

The Blindfighter

When you are blind but train your other senses to make up for your lack of sight, you may take this move when you level up.

Sight Without Sight: When you discern realities based solely on your sense of hearing and touch, you may also select from the following questions:

- * Who is watching or following us?
- * What thing has been deliberately hidden here?
- * Who here betrays lies by the tremors in their voice?

Further, being blind never inherently causes you to have to Defy Danger simply on its own.

Once you've taken 'Sight Without Sight,' the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up.

Where We're Going, We Won't Need Eyes To See: When you force an enemy to fight on your level, roll +Str. On a 10+, they are blinded for the rest of the battle. On a 7-9, choose: either you blind them but overstretch yourself or you can only manage to disrupt their vision briefly, giving +1 forward to the next action made against them but no more.

Blind Man's Lantern: When you ignore people worrying about you and lead by example, your allies take +1 forward to do what you just did.

It Looks Fine To Me: When you make a big deal about your blindness in order to get someone to underestimate, pity or laugh at you, take +1 forward to act against them.

The Ronin

When you knowingly and willingly abandon someone or something important to you to keep yourself from being tied down, you may take this move when you level up:

Forever In My Heart: When you take damage in the service of a cause represented by someone or something you abandoned, take +1 ongoing until you are fully healed. However, if you betray their memory, take -1 ongoing until you somehow atone.

Once you've taken 'Forever In My Heart,' the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up.

108 Stars: When you make the Outstanding Warrants move, you may choose to automatically take the 7-9 result. Also, you are considered to have caused trouble in all civilized places, even if you've never been there before.

Just Someone I Used To Know: When you think someone reminds you of someone you abandoned, roll +Wis. On a 10+, take +1 ongoing to Defend them until they no longer have any hold, but they get 1 hold. On a 7-9, take +1 ongoing to Defend them until they no longer have any hold, but they get 2 hold. They may spend this hold 1-for-1 to make you have to Defy Danger to act against their will. On a miss, they get 2 hold.

Lone Wolf And Cub: When someone you tried to abandon will not let you go, you may roll +Bond with them instead of +Con to Defend them.