

Name

Look

Human: Sparrow, Hawk, Enchiridion, Eponymous, Anagram, Pseudonymus, Nomina, Ged
Elf: Arariel, Israfil, Jerahmeel, Kushiel, Pahaliah, Selaphiel, Temeluchus, Zephon

Wise Eyes, Determined Eyes or Knowing Eyes
Bound Hair, Dark Hood or Bald Head
Monk's robes, Scholar's Garb or Finery
Thin Body, Fit Body or Pudgy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  ARMOR  HP  Current MAX Your Max HP is 6 + Constitution

Alignment

- Good
Use the True Name of an evil or chaotic being to combat it.
- Neutral
Discover information about a powerful True Name.
- Evil
Use an innocent's True Name to inflict discomfort or harm.

Starting Moves

Learn True Name

When you **study someone or something to discover its True Name**, Roll +Cha. On a 7-9, you must fulfill two to three conditions chosen by the DM before learning the name. On a 10+, you must fulfill one. When you fulfill these conditions, you learn the target's True Name.

- * It takes days/weeks/months.
- * Someone discovers that you're trying to learn this name.
- * You'll need to be in contact with the subject almost constantly.
- * You will need to consult a specific tome which you do not have.
- * You require something unique.
- * You and your allies must risk danger from ____.
- * You'll need help from the spirit known as ____.

Race

- Elf
Your people have long been wise in Names and the power of language. Whenever you **spout lore or discern realities involving famous names**, True or otherwise, take +1.
- Human
You were raised on oral folklore and traditions of names and songs which took new life for you when you learned their true origin. Whenever you **sing or tell a story to impress, captivate or frighten an audience**, take +1 forward against them.

Bind True Name

When you **learn a target's True Name**, you gain a Bond with the target: "I know ____'s True Name." This bond cannot be resolved through normal means. When you use this bond to Aid or Interfere with the target, you may roll +Cha instead of +Bond. If you're learning the True Name of a type of object, feature or non-sapient creature, you can instead learn a single True Name that covers that type of thing or creature, such as the True Name of goats. If you share your True Name with another, they gain the benefits of this move.

Bonds

- ____ knows my True Name.
- I owe ____ a tremendous debt, which I resent.
- ____ and I have been friends since we subdued a spirit.
- I have trusted ____ with a secret.
- I know the True Name of someone ____ loves.
- ____ and I have sworn a pact.

Speak True Name

When you **speak someone or something's True Name and they hear it**, roll+Cha. On a 10+, choose two. On a 7-9, choose one. On a miss, choose one, but the universe pushes back and you take -1 ongoing to Speak True Name and Discern True Name until you have a chance to recover.

- * Target suffers -1 ongoing while acting against you.
- * You take +1 ongoing while acting against the target.
- * Target takes 2d4 damage which ignores armor.
- * Target regains 2d4 HP.
- * Target gains +1 forward on their next move.
- * Compel the target to come to you.

Invective

When you **curse someone**, roll +cha. On a 7-9, choose one. On a 10+, choose two. On a miss, the universe pushes back and you take -1 Ongoing on using using this move against the target until you have a chance to recover.

- * Target takes -1 forward to their next move.
- * Target takes d4 damage which ignores armor.
- * Target is open to attack, granting the next attack against it +1 forward.

Gear

Your Load is 6+str. You carry a book with a secret phonetic script of your own devising in which to record True Names.

Choose your armament:

- Short sword (close, 1 weight), worn bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- Staff (close, 2-handed, 1 weight) and a Bag of Books (5 uses, 2 weight)

Choose your defenses:

- Leather armor (1 armor, worn, 1 weight)
- Shield (+1 armor, 2 weight)

Choose one:

- Adventuring gear (1 weight)
- Halfling pipeleaf (5 uses, 1 weight) and Dungeon Rations (5 uses, 1 weight)
- A slip of paper with an important person's True Name written on it in your mentor's cypher

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Spirit Servant

You learn the True Name of a spirit and use this knowledge to compel services from it. Gain a bond with it just as if you'd learned its True Name. When you compel your spirit servant to perform a service, roll +Cha. On a 10, choose two. On a 7-9, choose one. On a miss, the spirit fails to perform the service and dares not enter your presence again for the rest of the day.

- * The effect you wish comes to pass
- * You may call upon the spirit again later this day
- * The spirit is covert and subtle

And He Taught Them the Names of All Things

When you **give a True Name to an item**, you may speak its name aloud to grant +1 Forward to the next use of that item. You must speak loudly enough for the object to hear it, which usually means everyone else nearby does too.

Close Ties

When you **share your True Name with someone**, you may also grant them use of one or more of your moves, but only when used against yourself. You can use this move on anyone who already knows your True Name.

Blood Bond

Whenever you or someone else **heals someone whose True Name you know**, you may heal 1d4 hit points yourself. Whenever you heal yourself, you may choose one person whose True Name you know and heal them by 1d4 hit points.

Private Cypher

Whenever you **write a message or say something you wish to be kept private to someone whose True Name you know**, you may make the message unintelligible to anyone but yourself and the person receiving it. Anyone who knows both of your True Names can decode it easily.

Names of the World

Choose one move from the Druid class list.

A Man's Not Dead While His Name is Spoken

When **someone whose True Name you know takes their Last Breath**, you may sacrifice your name Bond ["I know ____'s True Name] with them to force Death to offer them a bargain. They gain a new True Name in the doing as Death takes their old Name, but they return to life. This breaks all name Bonds that people have with the target. If your own True Name is lost, you lose access to this move and must choose another one to replace it once you've had time to rest to gain a new True Name, which will always involve changing at least a minor aspect of your character irrevocably, such as Looks or mannerisms. You cannot change major features such as moves or your race with this move. If you lose this move, you may choose this move again on leveling up later.

A Name To Fear

When you **speak your own True Name aloud**, roll +Cha. On a hit, the mind-shattering clarity that comes from knowing a potent True Name stuns everyone present who doesn't already know it, granting all allies +1 forward on their next move against them. On a 10+, Everyone so stunned immediately forgets your True Name to preserve their mind. On a 7-9, everyone present remembers a portion of your True Name.

Inventive Invective

When you **curse someone**, on a 10+, if you choose to deal damage, you may spend another choice to increase it to d6 damage which ignores armor.

Obedience Course

When you speak the True Name of an animal or type of animal in your presence, roll +Cha. On 10+, gain 3 hold. On 7-9, gain 2 hold. On 6-, gain 1 hold anyway. You may spend hold for one of the following effects:

- * The animal obeys a complex order without fail
- * The animal faces terrific danger for your sake
- * Use the animal's Move appropriate for the situation, which the DM will tell you about
- * The animal treats one target as friendly or hostile regardless of how it previously felt
- * The animal gains new vigour and is no longer tired

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

The Name Heard Across The World

When you **speak someone's True Name**, or **Aid or Interfere with someone**, or **Cast a Spell on someone whose True Name you know**, you may do so regardless of distance. If you roll 10+ on any of these actions, the target will not know it was you unless you want them to.

And The Names Were Known To Them

Replaces: And He Taught Them the Names of All Things

When you **give a True Name to an item**, you may speak its name aloud to grant +1 forward to the next use of that item and roll+Cha. On a 10+, the item holds 3. On a 7-9, it holds 2. On a 6-, hold 1 anyway. Whoever wields the item may spend its hold 1-for-1 to use a move unique to the item's nature and Name. The GM will tell you what it is.

Name of Power

When you **speak someone's True Name**, you may perform this move instead of the usual effect. Roll +Cha. On a 10+, the target holds 3. On a 7-9, it holds 2. On a 6-, it holds 1. The target may spend hold one-for-one to grant themselves any of the normal effects of speaking their True Name or to negate the effects of someone else speaking their True Name.

The Seven Taboo Words

Replaces: Inventive Invective

When you **curse someone**, roll +Cha. On a 7-9, choose two. On a 10+, choose three and you may choose to increase the damage you deal to d6 damage which ignores armor with one of your choices. You also gain the following options in addition to those of normal Invectives. On a miss, you can not use the Seven Taboo Words again until you've had time to rest. You may still use Invective as normal. * The first ally attacking this target gains +1d4 damage and +1 armor forward against the target. * Everyone witnessing the invective gains +1 forward on their next social roll against the target. * Take +1 forward on your next attempt to curse the target, speak its True Name or attempt to discover its True Name.

Soul Bond

Replaces: Blood Bond

Whenever you or someone else **heals someone whose True Name you know**, you may heal 1d4 hit points yourself. Whenever you heal yourself, you may choose one person whose True Name you know and heal them by 1d4 hit points. In addition, whenever you would gain +1 forward on any move, you may grant any ally whose True Name you know +1 forward on their next roll as well.

Name of the Elements

When you **speak a True Name of the elements from atop a high place**, choose one feature of the local terrain or weather which you can see and whose True Name you know. You may alter it in any way you wish so long as it is still natural, such as by making a grassy hill be covered with trees or causing it to be flat.

My Name is a Killing Word

Whenever you **inflict damage on any creature**, you may speak your name aloud to deal an additional +1d6 damage. In addition, whenever someone speaks your True Name in your presence, you may immediately chastise them to deal 1d6 damage to them which ignores armor. Someone else present learns your True Name (GM decides).

Grant True Name

When you **perform an hour long ceremony which grants someone a True Name**, gain a bond with the target; "I know ____'s True Name." This bond cannot be resolved through normal means. If the target already has a True Name, you may only use this rite on them if you know it. They lose their old name and gain a new one. You may then choose to rewrite one minor or major aspect of their personality, character or talents, such as their reputation, alignment, luck and even their race. A player targeted by this rite may choose to change one aspect of their character. A Namer who uses this move on themselves may never regain any traits which they change.

Multiclass Dabbler

Choose one move from another class. Treat your level as one lower for choosing the move.

Blacksmith's Secret Word

Requires: And He Taught Them the Names of All Things

When you **speak an item's True Name**, you may either alter its name to become any other type of item whose True Name you know or add any tag you want to it, including nonsensical ones such as Ration to make a sword edible.