

The Beastie



You are an animal. And like all civilized animals, you speak proper English. With the notable exception of your linguistic talent, you appear and behave as would any other animal. Sometimes that gets you into trouble, but it's never really your fault.

Your quick tongue offers wise guidance to the Girl and disrespect to authority figures. Authority is your focus, whether it's asserting your presence and renown, or refusing to acknowledge the status of others. You trade in stories and gossip about nobles, royalty, and those in power. Your wits and experience see you through any trap or puzzle.

— Answer these questions. —

What kind of animal are you? This is also your name.

- | | | | | |
|---------------------------------|--------------------------------|------------------------------|--------------------------------|-------------------------------|
| <input type="radio"/> Armadillo | <input type="radio"/> Donkey | <input type="radio"/> Lizard | <input type="radio"/> Pig | <input type="radio"/> Tiger |
| <input type="radio"/> Bear | <input type="radio"/> Frog | <input type="radio"/> Moose | <input type="radio"/> Raccoon | <input type="radio"/> Wallaby |
| <input type="radio"/> Chicken | <input type="radio"/> Hedgehog | <input type="radio"/> Owl | <input type="radio"/> Squirrel | <input type="radio"/> _____ |

Which is most likely to get you into trouble?

- Your appetite Your curiosity Your fear Your greed Your mouth

What were you before you were a talking animal?

- A noble A witch's familiar A sculpture A toy A regular non-talking animal

What do you need that this journey will give you?

- A title A silver tongue A new life An owner A student

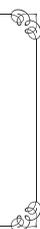
What state are you in when the Girl finds you?

- Caged Pursued Resentful pet

Notes

— When you portray the Beastie, try to do the following. —

GIVE THE GIRL UNPROMPTED ADVICE
ALWAYS HAVE AN ANSWER OR OPINION
SPOUT STORIES ABOUT THIS WORLD
BE RUDE TO AUTHORITY FIGURES
GIVE IN TO YOUR ANIMAL NATURE





The Beastie's Moves



You have all these moves. When a move is triggered, roll two dice and add them to get your result: 7 or higher, or 6 or lower. Results of 7–9 complicate your success. When one of the Girl's Beliefs inspires you, say which Belief and roll three dice instead of two. Add the highest two dice to get your result.

Impart Wisdom

Roll when you offer guidance to the Girl and she follows your advice.

7+ *The Girl may re-roll her last roll.*
On a 7–9, also: What truth did you neglect to share with the Girl?

6- *Ask the GM: How does my advice lead directly to misfortune for the Girl?*

A Cat May Look at a King

Roll when you are first introduced to a member of royalty.

7+ What story have you already shared with your friends about this royal?
On a 7–9, also: What faux pas do you make in front of the royal?

6- *Ask the GM: What crime does this royal believe I am guilty of?*

Mice & Men, Friends & Foes

Roll when you name and describe someone important you know who can give you aid or advice.

7+ How do you find them and why do they owe you?
On a 7–9, also: How did you annoy them on your last encounter?

6- *Ask the GM: How do they find me and what debt are they demanding payment for?*

The Bark is Bigger

Roll when you doubt the surface appearance of a person, place, or object.

7+ *Ask the GM: What truth is hidden beneath the surface?*
On a 7–9, also: How is the truth worse than the veneer?

6- *Ask the table: How do you dismiss my doubts?*

Tongue-Tied

Roll when you try to talk your way out of a problem, trap or puzzle.

7+ How did you get out of a similar situation you once found yourself in?
On a 7–9, also ask the table: Who gets hurt because of my chattering, and how?

6- *Ask the GM: How does my talking escalate the situation?*