

Wyld Hunt - Hollyhock Sheet

Character Customization

- Choose Your Estate / Noble
- Write Down Your Name
- Select your Skills / Passions (-1, 0, 1, 2, 2, 3)
- Select 3 points of Estate Properties (1 and 2)
- Select 3 points of Bonds / Afflictions (1 and 2)

Extra Estate Properties:

- Hounds -
- Moonlight -
- Surprise -
- Queues -
- Loyalty -
- Freedom -
- Fairy Tales -

Extra Bonds and Afflictions:

- Hounds -
- Moonlight -
- Surprise -
- Queues -
- Loyalty -
- Freedom -
- Fairy Tales -

Lord of the Wyld Hint (Wyldlord)

- Code of the Wyld Hunt:
 - Thou Shall Not Escape
 - Pursue Only Those Who Flee
 - Join the Hunt When It Calls
- Other Aspects:
 - Egocentric
 - Unknowable
 - Justice
 - Horns / Antlers
 - Always In Transit

Spending Will / Miracle Points

- Can spend 0, 1, 2, 4 or 8 points at a time.
- Spending 8 causes gives you a wound.

Aspect Miracles:

- 0: Skill or Passion at +3
- 1: Skill or Passion at +4
- 2: Skill or Passion +5
- 3: Flawless grace, execution, and timing
- 4: Incredible force
- 5: Superhuman precision and control
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- 7: Acts of myth (local, short term)
- 8: Acts of myth (unlimited)
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Domain Miracles:

- 0: Knowing when Estate is endangered
- 1: Little tricks & manifestations, no real effect
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Treasure Miracles:

- 0: Claim a Mundane Anchor
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Mortal Actions (Skill or Passion + Will) :

- 0: Attempt, but only make things worse
- 1: Make yourself happy
- 2: Accomplish Task, Tangible Effect
- 3: Do something “correctly”, impress
- 4: Do something effective, closer to goals
- 5: Do something productive, improve life
- 6: Do something impressive, dramatic, cool
- 7: Do something *really* effective
- 8: Do something *really* productive
- 9+: Do the right thing.

Treasure Hunt List:

-
-
-
-
-
-
-

Name:

Estate: Hounds

Attribute Miracle Points

Aspect ●●●●○

□□□□□
□□□□□

Gifts

Shapeshift – turn into a pack of hounds

Domain ●○○○○

□□□□□
□□□□□

Estate Properties

Hounds serve a master 2

Hounds pursue what flees 1

Hounds always come in packs 1

_____ 2

_____ 1

Persona ●●○○○

□□□□□
□□□□□

Bonds and Afflictions

Bond: I cannot tire while hunting 4

Bond: I cannot initiate a hunt 2

Afflict.: Dogs follow me everywhere 2

_____ 3

_____ 2

_____ 1

Treasure ●○○○○

□□□□□
□□□□□

Anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

_____ 1

_____ 0

_____ -1

Wound Levels

Deadly

Serious

Surface

Wounds

Will

□□□□
□□□□

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Name:
Estate: Moonlight

Attribute Miracle Points

Aspect ●○○○○○

Gifts

Flight – by dancing on moonbeams

Domain ●●○○○○

Estate Properties

Moonlight makes things beautiful 2

Moonlight makes people crazy 1

Moonlight masks the truth 1

_____ 2

_____ 1

Persona ●●●●○○

Bonds and Afflictions

Bond: I cannot see in sunlight 4

Afflict.: I always laugh along. 2

Bond: I can't stay still 2

_____ 3

_____ 2

_____ 1

Treasure ●○○○○○

Anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

_____ 1

_____ 0

_____ -1

Wound Levels

Deadly

Serious

Surface

Wounds

Will

Spending Will /
Miracle Points

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Name:
Estate: Surprise

Attribute Miracle Points

Aspect ○○○○○○

Gifts
Perfect Timing: You arrive on time, even if it is literally impossible. You can't intersect your timeline or interfere with things you know have happened.

Domain ●●●○○○

Estate Properties
Surprise brings delight or terror 2
Surprise arises from self-deception 1
Surprise teaches valuable lessons 1
_____ 2
_____ 1

Persona ●●○○○○

Bonds and Afflictions
Afflict: My future self messes w/ me 4
Bond: My clothing is always perfect 2
Bond: I abhor spoilers 2
_____ 3
_____ 2
_____ 1

Treasure ●○○○○○

Anchors

Skills and Passions
_____ 3
_____ 2
_____ 2
_____ 1
_____ 0
_____ -1

Wound Levels

Deadly

Serious

Surface

Wounds

Will

Spending Will / Miracle Points
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Name:
Estate: Queues

Attribute Miracle Points

Aspect ●●●○○○

Gifts

Unblemished Guise – appear human

Domain ●●○○○○

Estate Properties

Queues lead to obedience or rage 2

All Queues move, if imperceptibly 1

Queues are a social constraint 1

_____ 2

_____ 1

Persona ●●●○○○

Bonds and Afflictions

Afflict.:I'm at the head of the line. 4

Bond: I serve Justice. 2

Afflict.: Traffic lights love me. 2

_____ 3

_____ 2

Treasure ●○○○○○

anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

_____ 1

_____ 0

_____ -1

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Deadly

Serious

Surface

Wounds

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Name:

Estate: Loyalty

Attribute Miracle Points

Aspect ●●○○○

Gifts

Durant – extra-resilient to physical attacks and you heal very quickly

Domain ●○○○○

Estate Properties

Loyalty demands reciprocation 2

Loyalty has a breaking point 1

Loyalty is bane to love 1

_____ 2

_____ 1

Persona ●●○○○

Bonds and Afflictions

Bond: I am blind to betrayal 4

Bond: I serve the Wyld Hunt 2

Afflict.: I attract strays 2

_____ 3

_____ 2

_____ 2

_____ 1

Treasure ●●●○○

Anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

_____ 1

_____ 0

_____ -1

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Deadly

Serious

Surface

Wounds

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Name:
Estate: Freedom

Attribute Miracle Points

Aspect ●●●●○

Gifts

Elusive – strong ability to be yourself despite attempts to enthrall or enchant you

Domain ●●○○○

Estate Properties

Freedom is paralyzing 2

Freedom must be defended 1

Freedom cannot be denied 1

_____ 2

_____ 1

Persona ●●○○○

Bonds and Afflictions

Bond: I can't directly affect the insane 4

Bond: I can't take prisoners 2

Afflict.: I have constant theme music 2

_____ 3

_____ 2

Treasure ○○○○○

Anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

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Name:
Estate: Fairy Tales

Attribute Miracle Points

Aspect ○○○○○○

Gifts

Collocation – you can be in many places at the same time.

Domain ●●●●○

Estate Properties

Fairy Tales always have a moral 2

Fairy Tales are mostly untrue 1

Fairy Tales have many versions 1

_____ 2

_____ 1

Persona ●○○○○○

Bonds and Afflictions

Afflict.: Characters ask me for help 4

Bond: I'm always narrating 2

Bond: I'm never the protagonist 2

_____ 3

_____ 2

_____ 2

Treasure ●●○○○

Anchors

Skills and Passions

_____ 3

_____ 2

_____ 2

_____ 1

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Name:
Estate:

Attribute	Miracle Points
Aspect ○○○○○○	<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"/>
Gifts	

Domain ○○○○○○	<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"/>
Estate Properties	
_____	2
_____	1
_____	1
_____	2
_____	1

Persona ○○○○○○	<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"/>
Bonds and Afflictions	
_____	4
_____	2
_____	2
_____	3
_____	2

Treasure ○○○○○○	<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"/>
Anchors	

Skills and Passions	
_____	3
_____	2
_____	2
_____	1
_____	0
_____	-1

Wound Levels

Deadly

Serious

Surface

Wounds

Will

Spending Will /
Miracle Points
• Can spend 0, 1,
2, 4 or 8 points
at a time.
• Spending 8
causes you a
wound.

Aspect Miracles:

- 0: Skill or Passion at +3
- 1: Skill or Passion at +4
- 2: Skill or Passion +5
- 3: Flawless grace, execution, and timing
- 4: Incredible force
- 5: Superhuman precision and control
- 6: Unlimited power and speed
- 7: Acts of myth (local, short term)
- 8: Acts of myth (unlimited)
- 9: Acts of myth (mastered for the story)

Domain Miracles:

- 0: Knowing when Estate is endangered
- 1: Little tricks & manifestations, no real effect
- 2: Conversing w/ or Know about Estate, locally
- 3: Protect / Strengthen Estate, locally
- 4: Summon, Create or Animate Estate, locally
- 5: Destroy Estate locally / Know globally
- 6: Transform Estate locally / Preserve globally
- 7: Create, Summon, or Animate Estate globally
- 8: Destroy Estate globally
- 9: Transform Estate globally

Persona Miracles:

- 0: The Sight – recognize connections w/ Estate
- 1: Bless or Curse a person with your Estate
- 2: Incarnate into any one part of your Estate
- 3: Emulate a law of your Estate, locally
- 4: Give a law of your Estate to target, locally
- 5: Steal law of Estate from target, locally
- 6: Emulate law of your Estate globally, Change relationships w/ your Estate, locally
- 7: Give a law of your Estate to target, globally
- 8: Steal law of Estate from target, globally
- 9: Change relationships w/ Estate, globally

Treasure Miracles:

- 0: Claim a Mundane Anchor
- 1: Possess one of your Anchors
- 2: Guide Anchors from afar
- 3: Claim or Invoke a Wondrous Anchor
- 4: Anchors act on your behalf, easily available
- 5: Anchors act as functional, flexible weapons
- 6: Claim or Invoke a Miraculous Anchor, your Anchor achieves something definite alone.
- 7: Anchor performs miracles on your behalf
- 8: Blend your miraculous power with Anchor
- 9: Use Anchor to invoke an Imperial Miracle

Mortal Actions (Skill or Passion + Will) :

- 0: Attempt, but only make things worse
- 1: Make yourself happy
- 2: Accomplish Task, Tangible Effect
- 3: Do something “correctly”, impress
- 4: Do something effective, closer to goals
- 5: Do something productive, improve life
- 6: Do something impressive, dramatic, cool
- 7: Do something *really* effective
- 8: Do something *really* productive
- 9+: Do the right thing.

Wyld Hunt - Concurrent Games

Kagematsu Love Honor & Shame Somewhere in medieval Japan every last one of the able-bodied men are gone, and the approaching doom will soon consume everything. You—the women of this village—have all but given up hope of finding a defender...then he finally arrives. Except that he's ronin, a wayward samurai. Will you do anything and everything to sway him away from his meandering course?Kagematsu is improv heavy, rules light game with adult themes. 18+ strictly enforced!

Misspent Youth The Reaping An INDEPENDENTLY PUBLISHED GAME - Part of the Indie Games Explosion! Your city-state fought a rebellion against the Capital City, and lost. Every year, children are forced to murder each other to stay alive in a deadly arena, and their parents are forced to watch. The Reaping is beginning, and you and your friends are destined to face the games. Can you survive without slaughtering your friends and other innocent kids? Inspired by The Hunger Games series by Suzanne Collins.

The Shab Al-Hiri Roach Pemberton University Welcomes the Class of 1923 The Shab-al-Hiri Roach is a dark comedy of manners, lampooning academia and asking players to answer a difficult question – are you willing to swallow a soul-eating telepathic insect bent on destroying human civilization? No? Even if it will get you tenure?

Time & Temp Authorship of Fools "Did you hear about Will, from accounting? They say he 'went native' during the Elizabethan Age, and now is trying to pass himself off as the author of the plays written by the Earl of Oxford. Calls himself Will Shake-sword or something. Can you believe it?" "I can believe that we'll have to clean it up. Do you think we'll get overtime for this job?"

Carry: A Game About War Tet Offensive Destroy the village in order to save it. It's 1968. Your squad of Marines is deployed to Huế, Vietnam, right before they break their treaty and attack the city en masse. This is a game about war, but it is not a wargame. It is a serious game about the lives of soldiers and the choices they make.

Trouble For Hire Ms. Junior Plus At The End Of The World This should be simple: Kidnap a morbidly obese pre-teen beauty pageanteer from her rich oil-baron father, keep her safe till the ransom comes in, then drop her off at the rendezvous point. All you have to worry about is her family, local authorities, and the psychotic federal agent blood-fetishist that's been on your tail for the past 3 months. Maybe this isn't going to be so simple after all.(Trouble for Hire is a quick-paced, easy-to-learn romp through the underbelly of the American southwest. It stars Ruben Carlos Ruiz, a Mexican smuggler/bagman/rouge, a character everyone at the table will have a chance to get behind the wheel of. Heavy on bold flavor and co-operative storytelling, light on mechanical strategy and rules minutia.)

Trail of Cthulhu Castle Bravo It is March, 1951. You are part of the crew of the aircraft carrier USS Bairoko during secret H-bomb tests in the South Pacific near Bikini Atoll. In the aftermath of the first detonation, inexplicable anomalies disrupt shipboard operations, and it is up to you to unravel the eldritch mystery at their core.

Project Ninja Panda Taco Project Ninja Panda Taco is a collaborative story telling game where each player attempts to take over the world with their mastermind, prevent their nemesis from succeeding and try to help others with their minion. This game is outlandish, zany and megalomaniacal.

Jeep Form Larp Doubt A serious story of love. About how one glance can stop time. About daring to love and daring to move on. Doubt is two stories about each other. A life and a play. Tom and Julia love each other. Both on stage and off stage. Doubt is about temptation, the importance to love and be loved. About constant choosing. About living with one person, and at the same time dreaming about others. In Doubt, the players are responsible for the story. Decide the fate of Tom and Julia. Play the play to its final act. Two players play Tom and two play Julia. And extras. And lovers. This game is part of the Nordic jeepform tradition and lies somewhere between a tabletop and a larp - come experience the Scandinavian side of gaming!

Lacuna Society Must Be Offended Black sites, secret prisons, extraordinary renditions, habeas corpus - thanks to the discoveries of the Nasrudin Institute, all that is behind us now. You are a Mystery Agent, specially trained and psychologically prepared to enter the Blue City, a shared realm of the human subconscious where antisocial tendencies can be seen for the alien presences they are, and excised. Subject A2044 is being prepped now. He was involved in a major terrorist incident. You will locate the Hostile Personality and neutralize it, allowing us to return him to society. You are a Mystery Agent. You have a new name now. That is all you need to know.

Fiasco Break A Leg The director slept with half the cast, your lighting designer is homicidal and that bastard from the Daily News just panned the show in his column. You'll be lucky on opening night if the cast remembers their lines, nobody mentions the Scottish Play and the scenery doesn't fall down mid-performance. But hey, the art is all that's important, right?

Cortex + Second Hand Souls Worlds collide when the owner of the neighborhood second hand store passes on. Perhaps you've been his neighbor and friend for years. Perhaps you're one of his Fae customers. Did any of you ever look at what the shop really traded in. Now his affairs must be set in order along with the fate of the store and your characters.

Velociraptor! Cannibalism! Velociraptor! Cannibalism! is a card game of survival, mutation, and the occasional volcano.