

Name: _____

—Summer—

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—Trappings—

- A plain cart with an oiled tarpaulin roof, pulled by a shaggy bull.
- A notched basket-hilt sword, or else a long-handled meat cleaver.
- A crooked old cat that hangs around to steal scraps of meat, not your pet.
- A stone box, and in it a wooden box, and in it a bone box, and in it a gold box, and in it your heart. You may be shocked, dismayed, and wounded, but no matter how terribly, you can't die except someone should kill your heart.
- An old bird's nest with three blue eggs in it. In one egg, a wicked and unquenchable fire. In another egg, a sprightly and sweeping spring breeze. In the third egg, a lifetime's fortune in gold coins. You don't know which egg is which.

—Bindings—

- —, I like. If I ever *confront them*, *waylay them*, or *kick them to hell*, I roll it at -1 instead of my usual roll. Who?
- — has the ordering of me. I can never *put them off*. Who?

—Winter—

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—Place—

- Spectacle;
- Scurity;
- Problem solver;
- Problem;
- Always there, like it or not.

—Plays—

Boneshoes Plays:



—Drop in behind them



—Kick them to hell



—Put your shoulder to it



—Retreat from view

Obvious Plays:



—Confront them



—Draw them out



—Put them off



—Set a scene for them



—Size them up



—Waylay them



—Ride disaster down



—Sniff the wind



—Stand against the tide

Boneshoes

When you drop in behind someone, roll. On a 10+ bit, indeed, there you are behind them, and how do you play it now? On a 7–9 bit, indeed, there you are behind them, and they have a split second to react, if they can make use of it. On a miss, be prepared for the worst. Perhaps they expected you.

When you kick someone to hell, roll. On any bit, you've thrown them down and are kicking and stomping them. On 10+ bit, choose 2 of the following. On a 7–9 bit, choose 1.

- You're really enjoying yourself.
- If you don't choose this, say that you're just putting the work in.
- It's spectacularly bloody and bone-crunching.

If you don't choose this, just say that it's a sound thrashing.

- You're not finished with them! Roll again.

Otherwise, say whether you let them crawl away, or walk away yourself and leave them there.

On a miss, the MC might have you choose 1 anyway, but be prepared for the worst. Perhaps they're able to turn tables on you mid-kick.

When you put your shoulder to something, roll. On a 10+ bit, you can accomplish it, of course. Ask the MC 1 of the following. On a 7–9 bit, you can accomplish it, but only if you commit fully and hold nothing back. Ask the MC 2 of the following.

- How long does it take me to do?
- How exhausted am I afterward?
- How many tries does it take before I get it?
- What tool do I need to use, and does it last out the effort?

On a miss, choose 1 of the following.

- I realize almost at once that I won't accomplish it, and abandon the effort.
- I'm willing to break myself to do this, and ultimately I accomplish it. What does it cost me?

When you retreat from view, something momentarily obscures sight of you — say what, or else ask the MC what — and roll. On a 10+ bit, you're gone utterly, to reappear when and where you will. On a 7–9 bit, you're gone, but you must immediately drop in behind someone. Say who and make the play now. On a miss, be prepared for the worst. Perhaps you can't leave after all.

Boneshoes

To play *Boneshoes*, create your name, your summer & winter, your plays, your place, your trappings, and your bindings.

Your Job:

Your job as a player is to:

- Make your character vivid.
- Play your part in the circus.
- Take the bad with the good.

Name:

Your name is Boneshoes.

Summer & Winter:

From each of the following, choose one for summer and one for winter:

- A churned battlefield, a broken wheel, the curse of the dying, the curse of the betrayed, the curse of the bereft, ravens at feed, the hooded crow, the salt tide, a broken tree, a fallen wall, a howling war-song, a howling lament.
- Powerful hands, lined skin, hooded eyes, sunken eyes, staring eyes, birds' eyes, wolves' eyes, hooked grin, hard-set mouth, deep scowl, a deceptive beauty, a subtle beauty, a hidden beauty.
- Bone yellow, blood red, old blood brown, wheat gold, straw yellow, ebony, thorn black, ivory, blue gray, gray green.
- A filthy apron, the great plaid, a plaid kirtle, a soft wool cap, a cap filthy and stained, a tailcoat, ragged work clothes, soldiers' garb from an unknown army, a full skirt, a crisp linen blouse.
- Mannish, womanish, boyish, girlish, childish, queerish, sexy, sexless, forbidding, unapproachable.

You can choose 2 sometimes if you want to, why shouldn't you?

Example (summer / winter):

The hooded crow / the salt tide
Deep scowl / staring eyes
Wheat gold, thorn black / old blood brown
Tailcoat / a cap filthy and stained
Mannish, forbidding / sexless, forbidding

Begin play in full summer: mark all of the lines in the summer column.

Plays:

You can make all of the obvious plays and the Boneshoes plays.

Mark +2 next to your choice of three plays, +0 next to two, -1 next to two, and +1 next to all of the rest. These are your plays' rolls.

Place:

In the circus, at need, you can take any and all of the listed roles.

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves by name, summer & winter (or the corresponding), and place, including any details they like. Take your turn.

List the other characters' names.

Go around again for bindings. On your turn, ask for volunteers:

- One of you, I like. **Who?** If I ever **confront you, waylay you, or kick you to hell**, I roll it at -1 instead of my usual roll.
- One of you has the ordering of me. **Who?** I can never **put you off**.

If no one volunteers, so be it and move on. If more than one volunteers, accept them all, choose one, or ask them to decide between them, as you like.

On the others' turns, volunteer as you choose.

-Consequences-

Summer & winter:

When you move toward summer, erase one of the marks in the winter column and mark the same line in the summer column.

When you move toward winter, erase one of the marks in the summer column and mark the same line in the winter column.

Whenever you move toward summer or toward winter, take 1 from one of your plays' rolls and add 1 to a different play's roll. Choose intentionally, to match your feeling about the change. Keep to a minimum of -2 and a maximum of +3.

Violence:

Violence in fairyland is considered visceral, irrevocable, and horrifying. **When you're wounded, shocked, affronted, or dismayed**, you must immediately choose 1:

- You die.
- You withdraw at once in a cold, dignified fury.
- You writhe, moan, and curse in a display of melodramatic agony.
- You proceed immediately and fully to winter.
- You consider yourself cruelly mistreated and maimed, and will long nurse your injuries and your grudge.

True death: there are only a few things that can truly kill a fairy. Cold iron is one; there are others. There's no coming back from true death.

Insults:

When someone insults you, you're allowed by fairy law and your fairy nature to answer it. It's considered to be your own unimpeachable right to weigh the insult and respond in due measure, so only you can choose what form your answer should take and how extreme it should be. Other fairies may gossip, but no fairy would rightly stand before you and assert that you've overstepped.

Beholden:

When you are beholden, fairy law and your fairy nature demand that you make good and deliver the balance. If you are recalcitrant or uneager to do so, your debtor may consider it an insult or a worse offense.