

follower

QUALITY -1 0 +1 +2 LOYALTY -3 -2 -1 0 +1 +2 +3

TAGS _____

INSTINCT _____

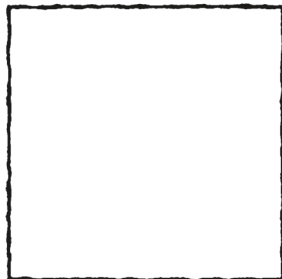
COST _____

ARMOR ____ DAMAGE ____ HP ○○○○○○○○○

LOAD GEAR _____

MOVES _____

NOTES _____



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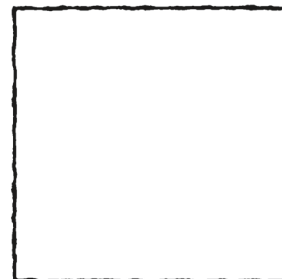
COST _____

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Follower Moves

ORDER FOLLOWER

When you **order or expect a follower to do something dangerous, degrading, or contrary to their Instinct**, roll +Loyalty:

- 10+ They do it, now.
- 7-9 They do it, but GM picks one from the list below.
- 6- Mark XP, and GM makes a move.

- * Decrease the follower's Loyalty by 1
- * They complain loudly, now or later, and demand something in return
- * Caution, laziness, or fear makes them take a long time to get it done

CALL FOR ASSISTANCE

When a follower **helps you make a move that calls for a roll**, take +1 to that roll but know that they will be exposed to any potential consequences.

When a follower **helps you Hack and Slash or Volley**, roll their damage die alongside yours and use the higher die.

When a follower **helps you Defend**, you can spend 1 hold to redirect an attack to them instead of yourself.

DO THEIR THING

When a follower **does something chancy within the scope of their tags or moves**, roll +Quality:

- 10+ They do it, as well as one could reasonably hope.
- 7-9 They do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what).
- 6- Mark XP, and GM makes a move.

When a follower **does something chancy that falls beyond the scope of their tags or moves**, or does anything on their own, the GM will tell you what happens.

PAY UP

When you **pay a follower's cost**, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

WATCH THEM GO

When a follower **has -3 Loyalty**, they betray or abandon you at the first opportunity.

Follower Moves

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