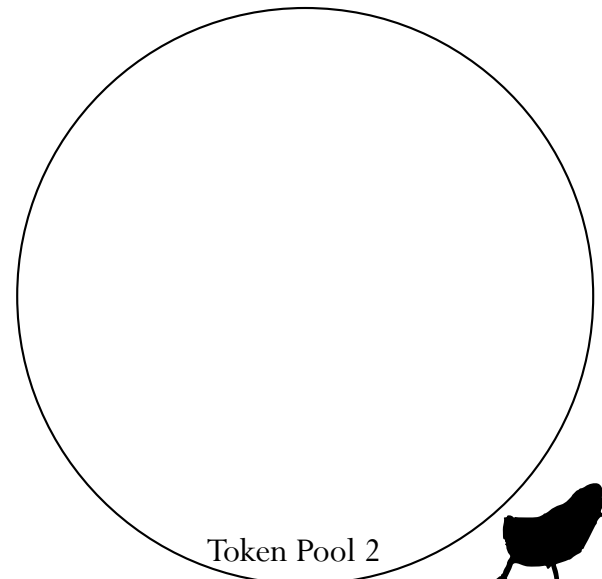
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they continue their machinations during the event.

THE WHISPER



Token Pool 1

10
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

_____ Look _____
STARTING RELATIONSHIPS

_____ (+1 Alliance each)
Who would you most like to see succeed?

_____ (+1 Animosity each)
Who do you spy on even when it doesn't benefit you?

_____ (+1 both each)
Who best understands the true extent of your powers?

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity Character Alliance

SPECIAL MOVES

PROJECT MOVES

Spies and Thieves - When you utilize your network of eyes and ears, choose a project or a player and roll.

- On a success, the player must whisper to you a true fact about their current intentions. If you target a player, it should be about their broader goals. If you targeted a project, it should be a glimpse of what its completion would look like.
- On a failure, they catch your spy in the act and get +1 Animosity on you.

Good Will - When you spend time getting on somebody's good side, set the scene and roll.

- On a success, play out the conversation until the other player views you in a more positive way. They take +1 Alliance on you.
- On a failure, play out the conversation as you lose yourself talking to the other player. Take +1 Alliance with them.

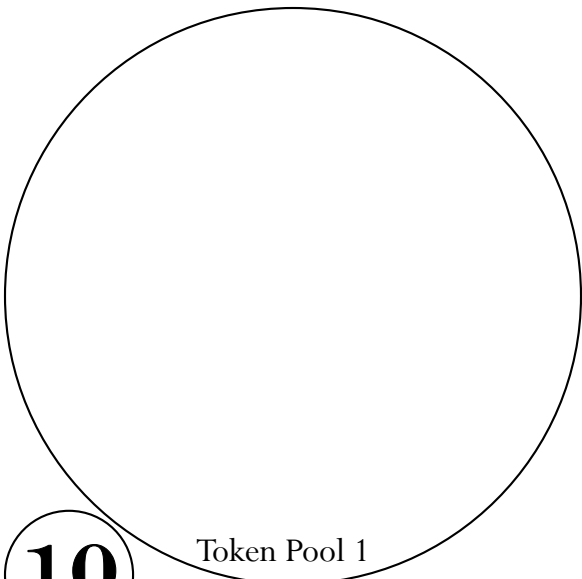
Working From the Shadows - When you use your back channels of influence and knowledge to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token next to a project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Subversive Action - When you use the secrets you've collected to interfere with the plots of another, choose a project and roll.

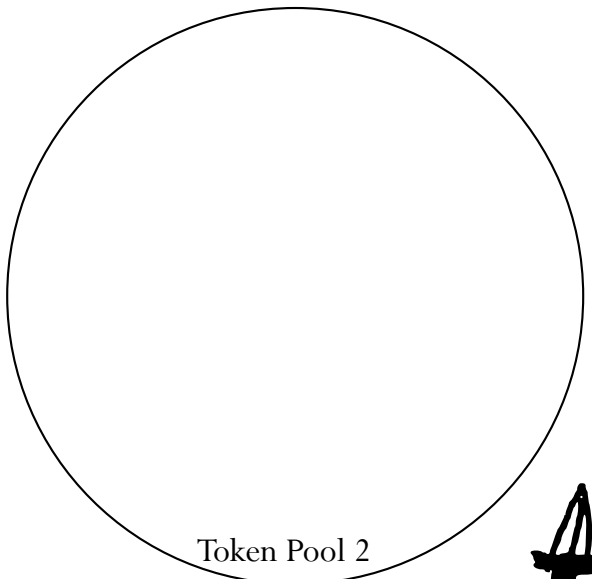
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they fed your spies false information to throw off your plots.

THE GENERAL



Token Pool 1

10
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

_____ Look

STARTING RELATIONSHIPS

_____ (+1 Alliance each)
Who helped you get your generalship?

_____ (+1 Animosity each)
Who have you tried to arrest in the past?

_____ (+1 both each)
Who will back you up in a fight and start one with you the next day?

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity Character Alliance

SPECIAL MOVES

PROJECT MOVES

Interrogator - When you put someone in custody in a controlled location to get information out of them, describe how you do that and roll.

- On a success, play out the interrogation. If the target is a player character, they must answer one question truthfully. If it's NPC, state what true fact they have told you. If it's a main character, take +1 Animosity on them.
- On a failure, they refuse to give an inch to your questioning and remove themselves from your custody. If you're attempting to interrogate a main player character, they take +1 Animosity on you.

Enforcer - When you try to convince the masses that something is a threat to public safety, describe your message and roll.

- On a success, people rally behind you and respect your authority on the matter. Add it to the PUBLIC OPINIONS box.
- On a failure, a small spark of rebellion causes the people to reject your message. An opposing player describes and records a contrary PUBLIC OPINION.

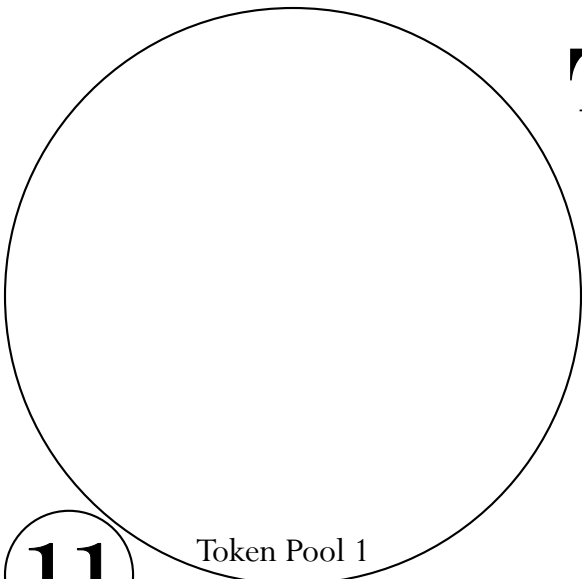
Captain of the Guard - When you use the respect of the people or the might of your guards to enact your plans, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token next to a project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Keen Strategic Mind - When you call upon your experience leading an army to counter the plans of another, choose a project and roll.

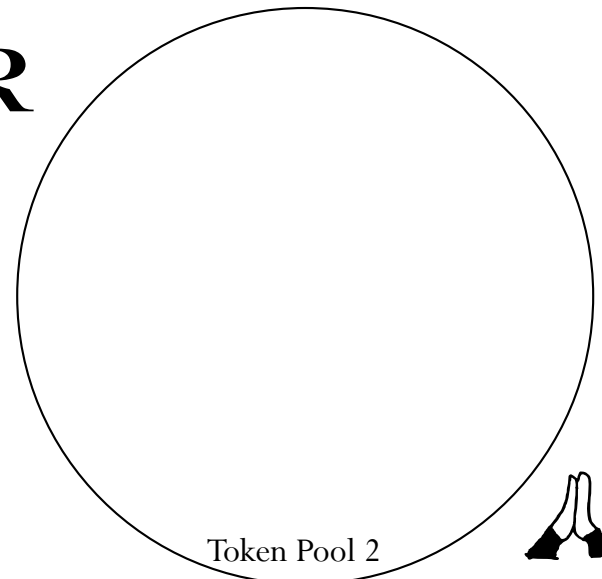
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how your wartime strategies are no match for the machinations of the court.

THE ABSOLVER



Token Pool 1

11
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

_____ Look
STARTING RELATIONSHIPS

_____ (+1 Alliance each)
Who upholds the standards of your religion?

_____ (+1 Animosity each)
Who do you consider to be an enemy of god?

_____ (+1 both each)
Who has wronged you but later repented?

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity Character Alliance

SPECIAL MOVES

PROJECT MOVES

Hearts of the Masses - When you give a passionate sermon to influence public sentiment, describe the message and roll

- On a success, most people in the city take the message to heart and it becomes a widespread belief. Add it to the PUBLIC OPINIONS box.
- On a failure, the people misinterpret your message entirely. An opposing player describes and records their faulty interpretation as a PUBLIC OPINION.

Confessional - When you spend time in intimate conversation with another, start the conversation and roll

- On a success, they confess a secret to you pertinent to the conversation and take +1 Alliance with you.
- On a failure, they describe how they realize that you're trying to get information out of you and tell you a false secret that you believe. They take +1 Animosity on you.

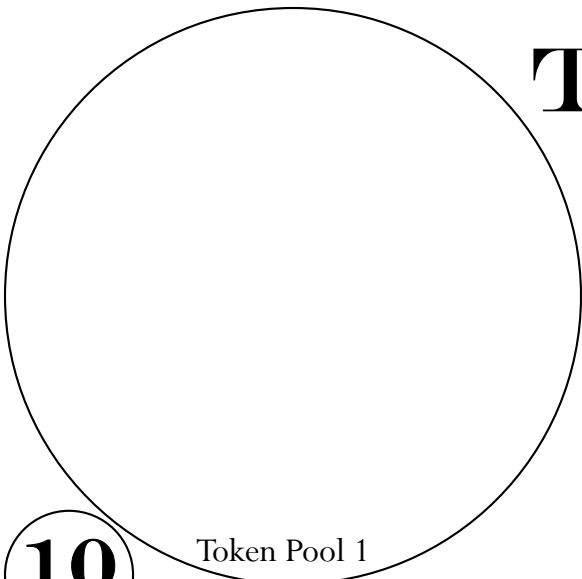
The Will of the Gods - When you channel your influence as the voice of God to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token by a stalled project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Curse the Blasphemer - When you label another player's plots as sacrilegious, choose a project and roll.

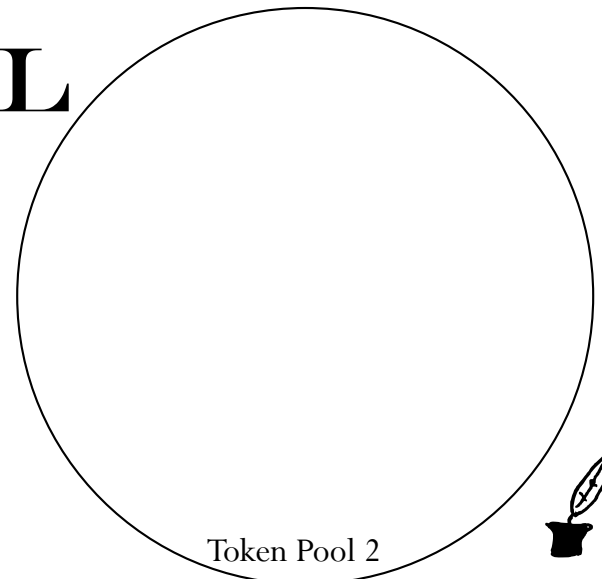
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they convince the masses of their piety.

THE SENESCHAL



Token Pool 1

10
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

_____ Look
STARTING RELATIONSHIPS

_____ (+1 Alliance each)
Who do you reserve your best advice for?

_____ (+1 Animosity each)
Who is jealous of your appointment to the court?

_____ (+1 both each)
Who most often agrees on which issues are important, but not on solutions?

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity

Character

Alliance

SPECIAL MOVES

PROJECT MOVES

Council Counselor - When you advise a member of the court on a course of action or tough situation they're facing, say what you're advising them to do, give them a token from either of your pools to represent your advice, and roll.

- On a success, they can only use that token as one of their own if they take the advice to heart and pursue the course of action you suggested.
- On a failure, they can use the token however they see fit. When they do, they'll explain how they warp your advice to justify the action taken.

A Raven For You - When you want to send a secret message to another player, write the message on a notecard and roll.

- On a success, the player receives the message successfully. Pass them the notecard.
- On a failure, the message is intercepted. One of the opposing players receives it instead. Pass it to the player who spent the most tokens to interfere. Ties break to the player with the highest animosity towards you, and then just to your left.

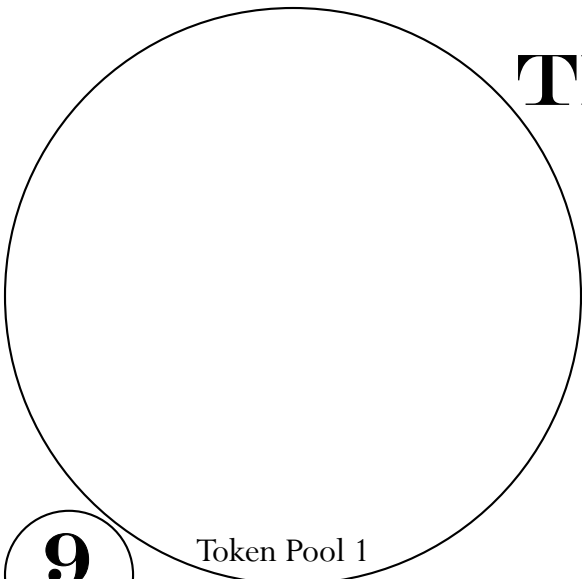
Trusted Advisor - When you use your key position on the court to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token by a stalled project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

Many Hands Many Pies - When you bring up the downsides of another player's plots to a meeting at court, choose a project and roll.

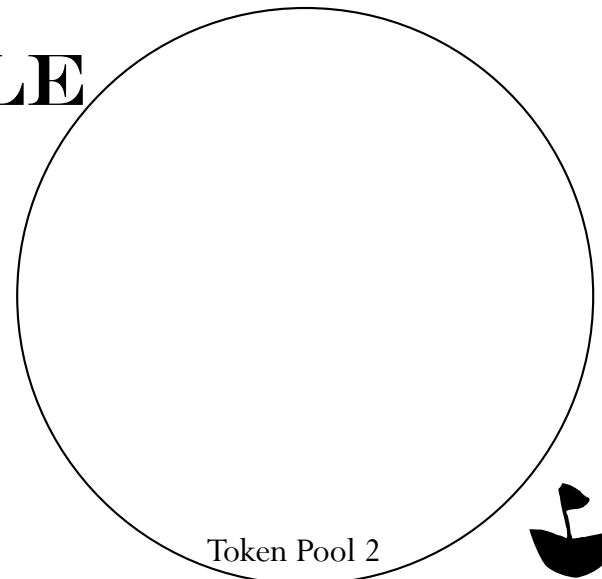
- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes their compelling counter-argument to the court.

THE FOREIGN NOBLE



Token Pool 1

9
Starting
Tokens



Token Pool 2



Name _____ Pronouns _____

STARTING RELATIONSHIPS *Look*

(+1 Alliance each)
On whose behalf are you in the city? That player should tell you a true secret.

(+1 Animosity each)
Who is considered an enemy of your people? That player tells you what they did.

(+1 both each)
Who has visited your country? That player explains why they haven't returned.

NOTES

RELATIONSHIPS

PROJECTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Animosity Character Alliance

SPECIAL MOVES

PROJECT MOVES

Culture Vulture - When you follow a certain code of conduct and try to get the rest of the city to behave a certain way, describe the new norm and how you are trying to spread it around.

- On a success, people in the city begin to adopt that code of conduct into their lives. Add it to the LAWS box as the city accepts the new norm.
- On a failure, the people resist this new way of being. An opposing player describes and records how they feel about it as a PUBLIC OPINION.

Rumors from Abroad - When you spread rumors about someone or something that you're claiming to have heard from outside the city, describe it and roll.

- On a success, the story spreads as fact. Add it to the PUBLIC OPINIONS box.
- On a failure, people dismiss it as the gossip of a foreigner here to cause trouble. If it involve another player, they take +1 Animosity towards you.

New in Town - When you use your old or new alliances to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token by a stalled project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

All Outta Bubblegum - When you get your hands dirty with local politics in an unexpected way, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they anticipated interference from out of town.