

## NARRATIVE FREEDOM

Every player has equal say in describing the fictional world and what happens in it—up until a MOVE is triggered. Any player may add content to a scene at any time, even when it's someone else's scene.

The main limitation within NARRATIVE FREEDOM is that you are only allowed to interrupt another player for one of two reasons:

- **Addendums.** When a player establishes a fact about the world, you can interrupt by making an ADDENDUM to what they've just said—a follow-up description that adds detail to what was just mentioned.
- **Obstacles.** When a player describes something happening within the fiction, that's what happens—unless someone interrupts by introducing an OBSTACLE. An obstacle must come in the form of a “yes, but” or a “not quite”. It can never prevent an action or a task from happening—it can only prevent the intended outcome.

## SCENE FRAMING PROCEDURE

- 1) State the INTENTION.
- 2) Decide when.
- 3) Choose a LOCATION.
- 4) Assign characters.
- 5) Introduce the MAIN CHARACTER.

## END-OF-SCENE PROCEDURE

- 1) The players who played women during the scene decide which male character was most unmanly. If it's a player character, they lose 1 HONOR. If the players who played women can't produce a unanimous decision, no one loses HONOR. If there was only one man present, no one loses HONOR.
- 2) Any player whose player character was in the scene may change *I look up to* / *I look down upon* to any other male characters who were also present in the scene. If this causes you to have a WANT that does not match your view of that character, update your WANT by picking a new one from the appropriate column (see p. 13).
- 3) Update the RELATIONSHIP MAP by adding any new characters and any relationships that were established.

# BLOOD FEUD CHEAT SHEETS

## ACT-BREAK PROCEDURE

- 1) Determine which player has the most HONOR. Their character is ON TOP OF THE HIERARCHY.
- 2) Start with the player to their left and continue clockwise. Each player reads aloud who they *look up to*. If you *look up to* the man ON TOP OF THE HIERARCHY, you gain 1 HONOR from THE BAG.
- 3) The player ON TOP OF THE HIERARCHY reads aloud who they *look down upon*. Each time a player character is mentioned, they lose 1 HONOR.

## LOCATION NAMES

Prefix		Suffix	
Akra-	(field)	-bakki	(river bank)
Borgar-	(rocky hillside)	-byggd	(settlement)
Breida-	(wide)	-dalur	(valley)
Flat-	(flat)	-fell	(lone mountain)
Hafnar-	(harbour)	-fjordur	(fjord)
Hauga-	(mound)	-holar	(hills)
Hauka-	(hawk)	-holmur	(islet)
Hesta-	(horse)	-holt	(stony hill)
Husa-	(house)	-krokur	(hook)
Kalfa-	(calf)	-nes	(peninsula)
Mid-	(middle)	-stadur	(site)
Nor-dur-	(north)	-vellir	(open country)
Reykja-	(smoke)	-vik	(bay)
Sudur-	(south)	-vatn	(water)

## CHARACTER NAMES

### FEMALE NAMES

Aslaug, Astrid, Bodil, Brunhild, Eindrid, Eivor, Estrid, Freydis, Geirny, Grimhild, Gudrid, Gudrun, Gunnhild, Gyda, Hedda, Hedvig, Helga, Helny, Hilda, Hildegard, Hrafnhild, Hrefna, Idun, Inga, Ingrid, Jorunn, Liv, Nora, Oddny, Ragnhild, Randvi, Rannveig, Saga, Signy, Sigrid, Siv, Solveig, Sonja, Swanhild, Thora, Thordis, Thorunn, Thurid, Unn, Vigdis, Yngvild.

### MALE NAMES

Aki, Arni, Asgeir, Atli, Bjorn, Bodvar, Brynjolf, Dromund, Egil, Einar, Erik, Eyvind, Finn, Frodi, Gisli, Gorm, Grim, Gunnar, Halfdane, Harald, Helgi, Hilding, Hogni, Hrafn, Joar, Knut, Leif, Olaf, Orm, Ottar, Ragnar, Roar, Rudolf, Runvar, Solvi, Stein, Steinar, Stig, Sven, Thord, Thorkel, Thorolf, Thorstein, Ulf, Vali, Yngvar.

## NICKNAMES

### Facial Features

Beardless, Black, Black Beard, Black-tooth, Broad-beard, Dark-skin, Fair-haired, Flat-nose, Fork-beard, Pale, Red Beard, Thin-hair, White.

### General Appearance

Barefoot, Burned, Dire, Giant, Grey-cloak, Half-troll, Horn-bearer, Leather-neck, Red-cloak, Skinny, Slim, Tall, Young.

### Personality

Ale-lover, Berserk, Braggart, Deep-minded, Fool, Frantic, Godless, Loud, Mad, Proud, Ridiculer, Serpent-tongue, Sly, Watchful, Wise.

### Expertise

Blood-axe, Bow-bender, Horse-gelder, Skull-splitter, Swift-rider, War-tooth, Word-master.

### Other Aspects

Crow, Easterner, Hard-bone, Ill-fated, Iron-side, Left-handed, Cairn-breaker, Little-bear, Lucky, Night Wolf, Ox, Peacock, Ram, Raven, Rich, Strange.

**Note:** You might have to add “the” in front of a nickname, or “one” after it.

# BLOOD FEUD

## CHEAT SHEETS

### MOVES

A MOVE is triggered when a man performs the behavior described by the MOVE. There are seven MOVES in this game:

- **Sharing someone's bed**
- **Giving someone a gift**
- **Commenting on a woman's appearance**
- **Praising someone**
- **Insulting someone**
- **Escalating**
- **Striking a deadly blow**

### SHARING SOMEONE'S BED

Sleep with...	
...a man you look up to	You lose 1 HONOR.
...a man you look down upon	You gain 1 HONOR from THE BAG.
...a woman	You gain 1 HONOR from THE BAG and get to change one of the woman's REPUTATIONS. At the end of the scene, the player who played the woman decides whether she becomes pregnant or not (write this at the back of her card).

### GIVING SOMEONE A GIFT

Give a gift...	
...to a man in public	You gain 1 HONOR from THE BAG—unless the man rejects the gift by <b>escalating</b> .
...to a woman in public	You gain 1 HONOR from THE BAG—unless the woman rejects the gift, whereby you lose 1 HONOR.

### COMMENTING ON A WOMAN'S APPEARANCE

Comment on a woman's appearance...	
...in public	You gain 1 HONOR from THE BAG—unless another man objects by <b>escalating</b> .
...in private	The player who plays the woman may choose to give you 1 HONOR from THE BAG if they please.

## PRAISING SOMEONE

Praise...	
...yourself in public	You gain 1 HONOR from THE BAG—unless someone <b>insults</b> you.
...another man in public	They gain 1 HONOR from THE BAG (even if they are not present)—unless someone <b>insults</b> the man you praised.

## INSULTING SOMEONE

Insult...	
...a man in his presence	You take 1 HONOR from them—unless a man objects by <b>escalating</b> .
...a man not present	You gain 1 HONOR from THE BAG—unless a man objects by <b>escalating</b> .

## ESCALATING

A CONFLICT is initiated when the first player **escalates** by paying 1 HONOR into the CONFLICT POOL. This commonly happens when men defend themselves from insults or when they turn to violence. When someone **escalates**, their opponent must respond by doing one of the following:

- **Escalate** (pay 1 HONOR into the CONFLICT POOL).
- **YIELD** (cede your claim to the CONFLICT POOL).
- **Strike a deadly blow**.

**Note:** Your **escalation** must be both *immediate* and *more severe* than the **escalation** you are responding to. If the group feels that an action isn't enough of an **escalation**, it counts as **YIELDING** instead.

## STRIKING A DEADLY BLOW

During a CONFLICT, one of the player characters involved may **strike a deadly blow**. By doing so, you are ceding your claim to the HONOR in the CONFLICT POOL. However, your enemy won't live to get away with it either.

When you **strike a deadly blow**, you get to narrate how you kill the other man. However, any player character on the opposing side (including the one you struck) may respond to this MOVE by also **striking a deadly blow**.

Non-player characters can't **strike a deadly blow**. This prevents unnecessary deaths and balances the fact that non-player characters can (in theory) **escalate** indefinitely. If your story really needs a non-player character to kill someone, you may of course have them do so—as long as any affected players agree.

**Note:** A player character can only **strike a deadly blow** once in a single CONFLICT.