



Class Warfare

Alternate Character and Class Creation for Dungeon World

Class Warfare breaks down *Dungeon World* characters into component parts and recreates them using a mix of 85 different specialties. Choose three and build a new class. Add one to an existing character. Or make your own specialties, then mix and match. With dozens of new moves, spells, and more, *Class Warfare* is a giant toolbox geared toward one thing and one thing only: awesome characters for your *Dungeon World* game!

Johnstone Metzger

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Alternate character and class creation rules
for Dungeon World
by
Johnstone Metzger



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Class Warfare

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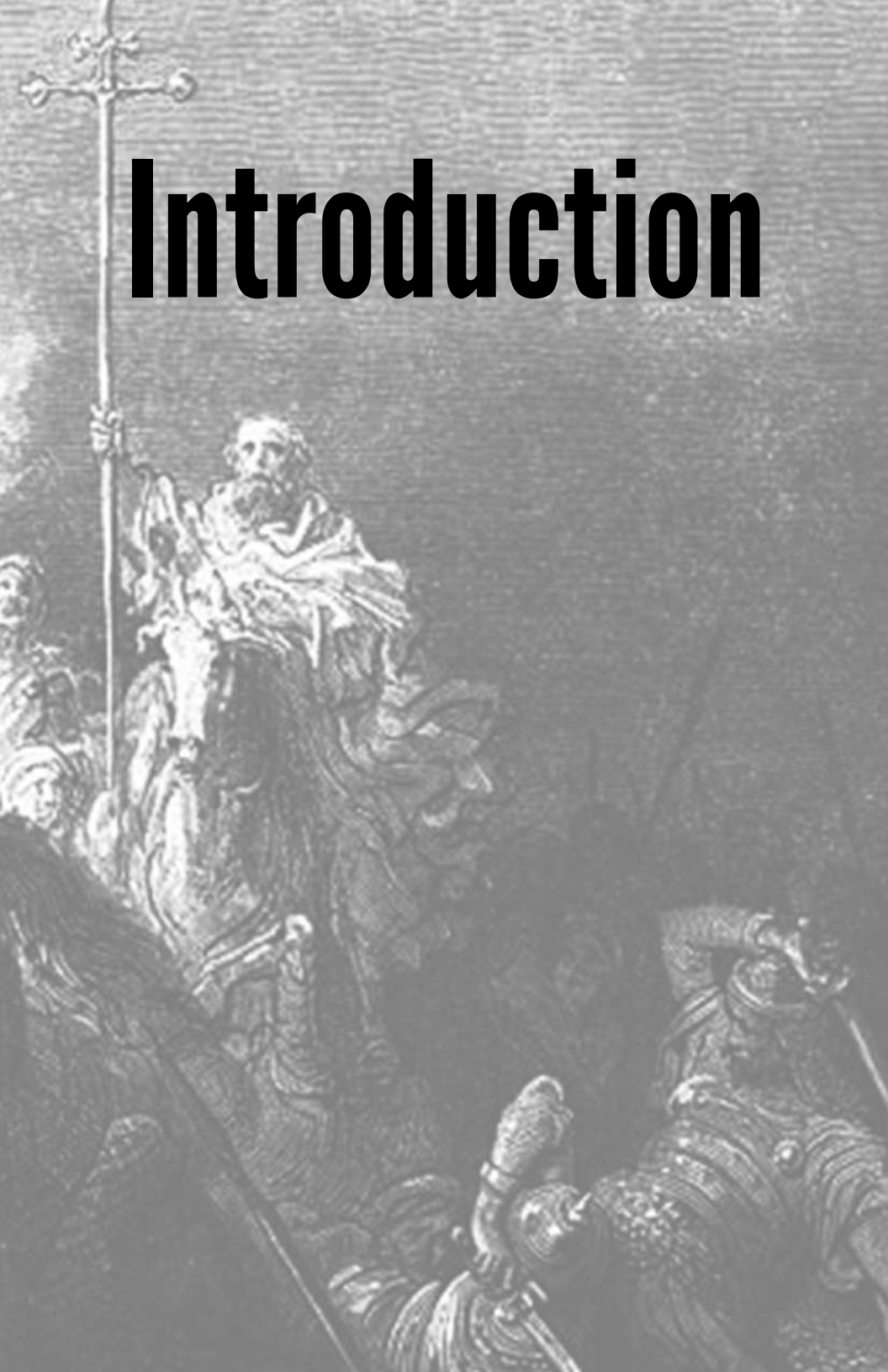
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Introduction



Class Warfare

Class Warfare is a sourcebook to help you create your own character classes and customized characters for the *Dungeon World* role-playing game. Inside these pages you will find what are essentially compendium classes, along with rules for how to assemble them into coherent, playable characters

Anatomy of a Class

Most of the original *Dungeon World* classes are built on a similar framework: each has roughly three powers, one racial move, and some additional details to flesh them out. Base damage, load, and maximum HP are set based on what the class is good at and expected to be doing: the Fighter and the Paladin are, by default, close combat experts, so they have high hit points and high damage. Notice how the Ranger gets a damage bonus from his animal companion and is also good at ranged combat? In order to keep him from outshining the Fighter and the Paladin, his damage and hit points are not as high. The Wizard is supposed to hang back and cast spells instead of fighting with weapons, so she gets the fewest hit points and the smallest damage die. The Thief isn't supposed to be fragile, exactly, but she should be better at dishing out the pain than taking it, while the Cleric is the opposite—tough and stalwart but a better healer than a head-smasher. Their respective damage dice and maximum HP scores reflect that.

In terms of starting moves, the Fighter and the Ranger are the clearest examples of classes with three, distinct special abilities. The Fighter is able to wear heavy armour and break things, plus she has a signature weapon—three abilities, easy to see. The Ranger has four moves, but only because having an animal companion requires two. That trope is joined by the archer and the woodsman to make a complete, three-power Ranger.

The Thief may seem like she has a lot of moves, but look again: she can backstab, find traps, and brew poisons. Being able to hide her alignment is a bit of colour to make the class more roguish—it's nowhere near as useful as any of the Fighter's or Ranger's moves—

and the ability to pick locks and steal items is there to remind you that you can just defy danger with DEX to see if sneaky behaviours go as planned or not.

Spellcasting ability gets spread across several moves, for both the Cleric and the Wizard, but again, they each have three special abilities. In addition to spells, the Cleric has a deity and can repel the undead, while the Wizard can defend with her spells and perform rituals.

The Bard is a little bit lopsided—arcane art is her chief move, with charming and open and port in a storm playing support roles. Bardic lore may seem like an additional power, on par with the other two support moves—especially when compared to port in a storm—but it really just functions to make the Bard an expert at something, even if her player decides Intelligence will be her dump stat, and has no interest in using the spout lore move.

The Paladin could easily be accused of being overpowered, especially when directly compared to the Fighter. He appears to have four special abilities, and indeed he does, although undertaking a quest also puts more restrictions on the Paladin than other characters have to deal with, so in this case, four powers are balanced out by a weakness. Not exactly three, but close enough.

Not every class is built around three distinct powers, however. The Druid, for instance, is almost completely devoted to shapechanging, with her other moves backing up that concept, but not adding much in the way of dynamic special abilities. But this book isn't designed to make new classes like the Druid—the material presented here is all about balancing a few different archetypal concepts or tropes, the way the other original character classes do.



Character Creation

Making a custom character is much easier than making a class. It's more complicated than making a normal character, but follows the same basic set of steps:

1. Choose an archetype: adventurer, disciple, magician, rogue, or warrior. Each archetype comes with a list of specialties you can take.
2. Choose two or three specialties. This gives you your starting moves.
3. Set your damage die, load, and maximum HP based on your archetype and any modifiers from your specialties.
4. Choose a race from the options provided by your archetype, the extras that come with your specialties, and any that your group decides to add.
5. Assign scores and modifiers to your six stats as normal.
6. Choose an alignment from the options provided by your archetype, the extras that come with your specialties, and anything else your group decides to add.
7. Choose your gear, from the options provided by your archetype and all of your specialties.
8. Introduce your character. For each of your specialties, tell the other players what you did to gain these abilities.
9. Write bonds. You have a maximum number of bonds determined by your archetype; choose from the bonds offered by your archetype and your specialties.
10. Go play!

Anatomy of a Specialty

When you choose an archetype, it gives you your base damage, load, and maximum hit points ratings, plus options for alignment, bonds, gear, and race move. You may also get an additional starting move, if you choose the Disciple or Rogue archetype.

You get a list of specialties to choose from, based on your archetype. Choose two or three, following the rules of your archetype, to determine your starting moves and add more options to those your archetype gives you.

If you are making a new class instead of a character, the process is somewhat similar, but you will want to trim various options from the final product.

Requirements

A rare few specialties have requirements you must meet in order to take them. The champion of law, for example, must be a lawful character. The vast majority of specialties do not require anything beyond the normal procedures and rules.

Stats

All characters start with the same selection of six different scores for Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom. Not all characters have the same base damage, load, and maximum HP, though. Your archetype will give you a base amount for each of those three stats. The specialties you choose, and whether you choose a specialty from another archetype, may modify these scores somewhat. Most specialties don't change your stats at all.

If you choose ones that do, remember that you can never have a damage die that is larger than a d12 or smaller than a d4, and your maximum HP is never lower than $4 + \text{Constitution}$.

Starting Moves

You get all the starting moves of your specialties. If you choose only two specialties, you also get one advanced move from either of them. If you are designing your own class, you may want to swap out a normal starting move and start with one of the advanced moves instead. This is fine, as long as it fits with the class concept and doesn't require the original starting move.

If you are creating a new class by combining specialties with more than one starting move each, beware of overloading players with too many moves. The more individual moves a class starts with, the more confusing it can be for someone playing it for the first time.

Advanced Moves

Whenever you level up, you can select a new advanced move. Which ones you can choose from depends on your archetype choices, and whether you have added any compendium classes to your character.

If you're making a new class, make sure you include only the advanced moves that fit with your class, but also include enough that future players have enough options to be excited about playing the class over the course of all ten levels—approximately ten advanced moves for levels 2-5, and the same amount for levels 6-10 is usually a good upper limit.

Alignment

Each archetype has four or five alignment options. If none of these are appropriate, each specialty has one or more options tailored to its specific concept that you can choose from. There are also suggestions for writing new alignment conditions in the *Dungeon World* rulebook.

For a custom class, don't list the same alignment more than once but with different conditions. Choose three different alignments—or use drives or motivations instead of alignments, if you're writing a class for a setting that doesn't highlight either of the “law vs. chaos” or the “good vs. evil” cosmic dichotomies.

Bonds

Each of the base classes in *Dungeon World* comes with a set number of bonds, but *Class Warfare* gives you a larger number of options for which bonds you want to take. Each archetype has a set maximum number of bonds—you can write names in any of the bonds you have to choose from until you have reached your limit.

Don't make a custom class with more bond options than it has maximum number of bonds, as this is bound to be confusing. If players want to change their initial bonds, they can always discuss that with the rest of their group.

Gear

You get gear from your archetype and from each of your specialties. Some specialties come with a lot of gear, some have very little. For custom characters, this is alright, but try to avoid extremes of too many or too few items if you are making a new class. Compare your class to the base classes in the *Dungeon World* rulebook and adjust accordingly.

Races

Each archetype has a few race options, and most specialties have several race options with moves connected to their starting moves. Not every specialty has race options. Your custom class should probably include three race options, though you might find that a different number suits you better. For best effect, each race option should tie into either the class concept or one of the starting moves.

Almost universally, race moves don't involve a roll, but give a bonus or a modification to a starting move or to something the class is supposed to be good at. Of course, you don't have to be limited to these options when writing your own material.

Compendium Classes

Because characters advance both prescriptively and descriptively in *Dungeon World*, it is entirely possible for your characters to branch out during play. If you complete the requirements listed under a specialty's compendium class description, you can add that specialty to your character, exactly as if it were a compendium class—you can add its starting moves instead of taking an advanced move, and once you have done so, that specialty's advanced move count as class moves for you. If a specialty has more than one starting move and you select those moves instead of an advanced move from one of your starting specialties, you get all starting moves, not just one.

You can also use this collection of specialties to allow characters to advance beyond tenth level. As long as characters aren't gaining so many moves that players feel weighted down by them, it is perfectly reasonable to consider level 11 no different than levels 6 to 10. Once you gain a compendium class or two, you will have plenty of advanced moves to choose from once you pass level 10.

Putting It All Together

Specialties can make it easier to design a class, but they don't necessarily make it *easy*. Designing a good class is still something of an art. It takes both time and careful consideration.

Balancing Moves Thematically

You should choose moves that will both push your class or character toward certain situations, as well as moves that will help them deal with those situations. The Ranger is good for more than just fighting villains in the woods, but that's the one situation where all of his moves come into play—and also exactly where we would expect the Ranger to shine. The Wizard's moves are all about magic—casting magical spells, defending with magic, and performing magical rituals—because that's the appeal of a wizard: using magic.

The moves that make both of these classes unique all emphasize the premise that gives the class its appeal. It's fine to design a class that has something to do in combat, as well as a magical ability, and also a social connection, but if all three don't support a central premise, it will feel like a random grab bag, and you might as well just select moves randomly. The Paladin has all three of those—Armoured, Lay on Hands, and I am the Law, respectively—but they all fit the archetype.

Moves and Stats

If you're just creating a single character to play, you can decide which stats you want to be high and then choose moves that fit those stats. But when you're making a new class, you should leave room for different players to choose different options. Don't choose a collection of moves that uses too many different stats.

Starting moves that rely on one or even two stats is fine, as long as you keep in mind that different classes will also emphasize and rely on certain basic moves as well as their own starting moves. The Paladin's starting moves only call for a high Charisma, but the tropes of the class, as well as many of the advanced moves, also rely on—and enhance—the use of both the defend and hack and slash

moves. Because of that, this character already needs three different high stats—there is not much room left for customization unless you want to ignore one of those areas of expertise.

Meanwhile, the Fighter asks only for a high Strength. However, there are numerous alternatives provided: the Elf race option calls for Dexterity to be higher than Strength, a high Constitution is never a bad idea for a character specializing in close combat (even one who rarely uses the defend move), and some of the advanced moves use Charisma or Wisdom. These moves give suggestions for what kind of Fighter you should make, but none of them are required. You could make a Dwarven Fighter with high Intelligence and simply ignore any advanced move that calls for a stat other than Strength.

Sometimes the push toward certain basic moves, and thus the stats they use, is subtle. The Bard looks like she is all Charisma all of the time, but note that some advanced moves rely on hack and slash, and that one of her starting weapon options is precise—suggesting that a Bard could try having a high Strength, or perhaps, since it fits better with the stereotype, a high Dexterity. On the other hand, some classes really are all about a single stat, like the Thief and the Wizard. Other than Dexterity and Intelligence, respectively, you are free to be good at whichever of the basic moves you like.

Character

A class is about more than just the moves, though. While they certainly point the class in a specific direction, all the other elements need to support that, and give it flavour. Alignments, bonds, even gear and race options, are all places that allow a specific character to become unique, form relationships, and solidify their motivation for adventuring. These should encourage the player to flag what they want to see in the game, and give the GM ideas that will push their character into exciting situations.

After all, *Dungeon World* is about the players' characters and their adventures, first and foremost—not the GM's adventures, but the players' characters' adventures. So they should be having adventures that could only ever happen to them, not just to anybody.

Example: Class Creation

Making a customized character using the *Class Warfare* rules is a fairly straightforward process. Designing a new class using these rules demands a little more creativity and flexibility. Here's an example of how it can work.

I want to create a class that is both tragic and romantic, in the old sense: a wanderer of many lands who can never truly settle down. They can save others from trouble and bring peace to a land, but they can never find it themselves. I need a name that sums up the entire concept and I think the Dust Eater works well. It's definitely emo, but this concept has more than a bit of martyr in it.

Now I need to decide which three specialties would best combine to bring this idea to life. That will also determine my archetype, which might be obvious if I was thinking of making a crooked merchant or a mercenary captain, but in this case isn't.

I briefly consider a combination of pilgrim and wayfarer, which would make this class an adventurer, with the disciple specialty impervious. While this could definitely make an interesting character, it's not actually what I want. I think this class should be more of a wandering *warrior* than just a wanderer.

I decide to go with two warrior specialties—bounty hunter and defender—combined with the disciple specialty venerator. All three specialties give the Dust Eater connections to the setting and the people in it. The first two, being about hunting people and protecting people, are a little at odds, which adds some tension and provides players with options for what they want to emphasize in their own characters and what direction they want those characters to take this class in. Venerator adds a supernatural element, which is perfect for a fantasy setting.

Stats

Being a warrior archetype with one disciple specialty means this class has a d8 for base damage and a maximum HP of $10 + \text{Constitution score}$. With the bounty hunter specialty, this class has a load of $11 + \text{STR}$. Not as good at fighting as the Fighter or Paladin, but tough enough to wander the world in defence of others.

Starting Moves

With those three specialties, the Dust Eater should start with these four moves: The Hunter (page 428), Meatshield (page 443), Prayers to the Dead (page 178), and Words from Beyond (also on page 178).

I think I need to add something to make this class a little more unique, though. This is supposed to be someone whose personal triumphs turn to ashes in their mouth, no matter how well they manage to defend others. So, let's take that literally and replace Prayers to the Dead with this move:

Mouth Full of Ashes

The lands of the dead are always with you, at the edge of your vision, on the tip of your tongue. You are able to converse with spirits of the dead as if they were living, but you must also smell and taste as the dead do—everything like ashes—and you gain no pleasure from foods or perfumes. What is lost to you is not lost to the dead, however—they can taste the food in your mouth, smell the air in your nostrils, and know life again for a moment. They can also sense this, and will be more inclined to appear before you.

Alignments

The three alignment options are pretty obvious for this class. Evil doesn't fit with a protective figure, and Chaotic would be too disrespectful of the ancestors. So we have Good, Lawful, and Neutral. First, I take the Good alignment form venerator as-is, change the Lawful alignment from bounty hunter so you only need to thwart a dangerous criminal, and then I need a Neutral alignment condition. I decide to adapt one of the defender's alignments and make it more about personal interests: Protect someone important to the spirits during a dangerous situation. That means all aspects of this class are touched on in alignments: hunting, protecting, and talking to spirits of the dead.

Bonds

Because this class is supposed to be social and connected to people, in spite of being a wanderer, I think it will have five bonds instead of four. I choose one bond from each specialty and two from the warrior archetype.

Gear

A warrior character with these three specialties would get dungeon rations and four pieces of gear, but I want to make this section go a bit faster and maybe limit the options a bit to make up for the extra bond. So this class will have a choice of weapons, one defensive piece of gear, and something related to the ancestor spirits that the player can describe for themselves. That puts this class on a pretty even level with other base classes.

Races

I want three race options, with each one emphasizing a different aspect of the class. I take the dwarf racial move from the bounty hunter specialty, the elf racial move from the venerator specialty, and I decide to leave halflings out. But I'm not sure what I want for the human racial move yet.

Tweaking

Before moving on to which advanced moves this class should have access to, I start to think about tweaking things again. I wrote earlier that the Paladin has four moves because Quest gives both a hindrance as well as an advantage, and I want to add a version of that to the Dust Eater. It should tie into the spirits of the dead, so missions must be undertaken on their behalf. I replace some boons with powers related to the spirits—the Dust Eater can't see through lies, but they can tell what is magic, because that's something the dead know. Similarly, I change the requirements so they reflect the concerns of the dead and having respect for them, as well as having to give up what the dead do not have.

This version of Quest gives me an idea for a human racial move that allows the player more influence over the quests they undertake. It also gives me more options for advanced moves.

Advanced Moves

I want to avoid the more mercenary aspects of the bounty hunter specialty. The Dust Eater is a hunter, yes, but is more of a questing knight than a freelance law enforcer. The Harder they Fall and Wrap It Up are good—they encourage a less-violent approach to conflict—and Hellhound emphasizes the hunting nature of quests. The other moves would make this class into too much of a kidnapper or a professional, so I ignore them.

The advanced moves that come with defender are more in keeping with the Dust Eater concept, except for the bodyguard moves. I ditch those and keep the rest, along with all the venerator moves. After I add in two multiclass moves, that gives me nine moves for levels 2-5 and seven moves for levels 6-10. That's maybe a bit too few—all the original base classes have more advanced moves than that. Since this class also uses the Paladin's Quest move, I grab a few advanced moves related to that: Divine Protection, Holy Protection, Smite and Holy Smite, as well as Perfect Knight. After I remove the defender moves Protection and Over My Dead Body, which have become redundant, that gives me nine advanced moves in each category—good enough!

Conclusion

This may not be the most clever, original, or cliché-busting class ever written—and might have a little too much in common with the Paladin—but to me it looks interesting and adds a slightly different flavour to a normal fantasy setting. Because of the Questing Nature move, the breakdown of the three specialties isn't quite as clear cut as, say, the Cleric or Ranger, but that's not necessary for every class. The Dust Eater provides a dark alternative to both the Cleric and the Paladin, or it could be played as a necromancy-styled “defender of the land” in place of the Druid or the Ranger. All that is needed now are some names and some look options, in case players need a spark of inspiration.

This is what the finished class looks like:



The Dust Eater

You walk the borderlands between the living and the dead, one foot on either side. The ghosts of your ancestors cry out for vengeance against those who conquered and destroyed them, and the living cry out for protection against the evils of the present day. And yet the triumphs of the dead are but shadows and dust just as they are. All the joys of those still alive, that you fight so hard to preserve, only turn to ashes on your tongue. So what is left for you, the servant of both worlds? You still have your duty and your dedication, until you cross that line yourself.

Names

Dwarf: Bosh, Choofu, Gan, Ginger, Hili, Imamu, Kneff, Miranda, Nebiru, Pool, Uzhak, Voltina.

Elf: Arima, Cotori, Finucane, Hania, Hasukha, Roland, Spiridion, Sulom, Tien.

Human: Chrtwi, Gushmazak, Mulian, Ningwo, Oliver, Orpheus, Penguzi, Sisang, Songdai, Tokoloshe, Tunzi, Xu.

Look

Choose one from each:

Black Cloak, Dusty Clothes, or Jewels of the Dead.

Eerie Timbre, Flat Monotone, or Harsh Whispers.

Gloved Hands, Impatient Fingers, or Sure Hands.

Masked, Rugged Features, or Ugly Face.

Stats

Your base damage is d8.

Your load is 11+STR.

Your maximum HP is 10+Constitution.

Starting Moves

You start with these five moves:

The Hunter

Name someone you want to find, either an individual or a gang that sticks together. **When you discern realities while looking for them**, on a hit, the GM will also tell you if there is any evidence of their passage, and if so what. **On a miss**, though, something catches up to you instead, the GM will tell you what. You can only be hunting one target at a time, but you can change that target whenever you want.

Meatshield

When you are engaged in close combat with an enemy and they make an offensive move against someone else, you may intercept it. Their move affects you instead of its intended target.

Mouth Full of Ashes

The lands of the dead are always with you, at the edge of your vision, on the tip of your tongue. You are able to converse with spirits of the dead as if they were living, but you must also smell and taste as the dead do—everything like ashes—and you gain no pleasure from foods or perfumes. What is lost to you is not lost to the dead, however—they can taste the food in your mouth, smell the air in your nostrils, and know life again for a moment. They can also sense this, and will be more inclined to appear before you.

Questing Nature

When you dedicate yourself to completing a mission on behalf of the spirits, state what you set out to do:

- Defend ____ from the danger that threatens them.
- Discover the truth of ____ and present it to the spirits.
- Slay ____, an enemy of the spirits.

Then choose up to two boons:

- Directions from the spirits to an important location.
- A freedom from sleep.
- Invulnerability to one cause of harm (acid, blades, or fire, for example).
- A mark of your allegiance to the spirit world.
- Senses that can tell magic from the mundane.
- Spirit allies in another land.
- A voice that transcends language.

Humility is always required of you when you undertake a quest—you are forbidden from boasting of your exploits. The GM will then tell you what additional restriction is required of you to maintain these boons:

- Abstinence (forbidden: the vices of the living).
- Austerity (forbidden: temporal wealth in any form).
- Hospitality (required: comfort to those in need, no matter who they are).
- Judgment (forbidden: suffering an evil creature to live).
- Respect (required: daily rituals of respect for the dead).

Words from Beyond

When you **venerate your ancestors and ask for advice**, roll+WIS.

On a **hit**, a spirit gives you advice about your situation, but on a **7-9**, it comes with strings attached. They want something from you as well—a favour, a sacrifice, or just an ear that will listen, perhaps. The GM will tell you what. **If you act on the advice the spirit gives you**, take +1 forward.

Race

Choose your race and gain the corresponding move:

Dwarf

You are blessed with a hardy constitution. **While on someone's trail**, you do not need to consume any rations.

Elf

You have many ancestors and their lives stretch back for many ages. **When you ask them for advice**, they will also tell you something about your location and its past. You take +1 forward when acting on this information, too.

Human

When you undertake a quest, the GM will offer two possible restrictions to you. Choose which one you must abide by.

Alignment

Choose your alignment:

Good

Use the advice of your ancestors to bring useful knowledge to someone else.

Lawful

Thwart a dangerous criminal.

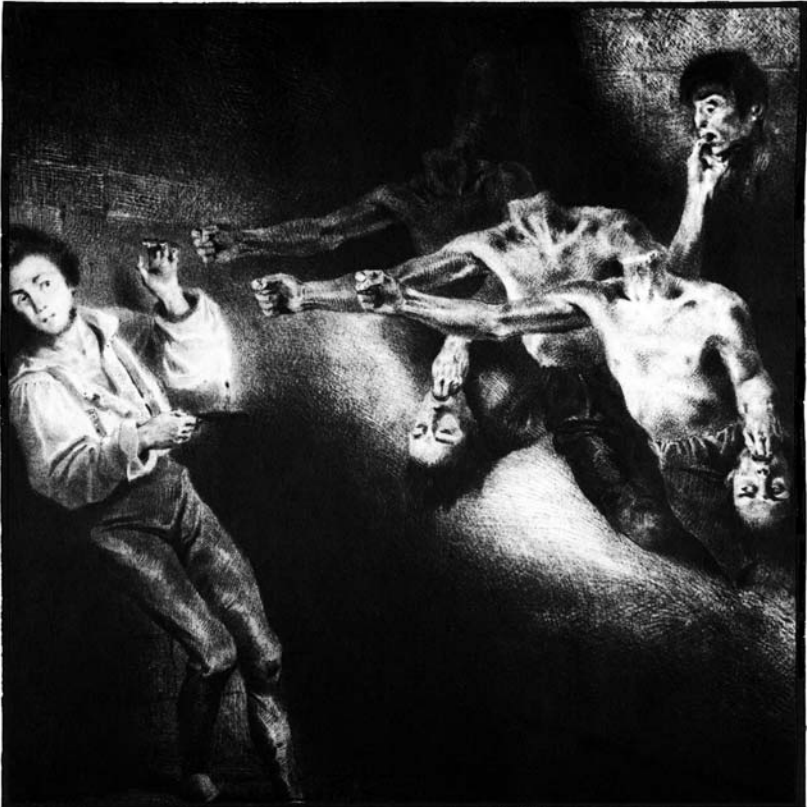
Neutral

Protect someone who is important to the spirits during a volatile situation.

Bonds

Fill in the name of one of your companions in at least one:

- ____ also respects the ancestors, so I will respect them.
- ____ gave me food and shelter when I had nothing.
- ____ is always getting into trouble—I must protect them from themselves.
- I have heard of ____'s exploits and am suitably impressed.
- I have sworn to guide and protect ____, because of what they have done.



Gear

You start with your clothes, a backpack, dungeon rations (5 uses, 1 weight), and an item that connects you with your ancestors. Describe it.

Choose your defences:

- Adventuring gear (5 uses, 1 weight).
- Chainmail (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).
- Two healing potions.

Choose your weapons:

- Dagger (hand, 1 weight) and halberd (reach, two-handed, +1 damage, 2 weight).
- Duelling rapier (close, precise, 2 weight).
- Longsword (close, +1 damage, 2 weight).
- Net (reach, stun damage, 2 weight).
- Two axes (close, thrown, 1 weight each).

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Ancestor Song

When you perform an ancestor veneration ceremony for a community, roll+WIS. On a 10+, they are impressed and feel the need to reciprocate. On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority do.

The Harder They Fall

When you successfully attack someone, you can roll a d6. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them.

Holy Protection

While on a quest, you get +1 armour.

Martyr

Replaces: Meatshield

When anyone within your reach either makes or is subject to an offensive move, you may intercept it. The move affects you instead of the intended target.

Medium

When you allow a spirit to inhabit your body, roll+WIS. **On a 10+**, it may use your body to converse with the living until you banish it or move to a new location. **On a 7-9**, it may use your body only as long as you are unconscious—choose how much time you will allow it beforehand.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for the purpose of qualifying for the move.

Smite

While on a quest, you deal +1d4 damage.

Spirits of Knowledge

When you arrive at a new settlement, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

Staunch Defender

When you defend, you get +1 hold, even on a miss.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Curse of Ghosts

When you pronounce a curse upon someone, name one condition that will lift the curse and roll+WIS. On a 10+, ghosts will haunt this person until they fulfill the condition or until one week after you curse another person. On a 7-9, ghosts will pursue them for a few weeks, until they fulfil the condition, or until you curse another person. On a miss, the ghosts rebel against you, and it is you who suffers a curse.

Divine Protection

Replaces: Holy Protection

While on a quest, you get +2 armour.

Hellhound on Your Trail

Once you have shed someone's blood, or they have shed yours, you can track them anywhere. No matter where they go you can always find them.



Impervious Defender

Replaces: Staunch Defender

When you defend, you get +1 hold, even on a miss. **On a 12+**, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

Holy Smite

Replaces: Smite

While on a quest, you deal +1d8 damage.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for the purpose of qualifying for the move.

Perfect Knight

When you undertake a quest, you may choose up to three boons instead of two.

Spirit of Warning

Requires: Spirits of Knowledge

When you consult the spirits of those who died at your location, roll+CHA. **On a 10+**, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. **On a 7-9**, a spirit will show you a danger, but no more than that.

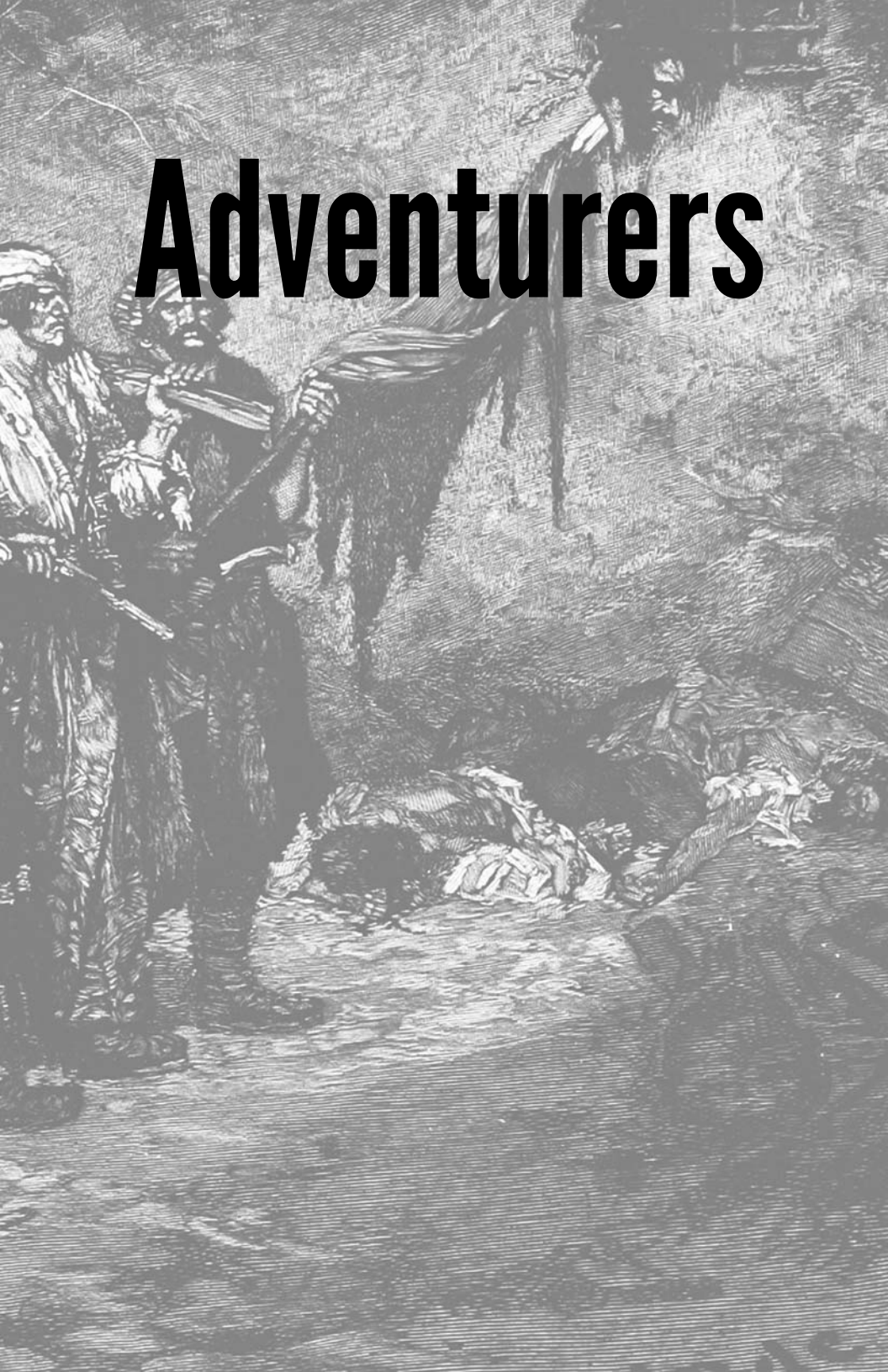
Wrap It Up

Replaces: The Harder They Fall

When you successfully attack someone, you can roll a d8. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them, however you want.



Adventurers



Dumb Luck

Jack of all trades, master of none. The adventurer's specialties are a mish-mash of strange things that don't fit the other archetypes.

Stats

The specialties you choose may modify these scores:

Your base damage is d6.

Your load is $7+STR$.

Your maximum HP is $6+Constitution$.

Starting Moves

Choose three adventurer specialties. You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

You may instead choose only two adventurer specialties instead of three. Take a level 2-5 move from one of them right away, but no other bonuses.

You may instead choose two adventurer specialties and one specialty from another archetype, but:

- If you choose a magician specialty, reduce your base damage by one die size (from d6 to d4).
- If you choose a specialty from any other archetype, your stats remain unchanged.

Advanced Moves

Each time you level up, choose an advanced move from one of your specialties. Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other rogue specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Twice between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

Adventurer Alignments

Choose one of these alignments, or one from those offered by your specialties:

Chaotic

Spur others to significant and unplanned action.

Evil

Shift danger or blame from yourself to someone else.

Good

Endanger yourself to combat an unnatural threat.

Lawful

Help a criminal receive their just rewards.

Neutral

Avoid a conflict or defuse a tense situation.

Adventurer Bonds

As an adventurer, you can have up to five bonds at a time. Choose from the following, and from those offered by your specialties:

- ____ does not understand me or my culture. I will explain myself to them, no matter how long it takes.
- ____ doesn't think I'm cut out for this life. I'll show them!
- ____ got me involved in a dubious adventure, and now I'm having second thoughts.
- ____ has been through hardships that would break me. They can stand against the darkness I see looming over the world.
- ____ has seen the lands of my home, more recently than me.
- ____ is a friend of a friend, so if they don't get me out of this mess, they're going to be in trouble!
- ____ knows I have a secret map.
- ____ owes me a favour.
- ____ talked me into it.
- I am in love with ____.

Adventurer Gear

You get whatever you were wearing when the adventure started, and choose one:

- 13 coins.
- Adventuring gear (5 uses, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Horse or other steed.
- Makeshift club (close, 1 weight).
- Spare change of clothes.

Adventurer Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

Dwarf

When you share a drink with someone, you may parley with them using CON instead of CHA.

Elf

When you enter an important location (your call), you can ask the GM for one fact from the history of that location.

Halfling

When you attack with a ranged weapon, deal +2 damage.

Human

When you make camp in a dungeon or city, you don't need to consume a ration.

Bard

A performer's life is the one for you, travelling the world, singing its songs, and telling its tales.

Compendium Class

Once you have trained for a year at the feet of a master bard and passed the examination by proving your knowledge, you may consider the bard specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the bard specialty, you get +1 load.

Starting Moves

You start with these two moves:

Bardic Lore

Choose an area of expertise:

- A Bestiary of Creatures Unusual.
- The Dead and Undead.
- Gods and their Servants.
- Grand Histories of the Known World.
- Legends of Heroes Past.
- The Planar Spheres.
- Spells and Magicks.

When you first encounter an important creature, location, or item (your call) covered by your bardic lore, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what legend, song, or tale you heard that information in.

A Port in the Storm

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them.

Bardic Expert

Requires: Bardic Lore

Choose a second area of expertise from the bardic lore list.

Fount of Knowledge

When you spout lore about something no one else has any clue about, take +1.

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Con

Replaces: Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

An Ear for Magic

When you hear an enemy cast a spell, the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

Reputation

When you first meet someone who's heard of you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

Unforgettable Face

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.

Bard Alignments

You may choose one of these instead of an adventurer alignment:

Good

Leave someone more knowledgeable than when you met them.

Neutral

Uncover a secret truth.

Bard Bonds

- ____ trusted me with a secret.
- This is not my first adventure with ____.

Bard Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Halfling pipeleaf (6 uses).
- Leather armour (1 armour, 1 weight).
- Ostentatious clothes.
- Worn bow (near, 2 weight), and bundle of arrows (3 ammo, 1 weight).

Bard Races

You may choose one of these instead of an adventurer race option:

Dwarf

You can also count the dwarves and their mountains as part of your bardic lore.

Elf

You can also count the elves and their forests as part of your bardic lore.

Halfling

You can also count the halflings and their shires as part of your bardic lore.

Human

When you first enter a civilized settlement, someone who respects the custom of hospitality to bards will take you in as their guest.

Caver

Where do monsters hide their treasures? Deep underground, in caves. Who knows how to find those treasures? You do.

Compendium Class

Once you have fully explored a legendary cave, you may consider the caver specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the caver specialty, you get +1 load.

Starting Moves

You start with this move:

Dungeon Crawl

When you **defy danger to get through a difficult or dangerous passageway**, on a hit, you may bring one of your companions through with you safely. Whatever you roll, you may sacrifice a piece of your gear to ignore a consequence—whichever piece is most readily at hand or makes the most sense. If this is adventuring gear that is still undefined, say what it is now.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bug Eater

When you make camp in a cave, or undertake a perilous journey through a cave, you do not need to consume any rations. If you act as quartermaster underground, you automatically succeed as if you had rolled a 10+, and you may take on a second job as well.

Lynx-Eyed, Like Burning Coals

Your eyes cut through the night and you need bring neither lamp nor torch to see in even the most Stygian darkness.

Mental Map

You have perfect recall of the places you have explored. You can always find your way back to an underground location you have been to, without considering it a perilous journey. If anything has changed since your last visit, you spot it right away.

Rope Tricks

With time and room to use your rope, you can safely traverse a dangerous environment (don't roll) and take others with you, provided they follow your instructions. You can also use your rope as a weapon (reach, near, forceful) that does stun damage.

Tremors

You can feel vibrations echoing through the earth. You can never be ambushed or surprised underground, even in the dark. **When an enemy, trap, or accident would get the drop on you**, you get to act first unless they never touch the earth.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Cavedancer

When you use the natural formations of a cave to your advantage, take +1 to defend and defy danger.

Cavespeaker

Requires: Tremors

When you ask a cave about someone or something else inside it, roll+INT. On a 10+, the cave tells where it is, what it's doing, and answers any one question you ask about it. On a 7-9, the cave tells you either where it is or what it's doing.

Strange Medicine

Requires: Bug Eater

When you have time to gather supplies in a natural cave, you can prepare a poultice that will heal one debility next time you make camp.

Caver Alignments

You may choose one of these instead of an adventurer alignment:

Evil

Use something you found underground to harm another.

Good

Remove a threat to others that emanates from underground.

Neutral

Recover something from underground that is useful even though it is not valuable.

Caver Bonds

- ____ shares my thirst for adventure.
- I worry about ____'s ability to survive underground.

Caver Gear

You get adventuring gear (5 uses, 1 weight), dungeon rations (5 uses, 1 weight), and choose one weapon:

- Axe (close, 2 weight).
- Dagger (hand, 1 weight).
- Sword (close, 2 weight).

Caver Races

You may choose one of these instead of an adventurer race option:

Elf

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

Halfling

You know how to take advantage of your small size underground, where you get +1 armour if you're at all able to defend yourself.

Engineer

Wizards and warlords think their powers are the mightiest of all, but how could their triumphs ever be as useful as the machines you build?

Compendium Class

Once you have successfully built a machine, you may consider the engineer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the engineer specialty, you get +1 load.

Starting Moves

You start with this move:

Mother of Invention

When you build a machine, the GM will name one requirement for each function the machine will perform:

- It will take a long time.
- You need help or someone else's expertise.
- You need materials above and beyond what you have now.
- You need to build something else first.
- You need to take something else apart to build it.

Once you meet the requirements, roll+INT. **On a hit**, it works like you want it to, as far as the materials it is made out of can handle, but **on a 7-9**, there is also a flaw in your design. The GM will tell you what. **On a miss**, it doesn't work the way you want it to.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Land Surveyor

When you search or survey a location, roll+INT. On a 10+, you may ask the GM three questions from the list below. On a 7-9, ask two. On a miss, ask one anyway, but you may not like the answer much. Take +1 forward when you act on the answers.

- How could this place be ruined?
- Is there a way out, past, or through?
- What here could cause someone harm?
- Who else has been here and what were they doing?

Mechanical Aptitude

You may study machines and mechanisms as if they were people. When you do, you may discern realities with INT instead of WIS.

Mining Engineer

When you discern realities underground, the GM will also tell you about any natural hazards nearby, such as flooding, gas, or the risk of a cave in.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Demolition

When you prepare materials in order to demolish or destroy a location, the GM will choose one or two requirements:

- These materials will have to be applied very carefully.
- These materials will have to be transported very carefully.
- You need arcane ingredients to harm this location.
- You need to spend a lot of coin on these ingredients.

Meet the requirements and your compounds will get rid of this location or change it irrevocably.

Mechanical Genius

Requires: Mechanical Aptitude

You may study machines and mechanisms as if they were people.

When you do, you may discern realities with INT instead of WIS.

On a 12+, you may ask any three questions you like, not limited to the list.

Renovation

When you make alterations to an existing structure, natural or built, roll+INT. **On a 10+**, choose two. **On a 7-9**, choose one:

- Your work contains hidden elements.
- Your work is artfully done, exquisite, or extravagantly grand.
- Your work is durable and will last.

If you have spent either a great deal of coin or an unreasonable amount of time, you can choose one extra option.

Engineer Alignments

You may choose one of these instead of an adventurer alignment:

Chaotic

Build machines that give power to the powerless.

Evil

Strike terror into the hearts of others with your machines.

Neutral

Gain tangible profits by building or operating machines.

Engineer Bonds

- ____ has offered to help me build something truly amazing.

Engineer Gear

You get a kit full of tools (2 weight), in addition to whatever your other specialties give you.

Engineer Races

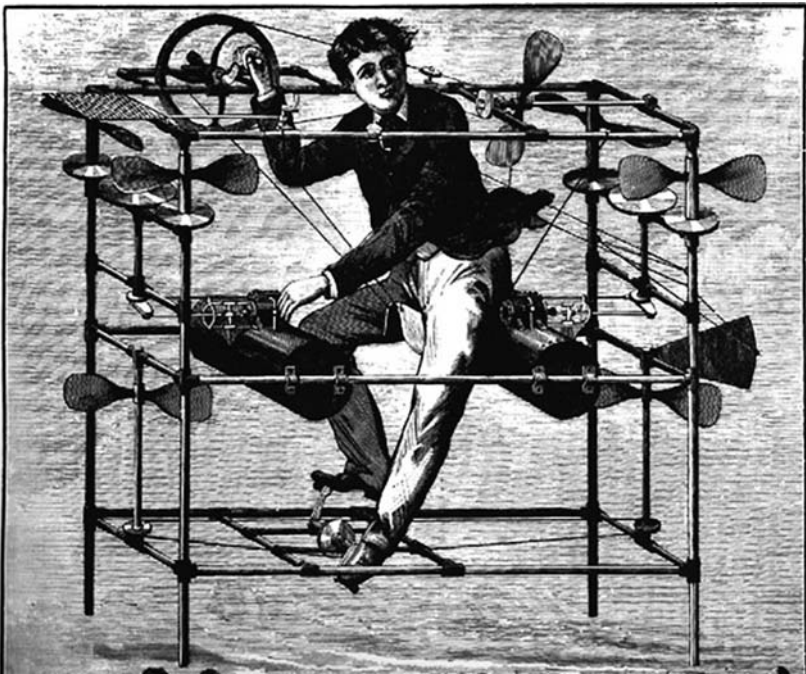
You may choose one of these instead of an adventurer race option:

Dwarf

Gold and gems are what you crave, so much so that you can smell them! **When you discern realities**, the GM will always tell you if there's treasure here without you asking.

Human

When you use an engineer move that lets you ask the GM questions, you may also ask how you can make things more comfortable for humans and less hospitable to non-humans, in addition to your other questions.



Fool

What are you doing, you idiot? Don't touch that!

Compendium Class

Once you have done something so blusteringly idiotic that everyone around you is stunned speechless in amazement, you may consider the fool specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the fool specialty, lower your damage die by one size, but not lower than d4, and raise your maximum HP by 2.

Starting Moves

You start with this move:

Lucky Charm

You have a blessed charm that grants you great Luck, which is an extra stat for you. **When you make camp**, reset your Luck to 3. **When you roll and miss**, you may lower your Luck by 1 to re-roll. Take the second result, and if it is a hit, explain how you succeeded only through sheer luck. **When your Luck is zero**, you may not lower it further, and you take -1 ongoing until you gain more.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Curiosity

Requires: Lucky Charm

When you put yourself at risk to check something out, ask the GM any one question related to the risks and roll+Luck. On a 10+, the GM will answer it, as clearly as the circumstances allow. On a 7-9, the GM will tell you what more you need to do to find the answer yourself.

A Fool and His Money

When you pay too much for something, the GM will tell you something useful and interesting about the item you bought, and you take +1 forward when using it—even though you were swindled.

Lucky for You!

Requires: Lucky Charm

When you take damage that was intended for someone else, you get +1 Luck. You may not spend Luck to negate this damage.

The Mouths of Babes

If you blurt out whatever comes into your head when you spout lore, take +1 to your roll.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Supremely Lucky

Requires: Lucky Charm

When you make camp, reset your Luck to 4 instead of 3. When you take damage, you may lower your Luck by 1 to ignore it. Describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

Three Stooges

Requires: Lucky Charm

You can lower your Luck by 1 to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

Fool Alignments

You may choose one of these instead of an adventurer alignment:

Chaotic

Endanger yourself in order to experience something new.

Good

Remove something dangerous from someone else's presence.

Fool Bonds

- I will never give up on ____.
- I will protect ____ from the danger that looms over us.

Fool Gear

You get a stick (close, 1 weight) and a sack, in addition to whatever your other specialties give you.

Fool Races

You may choose one of these instead of an adventurer race option:

Dwarf

When you suffer a debility, you get +1 Luck.

Elf

What? Elves aren't fools! You get nothing.

Halfling

When you eat to excess and suffer the consequences, you get +1 Luck.



Good Samaritan

The real reason the world is a terrible place is because it has terrible people in it. If everyone would just treat others with kindness and respect, the way you do, we wouldn't need adventurers!

Compendium Class

Once you save a person's life, with no thought to the consequences or of profit, you may consider the good Samaritan specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Requirements

You must be of Good alignment to take this specialty.

Starting Moves

You start with this move:

Charming and Open

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully):

- How can I get you to ____?
- What are you feeling right now?
- What do you most desire?
- What do you wish I'd do?
- Whom do you serve?

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Ask Me Anything

When another PC comes to you for advice about a difficult problem, if you tell them what you really think they should do, they take +1 forward if they follow your advice, and you mark XP if they succeed.

Helpful

When you aid another PC, treat a miss as a 7-9 result. They always take +1 to their roll.

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

Show Me the Way

When you give a receptive NPC heartfelt advice about what they should do, roll+WIS. On a 10+, they follow your advice in whatever way they think is most beneficial for them. On a 7-9, they only follow your advice if you back them up and help them do it.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Show Me the Right Way

Replaces: Show Me the Way

When you give a receptive NPC heartfelt advice about what they should do, roll+WIS. On a 12+, they do exactly what you tell them to do. On a 10-11, they follow your advice in whatever way they think is most beneficial for them. On a 7-9, they only follow your advice if you back them up and help them do it.

Tough Love

When you tell another PC that they did something wrong, they take +1 forward to fixing it.

Very Helpful

Replaces: Helpful

When you aid another PC, you don't roll. They take +1 to their roll and if you would share in the consequences of their actions, you always get a chance to defend yourself first.



Good Samaritan Alignments

You may choose this instead of an adventurer alignment:

Good

Help someone without them even asking.

Good Samaritan Bonds

- ____ has some problems I could help them solve.
- ____ is a valuable friend.

Good Samaritan Gear

Choose one:

- Antitoxin and bandages (3 uses, slow).
- Healing potion.
- Poultices and herbs (2 uses, 1 weight).

Good Samaritan Races

You may choose one of these instead of an adventurer race option:

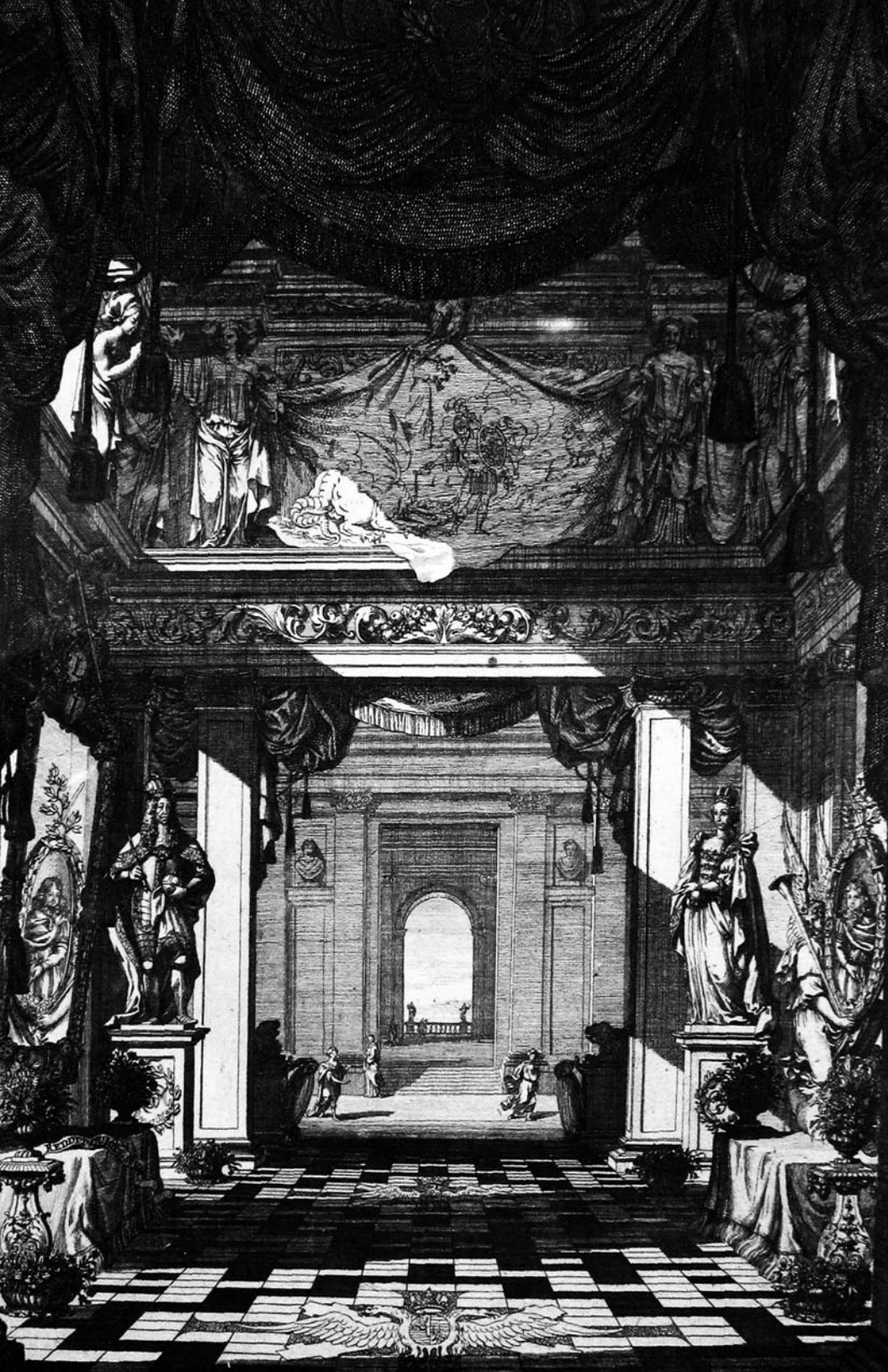
Dwarf

When you share a drink with someone, choose one:

- It counts as consuming a ration for both of you.
- They heal 1d4 damage.

Halfling

When you share a ration with someone, it counts as consuming a full ration for both of you and they heal 1d4 damage.



Householder

Not everyone is lucky enough to own vast estates. But then, not everyone is savvy enough to keep them, either.

Compendium Class

Once you take possession of a vast estate and acquire the staff to run it, you may consider the householder specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Dominion

You are the master of wealthy estates, either tracks of land, mercantile operations, or governmental offices. **When you request an expensive item from your estates**, as long as it is not unique, roll+WIS. **On a 10+**, your estates supply you with your heart's desire. **On a 7-9**, you are supplied with the item, but your estates are exhausted until you put them back in order, by doing any one of the following:

- Close out an old, presumably-problematic account.
- Set up a new profitable venture.
- Spend time in your offices reorganizing your accounts.
- Take a tour of your estates, correcting any errors you encounter.

Once you put your estates back in order, you can once again use this move. On a miss, your estates are in disarray.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Cultured Host

When you provide hospitality to someone, take +1 forward to discern realities about them or parley with them.

A Long and Storied History

When you spout lore about your house and its lands, take +1.

Profitable Enterprise

Requires: Dominion

When you return to your estates after an absence, roll+WIS. On a hit, your estates have produced surplus income for you. On a 10+, take 2 income. On a 7-9, take 1 income. You can spend your income this session to put your estates back in order or purchase a moderately expensive item, like a house, from someone else.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

A Long and Rather Singular History

Replaces: A Long and Storied History

When you spout lore about your house and its lands, take +1. On a 12+, the GM will ask you one question about the topic. Whatever you answer, it is the truth.

Mortgages

Requires: Dominion

When you leverage your estates to purchase something ridiculously expensive (an army, ship, or castle, say), take -1 forward to dominion and roll+WIS. On a 10+, it is yours. On a 7-9, it is mostly yours but there are strings attached and your estates are exhausted.

This is my Domain

Replaces: Cultured Host

When you provide hospitality to someone, take +1 ongoing to discern realities about them or parley with them while they stay with you, and take +1 forward against them when they leave.

Householder Alignments

You may choose one of these instead of an adventurer alignment:

Evil

Take someone else's possessions or position for your own.

Good

Use your wealth and power to directly benefit the least fortunate.

Lawful

Increase your influence through your economic powers.

Neutral

Acquire a new estate or title.

Householder Bonds

- ____ has worked on my estates before.
- ____ is aware of my more sensitive financial arrangements.

Householder Gear

Choose five different pieces of gear that are not unique items.

Landed Gentry

To us comes power, land, and title from the divine on high, and so to our lessers do we tend. In swearing true this oath, the lands and people granted to you are not merely yours to command, but to protect, to love as your family as the gods love you as theirs. Under their sight, do you swear it?

Compendium Class

Once you have been granted a hold by your betters, you may consider the landed gentry specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Landed

You own a stronghold. Give it a name! Add it to the world map as a keep standing with these tags: Poor, Steady, Guard, Oath (protection for nearby lands). Choose two benefits:

- **Fortified:** Your stronghold is nearly impregnable, its walls and siege defences are strong.
- **Garrisoned:** Your stronghold has a Garrison instead of Guard.
- **Prestigious:** Your stronghold is well-known and therefore you are too. Add Personage (you).
- **Skilled:** Your stronghold has people with exceptional skills, such as blacksmithing or magic. Add Craft.
- **Taxation:** Your stronghold provides income, roughly one coin per family within its domain per year.

The GM will also give you one complication:

- **Disputed:** Someone else has a claim to your stronghold too.
- **Infested:** There are monsters about.
- **Unrest:** The people are unhappy with the stronghold.



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Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Call the Banners

Requires: Landed

When you recruit from your stronghold or the lands it protects, treat any miss as if you had rolled a 7-9 instead.

Hold Court

Requires: Landed

When you hold court and hear the problems of the people, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

Long Road Home

Requires: Landed

No matter where you are, you always know either a long and safe way or a shorter and more dangerous road home to your stronghold. Your choice.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Diplomat

Requires: Landed

When you send a letter requesting a person's presence in your stronghold, roll+CHA. On a 10+, they agree to visit with the expectation of hospitality. On a 7-9, they name some terms, you must meet them or they refuse.

Empire

Requires: Landed

You inherit, by hook or by crook, a second steading. Create it as per the Landed move, but you get the prestigious option for free.

In the Service of the People

Requires: Landed

After either successfully dealing with a problem in your realm set forth by the GM or successfully pursuing an opportunity you heard about while holding court, you may change any one of your stronghold's tags.

Landed Gentry Alignment

You may choose one of these instead of an adventurer alignment:

Evil

Intimidate or terrorize the people who live under your rule.

Good

Protect the lands you rule from evil.

Lawful

Uphold the laws of your lord in the lands you rule.

Landed Gentry Bonds

- ____ helped me get where I am today, and I owe them for it.
- ____ is a great help to my stronghold.

Landed Gentry Gear

You start with a stronghold worth of basic supplies, in addition to whatever your other specialties give you.

Landed Gentry Races

You may choose this instead of an adventurer race option:

Dwarf

Your stronghold is Dwarven and Wealthy instead of Poor.

Luminary

Surrounded by your minions, bathed in adulation and respect, you are no flea-bitten, rough-and-tumble mercenary.

Compendium Class

Once you attract a permanent entourage, either by hiring retainers or becoming famous and admired, you may consider the luminary specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the luminary specialty, lower your damage die by one size, but not lower than d4.

Starting Moves

You start with both moves:

Entourage

You can surround yourself with up to a dozen or so minions who will back you up, follow your orders, impress people, and help you conduct your business. Choose what type of people compose your entourage:

Noble Courtiers: Dissent +2, Eloquence +1, Fighting +1, Learning +1.

Obedient Servants: Dissent +0, Eloquence +0, Fighting +1, Learning +1.

Savvy Clerks: Dissent +1, Eloquence +1, Fighting +0, Learning +2.

Seasoned Mercenaries: Dissent +1, Eloquence +1, Fighting +2, Learning +0.

Talented Artists: Dissent +1, Eloquence +2, Fighting +0, Learning +1.

You can order individuals around like hirelings if you want them to do things other than act as part of your entourage. If they are obedient servants, take +1 to order them. If they are noble courtiers, take -1 to order them.

Choose your entourage's accoutrements, as many as their dissent or fighting:

Books and instruments, costumes and props, finery and riches, many weapons, metal armour, mounts, samples of your wares, travelling gear.

Choose their skills, as many as their eloquence or learning:

Accounting, appraisal, crime, diplomacy, hospitality, hunting, music and poetry, politics, rhetoric, science, soldiering.

Choose their weaknesses, as many as their dissent:

Arrogant, careless, cowardly, dead inside, feuding, gossiping, greedy, hedonistic, insular, obsequious, religious heresy, treacherous.

Ex Officio

When you're surrounded by your entourage...

...and you attack the same target, add both their dissent and their fighting to your damage.

...and you defend the same target, add their fighting to your roll.

...and you parley, add their eloquence to your roll.

...and you spout lore, add their learning to your roll.

...and someone interferes with you, add your entourage's dissent to their roll.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bodyguards

Requires: Entourage

When you are accompanied by your entourage, you get +1 armour.

Dogs of War

Requires: Entourage

When you attack with your entourage, your base damage is d8.

Prestigious Companions

Requires: Entourage

Your entourage gets another pick from accoutrements and another skill, which can be whatever you want.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Influencer

When you parley with someone, on a 12+, not only do they do what you want, they change their mind about you and become your ally. They will no longer advance the GM's dangers and will instead support your plans.

A Many-Headed Beast

Requires: Entourage

Choose an additional entourage type. You may surround yourself with companions from either type of entourage, but for ex officio you can only use the stats of whichever is most numerous. You can switch between the two types by dismissing some companions and summoning others.

Palace Guard

Replaces: Dogs of War

When you attack with your entourage, your base damage is d12.

Versatile Companions

Requires: Prestigious Companions

Choose a move from another class or specialty. You may use this move as long as you are accompanied by your entourage.



Luminary Alignments

You may choose one of these instead of an adventurer alignment:

Chaotic

Run rampant over the plans of someone in a position of authority.

Evil

Take someone else's possessions or position for your own.

Good

Provide a good example of leadership for someone else to follow.

Luminary Bonds

- ____ is great to have around, but I wouldn't trust them with my life.
- My entourage is suspicious of ____, but not suspicious enough!

Luminary Gear

You have enough clothing to always look like the most impressive person amongst your entourage, in addition to whatever your other specialties give you.

Luminary Races

You may choose one of these instead of an adventurer race option:

Dwarf

Your entourage is composed of hardy dwarves, add +1 fighting.

Elf

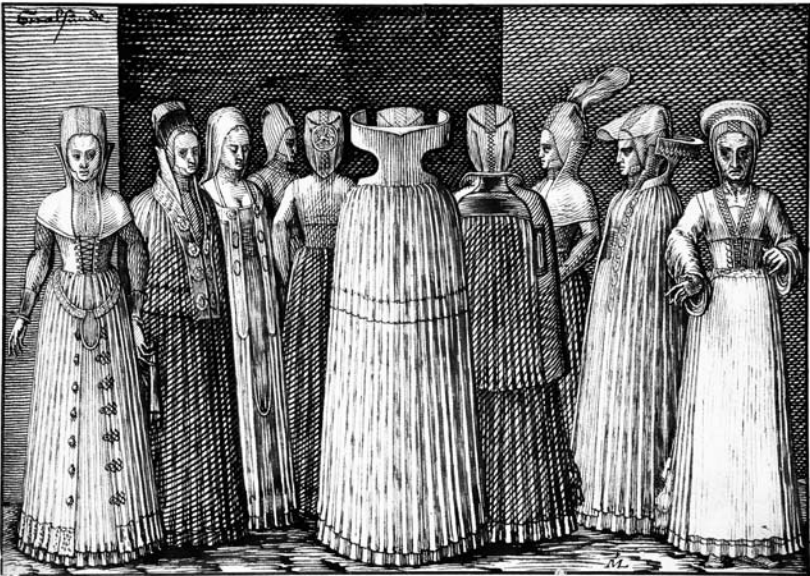
Your entourage is composed of wise elves, add +1 learning.

Halfling

Your entourage is composed of proud halflings, and halflings stick together. Your entourage's dissent is one lower (but you cannot choose obedient servants).

Human

Your entourage is silver-tongued and skilled in rhetoric and the laws of mankind, add +1 eloquence.



Merchant

Money makes the world go 'round.

Compendium Class

Once you acquire a stable supply of goods and a customer base you can sell them to, you may consider the merchant specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.



Starting Moves

You start with this move:

Entrepreneur

You have two or three business ventures:

- Apothecary or barber shop (medicine / malpractice).
- Brothel (influence or secrets / disease or scandal).
- Contracting service (influence / betrayal or scandal).
- Extortion racket (influence / turf war).
- Grain mill (influence / fire).
- Inn (secrets / scandal).
- Silver mine (silver / flood or strike).
- Smithy (arms and armour / strike or theft).
- Trade ships (exotic spices / a ship sinks).
- Transportation service (secrets / lost goods).

When you set up a new venture, add it to this list, along with what it produces and possible disasters it could experience. **If a venture goes under**, remove it from your list.

When you have downtime or at the beginning of a session, choose up to three of your ventures to tend to and roll+CHA. **On a 10+**, each venture you chose produces either its surplus or money for you and you take +1 forward to making requests of your domain. **On a 7-9**, only one of your ventures produces surplus or money for you, and one venture experiences disaster, such as bankruptcy, legal problems, or the disaster listed. **On a miss**, all the ventures you chose experience disasters. Ventures you choose not to tend to do not produce for you and do not suffer disasters, but may still experience changes. **If a venture produces money**, your take is 1d6×100 coins.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Eye for Loot

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

I Know People Who Know People

When you put the word out that you need someone with certain skills or experience, roll+CHA. On a 10+, you find someone suitable or a hireling with +2 skill points. On a 7-9, you find someone with similar experience or a hireling with +1 skill points.

Trade Networks

When you consult your contacts before undertaking a journey to another settlement, the GM will tell you about a person there who can help you.

We All Want Things

When you parley with someone or discern realities connected to them, on a hit you can also ask the GM one of these questions:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Back-Up Plan

When you meet with someone on business, you may ask the GM two questions from the list below:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

I Must Have It!

Requires: Eye for Loot

When you use your eye for loot, on a 12+, ask the GM an additional question, any question, about the thing you want.

Influencer

When you parley with someone, on a 12+, not only do they do what you want, they change their mind about you and become your ally. They will no longer advance the GM's dangers and will instead support your plans.

Wealthy Entrepreneur

Requires: Entrepreneur

When a venture produces money for you, you may take 1 income instead of cashing out. Spend 1 income to get the 10+ result from your domain without rolling. Any income left over at the end of a session is converted into coins as normal. You can spend income from profitable estates in the same way.



Merchant Alignments

You may choose one of these instead of an adventurer alignment:

Good

Use your wealth to directly benefit the least fortunate.

Neutral

Acquire something amazing or unique.

Merchant Bonds

- ____ has a great nose for bargains.
- ____ is too irresponsible to manage money.

Merchant Gear

You get 100 coins and whatever you want to buy with it, in addition to whatever your other specialties give you.

Merchant Races

You may choose this instead of an adventurer race option:

Human

Your race are conquerors. **When you see or come to know of a thing you want**, ask an extra question from the eye for loot list, even if you haven't taken the move.

Monstrous Heritage

You can choose your friends, but you can't choose your family.

Compendium Class

Once you find out your ancestry includes people you think are monsters, you may consider the monstrous heritage specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two move:

Ancestral Heritage

You have a mixed heritage. Decide on your species, ethnicity, and cultural heritage, choosing anything or any combination of things that sounds interesting to you. Then choose up to three heritage moves to start with, from the monster moves that best match your heritage. How do you honour your people and invoke your rights of blood and tradition? Choose one:

- Building things for your people.
- Charity.
- Enforcing your peoples' code of honour.
- Fighting for your people.
- Obeying your elders.
- Sacrifice.

Blood and Tradition

At the beginning of a session, or when you invoke your rights of blood and tradition, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, you still hold 1. Spend a hold to make a heritage move, just like that.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Honouring Tradition

Requires: Ancestral Heritage

When you gain a new appreciation for your heritage, add a new heritage move or change an existing one.

Interpreting Tradition

Requires: Ancestral Heritage

Choose a second way you can honour your people.

Passing

Requires: Ancestral Heritage

You are able to hide your heritage, and pass as a member of another race, as long as you don't use your heritage moves.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Awakening Blood

Requires: Ancestral Heritage

Choose another type of creature that has contributed to your heritage. Gain one of their moves, in addition to your other heritage moves, and you may change any other heritage moves to moves from this new heritage, if you wish.

Flexible Traditions

Requires: Interpreting Tradition

Choose a third way you can honour your people.

Monster Blood

Requires: Blood and Tradition

When you roll for blood and tradition, on a hit, you get +1 hold.

Monstrous Heritage Alignments

You may choose one of these instead of an adventurer alignment:

Evil

Attack your ancestral foes.

Good

Deliver aid to your ancestral allies.

Neutral

Prove your worth to someone else.

Monstrous Heritage Bonds

- ____ doesn't judge me for who my parents were.
- ____ thinks I am a monster, I will prove them wrong.

Monstrous Heritage Gear

You get adventuring gear (5 uses, 1 weight) and an item that symbolizes your heritage (describe it), in addition to whatever your other specialties give you.





Sage

A scholar of infinite knowledge, who plunders the pages of lost tomes, and finds forgotten treasures in the scripts of ancient peoples, now lost in the mists of time—that's you!

Compendium Class

Once you have mastered the works of the eight immortals, you may consider the sage specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Consult Sage

When another PC comes to you for advice about something important and you tell them what you honestly think is best, they get +1 forward when following your advice. At the end of a session, if any other PCs benefited from following your advice, you can mark XP.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Buddy Movie

You have a trusty sidekick or partner, who supports you in all that you do. Describe them and give them a name (Adam, Monkey King, or Sarah, for example). They count as a hireling with loyalty +2 and skill points equal to your level+1, with your choice of skills, plus one of the following abilities:

- **When they help you defend**, you get +1 hold.
- **When they help you defy danger**, take +1.
- **When they help you fight**, you deal +1d4 damage.
- **When they help you parley**, take +1.

They do not have their own HP. When they take damage, lower your own HP. If you die or refuse Death's bargain, your buddy can sacrifice their own life so that you may live.

Fount of Knowledge

When you spout lore about something no one else has any clue about, take +1.

I Know This Work

When you encounter an interesting artifact, construction, or device (your call), roll+WIS. **On a hit**, you can ask the GM questions. **On a 10+**, ask three. **On a 7-9**, ask two:

- How could I make this thing do ___?
- How is it weak or vulnerable?
- What's happened to it recently?
- What's it for?
- What's it made of?
- Who made it?

On a miss, it is something beyond your knowledge and understanding.

Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Book of Names

When you meet someone important (your call), say what you've heard about them and roll+WIS. **On a hit**, the GM will tell you more details. **On a 10+**, the GM's details will complement yours. **On a 7-9**, the GM's details may contradict your own information, and how you discover the truth is your own affair. **On a miss**, you are wrong about something important.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Superfriends

Requires: Buddy Movie

Give your trusty sidekick or partner a second ability from the list.

A Wealth of Knowledge

When you spout lore, on a 12+, you ask the GM a question, but the GM will also ask you a question about the subject. Whatever you answer, it is the truth.

Sage Alignments

You may choose one of these instead of an adventurer alignment:

Chaotic

Give someone the advice they need to change their life.

Lawful

Support the lawful order with your wisdom.

Sage Bonds

- ____ is always making fun of me, but they still know who the real boss is around here.
- ____ never takes my advice.

Sage Gear

You get sagacious robes and choose one:

- Antitoxin and bandages (3 uses, slow).
- Bag of books (5 uses, 2 weight).
- Staff (reach, 2 weight).

Sage Races

You may choose one of these instead of an adventurer race option:

Dwarf

When you ask the stones of a mountain for advice, they will tell you what they want. If you try to give it to them, take +1 forward, and mark XP if you succeed.

Elf

You have lived a long, long life. **When you spout lore about historical events**, you may roll with WIS instead of INT.

Human

When another PC comes to you for advice about something important and you tell them what you honestly think is best, they also deal +1d6 damage forward if they follow that advice.



Shopkeeper

Sometimes, running a business is an adventure in and of itself.

Compendium Class

Once you have a shop and some employees to work in it, you may consider the shopkeeper specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Inventory

When you check your shop for something you should have, roll+WIS. **On a 10+,** it's in stock. **On a 7-9,** you're out, but somebody owes you some. **On a miss,** you had it, but somebody stole it or broke it, or stole it *and* broke it, the scumbag.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bustling Storefront

When you have time to advertise your services and tend your storefront, the GM will tell you who has come to spend money at your store. Other players may tell you that their characters have been customers as well. Say which ones you gave special treatment and roll+CHA. **On a 10+,** they were all satisfied. **On a 7-9,** one of them wasn't happy but the rest were. **On a miss,** none of them are happy.

Hired Help

When you recruit from your shop, you attract twice as many prospective recruits.

Idle Gossip

When you ask your staff or regulars about someone important (your call), roll+CHA. On a 10+, you can ask the GM three questions from the list below. On a 7-9, only two:

- How could I get to them, physically or financially?
- What's their deal and how's it working out?
- When should I expect to see them next?
- Who do they associate with?
- Who or what do they cherish most?

On a miss, ask one anyway, but your questions stir up trouble.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Bazaar of Curios

Requires: Inventory

When you check your shop for something you really *shouldn't* have, roll+WIS. On a 10+, you have it, or something close, although it might cause problems down the line. On a 7-9, you can get it, or something close, but it will come with strings attached. On a miss, you have it, alright, and a world of problems along with it!

High Class

Your shop deals in higher-end, more expensive goods. At the beginning of a session, or when there's downtime, roll+CHA. On a 10+, both. On a 7-9, choose one:

- You gain a useful contact from amongst your customers.
- You make 1d6×100 coins in profit.

Make This Go Away

When you give something to one of your underlings and tell them to get rid of it, roll+CHA. On a 10+, it's gone and only the two of you know it was ever there to begin with. On a 7-9, it's common knowledge in and around the shop, but no further. On a miss, the thing pops up again at the worst possible time.

Shopkeeper Alignments

You may choose one of these instead of an adventurer alignment:

Evil

Swindle a customer.

Lawful

Win a legal dispute.

Shopkeeper Bonds

- ____ should be able to get me some more customers.
- ____ used to work for me, until I fired them.

Shopkeeper Gear

You get your shop's inventory in addition to whatever your other specialties give you.

Shopkeeper Races

You may choose this instead of an adventurer race option:

Human

When you first arrive at a civilized settlement, the GM will tell you what goods are in abundance and what goods the settlement is in need of.

Wayfarer

A vagabond, a wanderer, a rolling stone is what they call you and it is true. You cannot stay long in one place, or at least you have yet to find the place that would have you, and you it.

Compendium Class

Once you have visited seven different lands, and in each land visited seven different settlements, you may consider the wayfarer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the wayfarer specialty, you get +2 load.

Starting Moves

You start with one of the following two moves:

A Port in the Storm

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then. Additionally, at your option, name a person you met here or something you left behind.

Wide-Wanderer

You've travelled the wide world over. **When you arrive someplace**, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Hobo Signs

When you discern realities in the wilderness or when you enter a settlement for the first time, also ask one of these questions:

- How could I be accepted by the people here?
- How could I best attract attention here?
- How could I gain access to what is secret here?
- What here is a source of evil?
- Where could I best hide around here?

If you discern realities about a location, you may ask one of these questions instead of one from the normal list.

Local Contacts

When you arrive at a new settlement, roll+CHA. On a hit, you know someone here who can help you. They count as a hireling with points according to the settlement size and will accept friendship as payment. Additionally, on a 10+, they will rescue you from danger once while you are here. On a miss, instead you bring your enemies with you and find no friends here.

Secret Paths and Ways

You know places in the wilderness where secret paths lie unseen. When you travel by a way that is beyond the mortal world, roll+WIS. On a 10+, it leads where you want it to. On a 7-9, you or the GM must choose a difficulty:

- Others find the way who did not know it before.
- The journey takes much longer than it seemed to.
- The way is long and hard. Each person who takes it must consume a ration or mark the debility weak.
- You encounter some danger upon the road.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Around the World

Requires: A Port in the Storm or Wide-Wanderer

You now have both A Port in the Storm and Wide-Wanderer.

When you return to a civilized settlement you've visited before, you may name both someone you met **and** something you left behind.

Reputation

When you first meet someone who's heard songs about you, roll+CHA. **On a 10+**, tell the GM two things they've heard about you. **On a 7-9**, tell the GM one thing they've heard, and the GM tells you one thing.

Unforgettable Face

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.

Wayfarer Alignment

You may choose one of these instead of an adventurer alignment:

Good

Leave a place in a better condition than it was in when you arrived.

Neutral

Leave a place in a better condition that you were in when you arrived.

Wayfarer Bonds

- ____ brings trouble with them wherever they go.
- ____ is great to have around, but I wouldn't trust them with my life.

Wayfarer Gear

You get a bag and a walking stick, if you want one, in addition to whatever your other specialties give you.

Wayfarer Races

You may choose one of these instead of an adventurer race option:

Dwarf

When you wake from at least a few uninterrupted hours of sleep, you regain all your HP.

Elf

When you take watch, don't roll. If something approaches, you're able to wake the camp and prepare a response of your choice. Everyone in the camp takes +1 forward, provided they participate in your choice of response.



Wraithlander

Death is a guard at the gates, a keen eye and a black hand on the latch. Some folk find their way through the hollow kingdoms and out the other side. Shame they'll never fit in again—nobody comes back without a mark to show for it.

Compendium Class

Once you have returned from the wraithlands with your life, you may consider the wraithlander specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

From the Forbidden Land Returned

You bear a mark of your time in the wraith lands. Choose a part of your body that takes on the visible aspects of death while remaining fully functional:

- **Arm:** Any weapon you grasp flows into the other world. It gains +2 piercing against living creatures.
- **Eye:** When you touch a corpse you see what it saw in its last moments. The GM will describe it.
- **Legs:** Your passing leaves no mark or scent as a living person would.
- **Tongue:** You may lace any oath, prayer, or spell, prayer with a link to the forbidden land. Its effects on the dying or dead will be amplified, as described by the GM.

Dead spirits see your mark and know you as their own. Any dead spirit that still clings to the mortal plane will speak with you, sharing openly. The living, especially the devout, see your mark as a sign of sin. You take -1 ongoing to CHA rolls with the devout who see your mark.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Branded

Requires: From the Forbidden Land Returned

Choose another body part to take on the visible aspects of death.

Death's Friend

When another player character meets death you may immediately resolve a bond you have with them, marking XP and writing a new bond as usual.

Indelible

Requires: From the Forbidden Land Returned

The mark of the wraith lands grows such that it may not be concealed. Describe it. The dead will seek you out, giving you what aid they can. The undead will not harm you. The devout will treat you as a heretic.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Blemished

Requires: Branded

Choose a third body part to take on the visible aspects of deaths.

Final Tether

When you speak to a dead spirit, you take +1 forward with all who knew that spirit in life.

Wraithlander Alignment

You may choose one of these instead of an adventurer alignment:

Evil

Increase the influence of the wraithlands over the living world.

Good

Bring peace to a restless spirit.

Neutral

Discover more about the wraithlands or your connection to them.

Wraithlander Bonds

- ____ has seen much of Death, almost as much as I.
- ____ is too full of secrets for my liking.

Wraithlander Gear

You get a token of your time in the wraithlands, in addition to whatever your other specialties give you. Describe it.

Wraithlander Races

You may choose one of these instead of an adventurer race option:

Elf

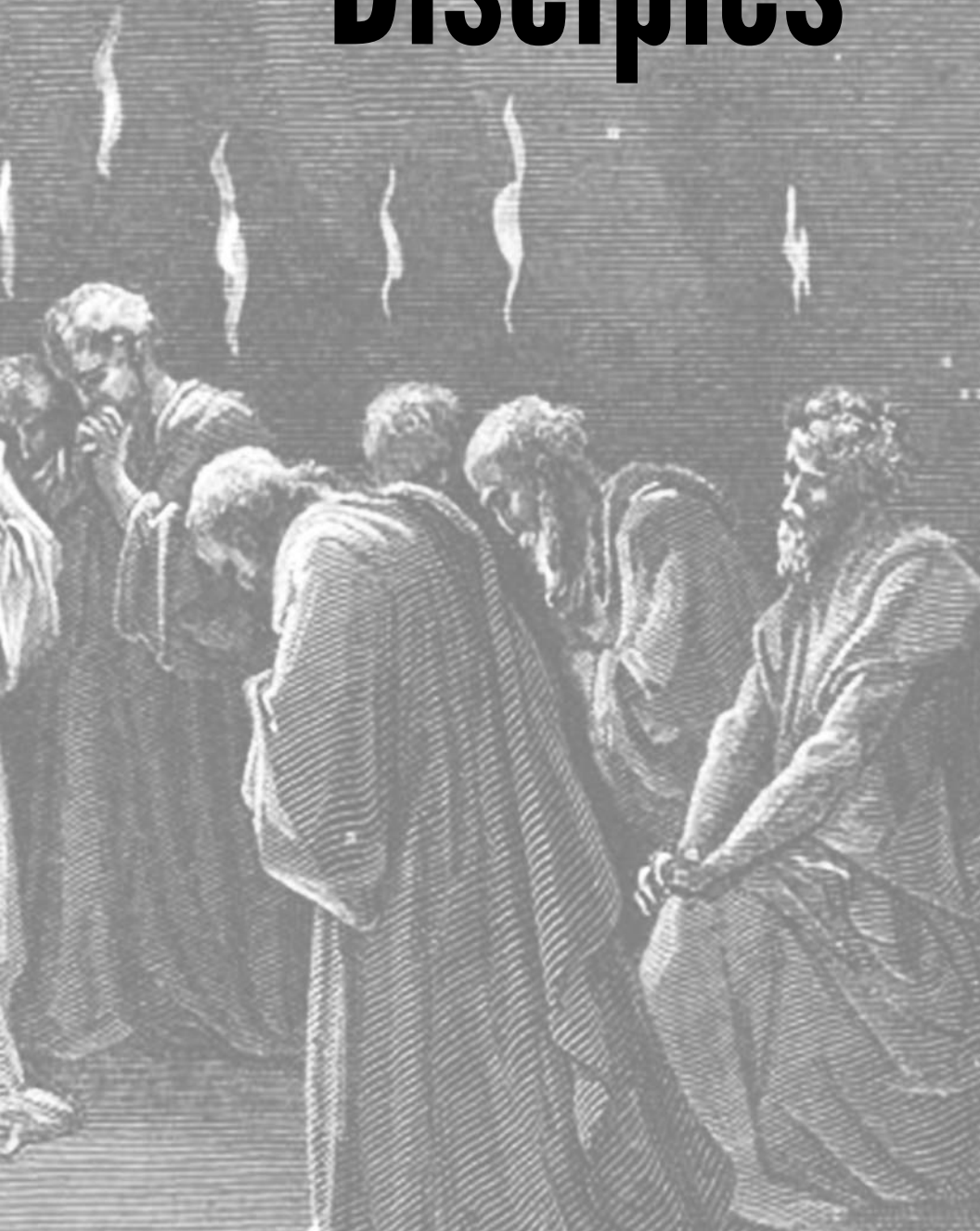
You are immune to all types of paralysis—from enchantment to hypnosis, from poisons to the influence of gods.

Human

Take +1 ongoing to your last breath roll. Death is no stranger to you.



Disciples



Strength of Will

The disciple follows the narrow path of devotion. Whether to a code of honour or a sentient deity, the disciple's faith is a beacon in the darkness, a strength that moves mountains—an inspiration.

Stats

The specialties you choose may modify these scores:

Your base damage is d6.

Your load is 9+STR.

Your maximum HP is 8+Constitution.

Starting Moves

Choose three disciple specialties. You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

You may instead choose only two disciple specialties instead of three. Take a level 2-5 move from either one of them right away, but no other bonuses.

You may instead choose two disciple specialties and one specialty from another archetype, but:

- If you choose a magician specialty, reduce both your base damage by one die size (from d6 to d4) and your maximum hit points by 2.
- If you choose a rogue or adventurer specialty, reduce your maximum hit points by 2.
- If you choose a warrior specialty, your stats do not change.

Disciples also start with this move in addition to starting moves from specialties:

Devotion

You are devoted to something larger than yourself: a calling, a deity, a mission, or a philosophy. Whatever it is, it fills your life with purpose, your soul with enthusiasm, and your limbs with strength. Choose up to three spheres of influence (but always at least one) that your devotion gives you special insight into:

- Animals.
- Battle (or any specific aspect of it).
- Death (or any specific aspect of it).
- The Earth (or the chthonic goddesses, or nature).
- Healing (or fertility, medicine, or renewal).
- Judgment (or conquest, law, or social order).
- Plants (or agriculture, or the natural world).
- Protection (or mercy).
- Revelation (or knowledge, learning, or truth).
- The Sky (or weather).
- Wisdom.

Also, choose a set of codes, strictures or tenets that you live by—some things you are supposed to do, some things you are forbidden to do. You can also flesh out your lifestyle during play.

Advanced Moves

Each time you level up, choose an advanced move from one of your specialties. Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other disciple specialties. You may do this twice only.
- Twice between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

Disciple Alignments

Choose one of these alignments, or one from those offered by your specialties:

Evil

Harm another to prove the superiority of your devotion.

Good

Give someone aid according to the spheres you have insight into.

Lawful

Endanger yourself in order to follow the precepts you are devoted to.

Neutral

Avoid trouble or loss by following your ideals.

Disciple Bonds

As a disciple, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:

- ____ does not understand my faith and devotion. I will help them understand, no matter how long it takes.
- ____ has been through hardships that would break me. They can stand against the darkness I see looming over the world.
- ____ has insulted my devotion. I do not trust them.
- ____ is a good and faithful person. I trust them implicitly.
- ____ showed me true insights into the path I must follow.
- I am working on getting ____ to share my ideals.
- I have heard of ____'s exploits and am suitably impressed.
- I have shared the secrets of my devotion with ____.

Disciple Gear

You have clothes appropriate to your calling and present situation, dungeon rations (5 uses, 1 weight), an item that symbolizes your devotion, and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bandages (3 uses, slow) and a healing potion.
- Chainmail (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).
- Staff (close, two-handed, 1 weight).

Disciple Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

Dwarf

When you swear an oath according to the precepts of your faith, take +1 forward to accomplish it. If you fail to do so, or you turn away from your oath (to swear another one, for example), take -1 forward.

Elf

When you spend a day in contemplation, gain 1 preparation if you take action the next day.

Halfling

You sing the healing songs of spring and brook. **When you make camp,** you and your allies heal +1d6.

Human

When you pray for guidance, even for a moment, if you ask “What here is evil?” the GM will tell you, honestly.

Avatar

You have been chosen to bear the blessings of your god to the world.

Compendium Class

Once you have been chosen by a deity to carry a piece of its essence within you, you may consider the avatar specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the avatar specialty, lower your maximum HP by 2, but not lower than 4+Constitution.

Starting Moves

You start with these two moves:

Blessed

When you roll for another move while asking for the blessings of your deity, you may choose options equal to your WIS or less (but not fewer than none), and then tell the other players:

- ...how your deity's domain manifests itself on earth.
- ...what your deity asks for in return.
- ...which one of your deity's boons is granted to you now.
- ...why your deity has taken an interest in this affair.

On a 10+, all that you say is true. **On a 7-9**, the GM chooses one statement to be false, the others are true. **On a miss**, you have angered the gods.

Personal Deity

You serve and worship some deity or power which speaks to you and through you. Give your god a name. You may also choose an additional domain for your deity, in addition to the sphere(s) you have insight into:

- Bloody conquest.
- Civilization.
- Knowledge and hidden things.
- Mercy for the downtrodden.
- Those lost and forgotten.
- Time and the passing seasons.
- What lies beneath.

Choose one precept of your god:

- Your god believes in trial by combat, and is petitioned through personal victory.
- Your god desires sacrificial rites, and is petitioned through offerings of such.
- Your god is secretive and insular, and is petitioned through the gaining of secrets.
- Your god preaches the sanctity of suffering, and is petitioned by such.

Choose one or two personal features for your deity:

- A handful of other deities are closely connected to yours.
- Many festivals are held in honour of your deity.
- Numerous other deities are loosely connected to yours.
- One or more regions have outlawed your deity.
- Your deity desires more worldly worship.
- Your deity has a favoured social group, a chosen people.
- Your deity has divine rivals.
- Your deity has multiple personas, that manifest in different situations.
- Your deity has worshippers all over the world.
- Your deity is vengeful and has many worldly enemies.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Divine Guidance

Requires: Personal Deity

When you petition your deity according to the precepts of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

Driven by the Divine

When your actions are controlled by supernatural or outside forces, you may instead surrender control of your body to your deity. If you do so, roll+CHA. On a 10+, choose two. On a 7-9, choose one:

- You are possessed for a short time only.
- Your deity is not interrupted by demonic forces.
- Your deity is not single-minded in pursuit of its agenda.

Either way, your deity is not controlled by outside forces, and the GM will tell you how its will is done through your body.

Orison for Guidance

Requires: Personal Deity

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

The Face of God

Requires: Blessed

When you choose **blessed options**, you may also choose to take on the likeness of your deity. Anyone witnessing your acts will react accordingly. This manifestation lasts until you rest or dispel it.

Haruspex

Requires: Personal Deity

When you **petition your deity according to the precepts of your religion**, you may also ask the GM any one question. The GM will answer truthfully. You or your allies take +1 forward when acting on the answer.

Petitioning the Empty Sky

Requires: Personal Deity

When you **undertake a petition to your deity, dedicating such actions to them beforehand**, take +1 forward.

Avatar Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Disrupt a power structure that is not aligned with your god.

Lawful

Assist a local power structure that agrees with your god.

Avatar Bonds

- ____ is ignorant of the evil that we face.
- My god has a special task for ____.

Avatar Gear

You get a symbol of your god, in addition to whatever your other specialties give you. Describe it.

Avatar Races

You may choose one of these instead of a disciple race option:

Dwarf

When you choose **blessed options**, your deity will also show you one of the following (your choice):

- A way out from underground.
- A way to get underground.
- If there is treasure nearby.

Elf

When you choose **blessed options**, you may also make plants grow in your presence, in addition to any other effects.

Halfling

When you choose **blessed options**, your deity will also reveal an escape route from your current situation, if any exist.

Human

When you choose **blessed options**, your deity will also reveal to you who or what is the greatest threat to you, personally, at that moment, and why.



Crusader

You have a crusade to lead and you will not stop fighting for it!

Compendium Class

Once you have been accepted into a holy order of knights after passing their initiation tests, you may consider the crusader specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the crusader specialty, increase your damage die by one size (from d6 to d8), and you get +1 load.

Starting Moves

You start with this move:

Lay on Hands

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Charge!

When you lead the charge into combat, those you lead take +1 forward.

First Aid

Requires: Cast a Spell

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Hospitaller

When you heal an ally, you heal +1d8 damage.

Invigorate

When you heal someone, they take +2 forward to their damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

Greater First Aid

Requires: First Aid

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Perfect Hospitaller

Replaces: Hospitaller

When you heal an ally, you heal +2d8 damage.

Crusader Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Deny the authorities power over your actions.

Good

Endanger yourself to protect someone weaker than you.

Lawful

Deny mercy to a criminal or unbeliever.

Crusader Bonds

- ____ is a brave soul, I have much to learn from them.
- ____ is in constant danger, but I will keep them safe.
- ____ has stood by me in battle and can be trusted completely.

Crusader Gear

Choose two:

- Adventuring gear (5 uses, 1 weight) and a backpack.
- Chainmail (1 armour, 1 weight).
- Dungeon rations (5 uses, 1 weight) and a healing potion.
- Halberd (Reach, +1 damage, two-handed, 2 weight).
- Longsword (close, +1 damage, 2 weight).

Crusader Races

You may choose one of these instead of a disciple race option:

Dwarf

While you attend to healing a comrade, you have +2 armour.

Elf

Lay on hands may be used on anyone who can see you or hear your voice, not just people you touch.

Human

When you heal someone, on a 10+, you may also ask a question about them from the discern realities list, as if you had made the move and rolled 7-9.



Devoted

More than a mere philosophy, you have devoted yourself to a *god*.

Compendium Class

Once you devote yourself to a specific, personified deity and that deity contacts you personally to accept your devotion, you may consider the devoted specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the devoted specialty, you get +1 load. It is a heavy burden you bear, but you have grown used to it.

Starting Moves

You start with these two moves:

Divine Guidance

When you petition your deity according to the precepts of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

Personal Deity

You serve and worship some deity or power which speaks to you and through you. Give your god a name. You may also choose an additional domain for your deity, in addition to the sphere(s) you have insight into:

- Bloody conquest.
- Civilization.
- Knowledge and hidden things.
- Mercy for the downtrodden.
- Those lost and forgotten.
- Time and the passing seasons.
- What lies beneath.

Choose one precept of your god:

- Your god believes in trial by combat, and is petitioned through personal victory.
- Your god desires sacrificial rites, and is petitioned through offerings of such.
- Your god is secretive and insular, and is petitioned through the gaining of secrets.
- Your god preaches the sanctity of suffering, and is petitioned by such.

Choose one or two personal features for your deity:

- A handful of other deities are closely connected to yours.
- Many festivals are held in honour of your deity.
- Numerous other deities are loosely connected to yours.
- One of more regions have outlawed your deity.
- Your deity desires more worldly worship.
- Your deity has a favoured social group, a chosen people.
- Your deity has divine rivals.
- Your deity has multiple personas, that manifest in different situations.
- Your deity has worshippers all over the world.
- Your deity is vengeful and has many worldly enemies.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Divine Intervention

Requires: Commune or Divine Guidance

When you commune with or petition your deity, you get one hold and lose any hold you already had from this move. Spend that hold when you or an ally take damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

Heaven's Weaving

When you parley with someone, your faith grants you insight into them. Ask their player two questions from the discern realities list.

Orison for Guidance

Requires: Personal Deity

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Apotheosis

Requires: Personal Deity

The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc). When you emerge from prayer, you permanently gain that physical feature.

Divine Invincibility

Replaces: Divine Intervention

When you commune with or petition your deity, you gain 2 hold and lose any hold you already had. Spend one hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Devoted Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Disrupt the workings of authorities who do not share your faith.

Evil

Gain an advantage for your deity at the expense of someone else.

Good

Bring the benefits of your deity to people of a different faith.

Lawful

Defend others who share your faith.

Devoted Bonds

- ____'s misguided behaviour endangers their very soul!
- I have interceded with others of my faith on behalf of ____ before.
- I respect the beliefs of ____ but hope they will someday see the true way.



Devoted Gear

Choose one:

- An additional symbol of your devotion.
- Adventuring gear (5 uses, 1 weight) and a backpack.
- Bag of book (5 uses, 2 weight).
- Mace or warhammer (close, 1 weight).

Devoted Races

You may choose one of these instead of a disciple race option:

Dwarf

You may also petition your deity by crafting items made of gems, metal, and stone to honour your devotion.

Elf

You may also petition your deity by tending to the health of the natural world around you.

Halfling

Choose one of your deity's spheres (or your deity's additional domain, if you chose one). **When you spout lore concerning that sphere or domain, take +1.**

Human

When you petition your deity, you are also told who poses the greatest threat to you or your faith, and why.

Elementalist

Let the sun fall into the ocean, let the earth erupt in flames.

Compendium Class

Once you sacrifice your most prized possession to the spirits of the elements, you may consider the elementalist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Elemental Mastery

When you call on the primal spirits of air, earth, fire or water to perform a task for you, roll+CON. On a 10+, choose two from the list below. On a 7-9, choose one:

- The effect you desire comes to pass.
- You avoid paying nature's price.
- You retain control.

On a miss, some catastrophe occurs as a result of your calling.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Born of Fire

You are no longer harmed by the touch of fire, nor are you vulnerable to heat.

Eye of the Storm

When you exert your will in a circle around yourself, roll+CON. On a hit, the world calms around you (the earth below your feet stops breaking apart, fires you touch go out, storms break around you, etc), but on a 7-9, this calmness affects only what you touch, and only as long as you are touching it.

Friend of the Sea

You can live, breathe, and move underwater with ease.

Heart of Ice

You can walk easily on ice and are no longer vulnerable to freezing. No matter how cold or slippery it gets, you function fine.

Nature's Fury

When you use the natural elements to deal damage, your damage die is d10 instead of d4.

Touching the Firmament

If you have a few hours or so to meditate amongst the raw elements, or to perform rituals before them, they will purify you. This counts as making camp and sleeping, but you do not need to consume a ration. If you spend days amongst the elements, it counts as recovering under the care of a healer.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Elemental Form

You can transmute your own body into a form made from the raw elements. **When you assume an elemental form**, roll+CON. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 in addition to whatever the GM says.

Your new form can move much like your old form, but has the innate abilities of the elements it is made of: fire burns, stone is hard, water runs and flows, and a body made of light, shadow, or wind is intangible. You still use your normal stats but some moves may be harder to trigger. The GM will also tell you one or more moves associated with your new form. Spend a hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.



Physical Purity

Requires: Touching the Firmament

When you purify yourself amongst the elements, you may also remove a debility or be cured of a disease or poison, so long as the cause of your ailment is not more powerful than the elements themselves.

To Speak With the World Itself

When you examine something made from the raw elements of nature, roll+CON. On a 10+, you learn something interesting and useful. On a 7-9, you learn something interesting, but it's on you to make it useful. On a miss, you have disturbed the elements with your meddling. Whatever the result, the GM may also tell you something this element wants. If you give it what it wants, it will answer one question you ask of it, to the best of its abilities.

Weather Weaver

When you are under open skies when the sun rises, the GM will ask you what the weather will be that day. tell them whatever you like, it comes to pass.

Elementalist Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Permanently change the way someone else interacts with their environment.

Evil

Prove yourself superior to someone in a position of authority.

Good

Use your powers over the elements to better someone else's lot in life.

Elementalist Bonds

- ____ and I have braved the elements together.
- ____ has been touched by the primal elements and I will find out why.

Elementalist Gear

Choose one:

- A large item made of, or for, a particular element, with one tag of your choice.
- Many small items made of, or for, a particular element, with one tag of your choice.

Elementalist Races

You may choose one of these instead of a magician race option:

Dwarf

When you call on the primal spirits of earth, on a hit, choose one extra option.

Elf

When you call on the primal spirits of air, on a hit, choose one extra option.

Halfling

You can interact (and parley) with elemental spirits as if they were people.

Human

When you call on the primal spirits of water, on a hit, choose one extra option.

Embodiment

Your embody one particular domain, one aspect of the cosmos. This is what you live and breathe. In this domain, you work miracles.

Compendium Class

Once you have devoted yourself to a single sphere of divine influence and completed one task of legend to prove it, you may consider the embodiment specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two move:

Cast a Holy Spell

When you cast a spell from your sphere of influence, roll+WIS.

On a 10+, you cast the spell, but choose one consequence from the list below. **On a 7-9,** you cast the spell, but choose two:

- The spell has other effects as well.
- You may not cast this spell again until after you get a full night's sleep.
- Your spellcasting is obvious and you draw attention to yourself.

Sphere of Influence

Choose one sphere of holy spells. Your faith and discipline allows you to cast any spell from that list of your level or lower.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Learned and Wise

Requires: Sphere of Influence

When you spout lore about your sphere of influence, take +1.

Ostentation

Requires: Cast a Holy Spell

When you cast a spell, on a hit, you may also choose one of these options:

- The spell's effect is doubled.
- The spell's targets are doubled.

Worldly Wisdom

Requires: Cast a Holy Spell

Choose a spell from another spell list. You can cast that spell as if it were one of your own.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Exacting Discipline

Requires: Cast a Holy Spell

When you cast a spell, on a 12+, choose no consequences.

Genius Savant

Replaces: Learned and Wise

When you spout lore about your sphere of influence, take +1. On a 12+, the GM will also ask you a question about the topic. Whatever you answer, it is the truth.

Syncretic Faith

Requires: Worldly Wisdom

Choose another spell from another spell list. You can cast that spell as if it were one of your own.

Embodiment Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Defeat someone who opposes your sphere of influence.

Good

Discredit a dangerous misconception about your sphere of influence.

Lawful

Sacrifice something to your sphere of influence instead of accepting personal gain.

Embodiment Bonds

- ____ could also become the embodiment of my faith's sphere of influence.
- I will teach ____ all about my faith's sphere of influence.

Embodiment Gear

Choose one:

- An additional symbol of your faith, exhibiting your sphere of influence.
- Adventuring gear (5 uses, 1 weight) and a backpack.
- Axe or sword (close, 1 weight).
- Bandages (3 uses, slow) and dungeon rations (5 uses, 1 weight).
- Dagger (hand, 1 weight).

Embodiment Races

You may choose one of these instead of a disciple race option:

Dwarf

After you cast a spell underground, take +1 forward.

Elf

After you cast a spell in a forest, take +1 forward.

Human

Your faith is diverse. Choose a spell from any spell list; you can cast this spell as if it were part of your sphere of influence.



Empath

“Captain, I sense hostility.”

Compendium Class

Once you have thrice bared your emotional soul to another person and had them reciprocated, you may consider the empath specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Empathy

When you study someone, you can also ask their player “What is your character feeling?” in addition to anything else that happens. Also, add these to the list of discern realities questions:

- How could I make your character feel ____?
- What is making your character feel this way?

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Comfortably Numb

When you touch someone, you may deaden their emotions and sense of pain. This stops them from feeling extremes of anger, joy, or sadness. It lasts for several hours or until the target suffers any kind of emotional trigger or trauma.

Emotional Transference

When you touch someone, you may allow them to feel all the emotions you are feeling, even if emotions are something strange for them to feel. If you can use this as leverage, you may parley with WIS instead of CHA.

Mindmeld

When you touch a willing or sleeping subject, your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.



When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Crowd Control

When you catch the attention of a crowd and fix your will upon their emotions, roll+WIS. On a hit, you may instill one emotion of your choice into every member of that crowd. On a 10+, you may also command the crowd to take one concrete action—the majority will obey. On a miss, the crowd turns on you.

Emotional Manipulation

Requires: Emotional Transference

When you touch someone, you may force them to feel any emotion you want. If you can use this as leverage, you may parley with WIS instead of CHA.

Pain to Pleasure

When you take damage, take +1 forward.

Empath Alignments

You may choose one of these instead of a disciple alignment:

Good

Turn someone's foul mood around by doing something significant for them.

Neutral

Use someone else's mood for your own profit.

Empath Bonds

- ____ needs to respect me more than they do right now.
- I keep telling ____, but they won't listen.
- I suspect ____ of some kind of betrayal.

Empath Gear

Choose one:

- Antitoxin and bandages (3 uses, slow).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Poultices and herbs (2 uses, slow, 1 weight).
- Shield (+1 armour, 2 weight).

Empath Races

You may choose one of these instead of a disciple race option:

Dwarf

When you study someone, the GM will also tell you if they intend to break or keep any oaths they have made, or if they are the kind of person who keeps the oaths they make.

Halfling

When you parley with someone, you may ask their player “What is your character feeling?” in addition to anything else that happens.

Human

When you study someone, you may ask their player “What do I have that your character wants?” instead of “What is your character feeling?”

EXORCIST

Who you gonna call?

Compendium Class

Once you have successfully banished a demon, ghost, or other extraplanar monster, you may consider the exorcist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two moves:

Circle of Protection

When you draw a magical circle on the floor or ground, roll+WIS. On a 10+, it will keep spirits, ghosts, or extra-planar entities in or out until someone else breaks it. On a 7-9, it will keep them in or out momentarily, but not for long.

Ghost Seer

When you invoke your faith by prayer, you can interact with ghostly, insubstantial, or extra-planar entities, including dealing damage to them if your faith opposes them. If they are possessing someone, though, you can't necessarily deal with them separately.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Abjuration

When you banish a creature from another plane of existence, roll+INT. **On a 10+**, it may not approach you further and if it lacks an anchor in this world, it must return to whence it came. **On a 7-9**, it may not approach you further unless you allow it to (or you let your guard down). **On a miss**, you cannot banish it.

Ghost Killer

When you attack a spirit, ghost, or extra-planar entity, your damage die is a d10.

Spiritual Connection

If you have a piece of someone's body, or a possession they hold very dear, you can interact with them as if they were a spirit, ghost, or extra-planar entity, and use moves against them as such.

To Know the Unknowable

When you encounter a creature, manifestation, or power from another plane of existence, you can ask the GM from whence it came and what its properties are. Take +1 when acting on the answers.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Ars Goetia

When you first encounter an extra-planar entity, you may ask the GM any one question about it. The GM will answer truthfully.

Closing the Gateway

When you attack a spirit, ghost, or extra-planar entity, you deal +1d6 damage, and your foe can choose to return from whence it came instead of taking damage. **When you reduce a spirit, ghost, or extra-planar creature to zero HP**, its soul is henceforth barred from appearing on the material plane in any form. It can still be encountered in astral visions and on other planes, just not your world.

Command of Injunction

When you command someone in your presence to cease from a specific activity, roll+WIS. **On a 10+**, they must comply to the best of their ability. **On a 7-9**, they must comply until they leave your presence. Only one injunction you issue can stand at any one time, though you may command any and all person in your presence. Those under an indefinite injunction are not notified when it is lifted. Only activities consciously undertaken can be subject to injunction.

Exorcist Alignments

You may choose one of these instead of a disciple alignment:

Good

Free someone from a troublesome spirit.

Lawful

Punish a necromancer or summoner of spirits for their misdeeds.

Exorcist Bonds

- ____ helped me banish a great evil from the world, but not without cost.
- ____ is in constant danger, but I will keep them safe.

Exorcist Gear

Choose one:

- Bag of books (5 uses, 2 weight).
- Bandages (3 uses, slow).
- Fifty feet of rope (1 weight).
- Lead-lined gloves (hand, +1 damage, 1 weight).
- A special uniform.

Exorcist Races

You may choose one of these instead of a disciple race option:

Elf

When you discern realities, on a hit, your keen senses also tell you if there are any spirits, ghost, or extra-planar entities around.

Human

When you touch someone, you can always tell if they are possessed, and if so, by what.

Impervious

Your path in life is to face danger head on, and defy it.

Compendium Class

Once you have stood up to defend those less fortunate than you, been met with violence, and responded in a non-violent manner, you may consider the impervious specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Unbowed, Unbent, Unbroken

When you prepare yourself to endure some hardship without fighting back, roll+CON. On a hit, you can either take half damage or you can completely ignore one other ill effect. On a 10+, you can also defeat, expose, or frustrate your oppressor with your stubbornness.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bloody Aegis

When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

By Nature Sustained

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

Divine Protection

When you wear no armour or shield, you have 2 armour.

Iron Will

When you are subject to mind control or magic that influences your feelings, you may choose to take $1d_4$ damage (ignores armour) and ignore the influence.

Staunch Defender

When you defend, you always get +1 hold, even on a miss.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Divine Armour

Replaces: Divine Protection

When you wear no armour or shield, you have 3 armour.

Healthy Distrust

Whenever the unclean magic wielded by mortal men causes you to defy danger, treat a miss as a 7-9 instead.

Impervious Defender

Replaces: Staunch Defender

When you defend, you always get +1 hold, even on a miss. On a 12+, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Indomitable

When you suffer a debility (even through Bloody Aegis), take +1 forward against whatever caused it.

Impervious Alignments

You may choose one of these instead of a disciple alignment:

Good

Endanger yourself to protect someone weaker than you.

Lawful

Stand up to an illegitimate authority figure.

Impervious Bonds

- ____ is a brave soul, I have much to learn from them.
- ____ is hiding something, but that is okay. We've all got scars we're not willing to share.
- ____ is tougher than they think. I will prove it to them.

Impervious Gear

You don't need any more gear, you're impervious!

Impervious Races

You may choose one of these instead of a disciple race option:

Dwarf

When you defend, you cannot be moved if your feet are planted firmly upon the ground.

Elf

You know what patience is. For you, non-violent protest counts as making camp and recovering, even under harsh conditions.

Halfling

It takes only two days of recovery for you to remove a debility, or one if you are tended by a healer.

Human

When you suffer a debility, take +1 forward to do anything other than fight back.

Martial Hero

You are a fighter, for sure. But you fight with honour!

Compendium Class

Once you have finished training under a master of the martial arts, whether as part of their school or as their only student, you may consider the martial hero specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two move:

Fight with Honour

When you enter a fight, roll+CON. **On a 10+**, hold 3 chi. **On a 7-9**, hold 2 chi. **On a miss**, hold 1 chi anyway, but your enemies already have the drop on you. Spend a chi during the fight to achieve one of the following effects:

- Block a blow meant for you or someone else (you take half damage).
- Break free from bonds or other confinement.
- Cross the distance between yourself and a foe, bypassing all obstacles.
- Deal your damage to a foe within reach.
- Leap over or across a physical obstacle.

You lose any remaining chi once the fight is over.

Fists of Fury

You are never unarmed—your body, and each of your limbs, is a weapon (hand, o weight), just as good as any other.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Arrows in Hand

Requires: Fists of Fury

When you block or dodge a missile attack, roll+DEX. On a 10+, you snatch the missile out of the air and it deals no damage. On a 7-9, choose one:

- You avoid the attack completely.
- You snatch the missile out of the air and take half damage.

Fuelled by Honour

Requires: Fight with Honour

If you accomplish your alignment condition during a fight, gain one chi, up to a maximum of three total.

Hand of Monkey

Requires: Fists of Fury

If you are unarmoured and carry no shield, you have 2 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

Honourable Society

You are a respected member of an honourable fighting society. When you send word to them for aid, you may recruit as if you have a useful reputation and are paying generously, even though you are not paying at all. Any hirelings they send you have at least loyalty +1 and warrior +1.

Light as a Feather

When you run across a surface that cannot hold your weight, roll+DEX. On a 10+, you actually do it, gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Glorious Honour

Requires: Fight with Honour

When you fight with honour, hold an extra chi, even on a miss.

Hands of the Monkey King

Replaces: Hand of Monkey

If you are unarmoured and carry no shield, you have 4 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

Superior Technique

Requires: Fight with Honour

Add these to the list of deeds you can spend a chi to perform:

- Break through a physical obstacle.
- Deal your damage to a foe within sight.
- Grab an item within reach. Now it is yours.

Martial Hero Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Fight agents of the oppressive status quo.

Good

Fight honourably on behalf of someone who does not deserve the misfortunes they have suffered.

Lawful

Expose corruption amongst the authorities.

Neutral

Bring fame and renown to your honourable fighting society.

Martial Hero Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ is in constant danger, but I will keep them safe.
- ____ would benefit greatly from following my path.

Martial Hero Gear

If you belong to an honourable fighting society, you have a token of your membership, such as a robe, sash, or scroll. Describe it.

Martial Hero Races

You may choose one of these instead of a disciple race option:

Dwarf

As long as you have chi left, you cannot be pushed, thrown, tripped, or knocked over.

Elf

As long as you have chi left, you may defend with DEX instead of CON, and hack and slash with DEX instead of STR.

Halfling

When you fight with honour, add this to the list of deeds you can spend a chi to perform:

- Dodge a blow meant for you.

Human

When you arrive at a new settlement, an honourable fighting society will accept you as their guest and provide you with friendship, hospitality, and advice. If you also agree to help them solve a problem they have, take +1 forward.

Miracle Worker

You have been imbued with divine abilities as a reward for your faith in a higher power. These abilities take the form of spells.

Compendium Class

Once you have been infused with divine power as a result of your faith and devotion, you may consider the miracle worker specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two moves:

Cast a Miraculous Spell

When you unleash a spell granted to you by your devotion, roll+WIS. On a 10+, the spell is successfully cast and your devotion does not revoke the spell, so you may cast it again. On a 7-9, the spell is cast, but choose one:

- After you cast it, the spell is revoked. You cannot cast the spell again until you commune and have it granted to you.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting strains your devotion—take -1 ongoing to cast a spell until the next time you commune.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

Commune

When you spend uninterrupted time (an hour or so) in quiet contemplation of your devotion, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice, whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit.

Your spheres of insight determine which spells you can cast—you cannot be granted spells from other spheres, or from other classes.



Advanced Moves

When you gain a level between 2-5, you may choose from these moves:

Chosen One

Requires: Cast a Spell

Choose one spell. You are granted that spell as if it was one level lower.

Empower

Requires: Cast a Spell

When you cast a spell, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled.
- The spell's targets are doubled.

Serenity

Requires: Cast a Spell

When you cast a spell, you ignore the first -1 penalty from ongoing spells.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Anointed

Requires: Chosen One

Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Greater Empower

Replaces: Empower

When you cast a spell, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. **On a 12+**, you get to choose one of these effects for free.

- The spell's effects are doubled.
- The spell's targets are doubled.

Providence

Replaces: Serenity

You ignore the -1 penalty from two spells you maintain.

Miracle Worker Alignments

You may choose one of these instead of a disciple alignment:

Chaotic

Disrupt the natural order with the power of your miracles.

Evil

Use your miraculous powers to harm or endanger another.

Good

Assist someone whose cause you believe in.

Miracle Worker Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ helped me complete an important task.
- ____ is in constant danger, but I will keep them safe.
- ____ would benefit greatly from following my path.



Miracle Worker Gear

Choose one:

- Adventuring gear (5 uses, 1 weight) and a backpack.
- Antitoxin and 12 coins.
- Healing potion.
- Keg of Dwarven stout (4 weight).

Miracle Worker Races

You may choose one of these instead of a disciple race option:

Dwarf

You are one with stone. **When you commune**, you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.

Human

Your faith is diverse. Choose one spell from another sphere or class. You can cast and be granted that spell as if it belonged to your own spheres of influence.

Oracle

To know the future absolutely is to be trapped inside the future absolutely. Time collapses, the present swallows everything. You have more freedom than that, though: the freedom to choose your own future.

Compendium Class

Once you have drunk the water of life and successfully filtered out the poisons while experienced the intoxicating visions, thus surviving the spice agony, you may consider the oracle specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Truth and Consequences

When you examine the strands of possible futures, describe an event that is yet to occur and roll+WIS. **On a 10+**, name three people, groups, or social institutions. **On a 7-9**, only two. **On a miss**, name one anyway, in addition to whatever else the GM tells you. For each subject you name, the GM will tell you what sort of consequences this future event will have for them. You may only examine each event once.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Foreshadowing

When you look into the future for possible dangers, name a person, place, or thing and roll+WIS. **On a 10+**, the GM will tell you two things from the list below. **On a 7-9**, only one. **On a miss**, the GM will tell you one anyway, but also something else that is not true. Which one is which you will have to divine for yourself.

- The nature of a danger (its type and impulse) that threatens the subject or that the subject is part of.
- One grim portent, related to the subject, that is yet to occur.
- One stakes question related to the subject.
- What kind of threat the subject is.

Prophetic Lineage

Requires: Truth or Consequences

When you use truth or consequences, on a 12+, name three people, groups, or social institutions and you may use this move again to examine the same event.

Weakness Prophesied

When you fight someone whose futures you have prophesied, choose one stat. Until you take damage, you may roll with WIS instead of this stat. Choose again each time you enter a fight.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Accurate Prediction

When you parley with someone whose futures you have prophesied, on a 10-11, the GM will tell you how your deal will affect them in the future. **On a 12+**, you say how your deal will affect them in the future.

Martial Oracle

Replaces: Weakness Prophesied

When you fight someone whose futures you have prophesied, choose one stat. Until the fight is over, you may roll with WIS instead of this stat. Choose again each time you enter a fight.

Parting Shadows

Requires: Foreshadowing

When you look into the future for possible dangers, on a 12+, choose three options from the list.

Oracle Alignments

You may choose one of these instead of a disciple alignment:

Evil

Oppose someone who will cause trouble in the future.

Good

Use your prophecy to help someone else avoid tragedy.

Neutral

Profit financially from your prophetic powers.

Oracle Bonds

- ____ will play a part in important future events. I have seen it!
- I keep telling ____, but they won't listen.
- I must protect ____ from the doom that is coming for them.

Oracle Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Antitoxin and bandages (3 uses, slow).
- Bag of books (5 uses, 2 weight).
- Halfling pipeleaf (6 uses).

Oracle Races

You may choose one of these instead of a disciple race option:

Dwarf

Your mind can see into the earth. **When you handle metal or stone**, you may ask one question from the discern realities list about it. The GM will answer from the earth's perspective.

Elf

You have great insights into the natural world. **When you handle plants**, you may ask one question from the discern realities list about it. The GM will answer from the plant's perspective.

Human

When you discern realities, the GM will always tell you what is about to happen, in addition to the move's other results.





Pilgrim

What better way could there be to show your piety than to make a pilgrimage to the homes of the gods? Even dead saints will do!

Compendium Class

Once you have made a pilgrimage to the five most holy sites in the known world, you may consider the pilgrim specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the pilgrim specialty, you get +1 load.

Starting Moves

You start with this move:

Pilgrimage

When you arrive at a well-respected place after a dangerous journey, hold 2 blessings. You can spend a blessing at any time to:

- Create a rumour in a well-travelled location.
- Restore yourself to max HP.
- Use a move that another PC has but you don't.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Follow Me

When you undertake a perilous journey, you can take two jobs. You make a separate roll for each.

Pilgrim's Progress

Requires: Pilgrimage

Choose a school of magic or a sphere of influence. You may spend a blessing to cast a spell from that school or sphere, of your level or lower. **When you cast a spell**, roll+WIS. **On a 10+**, the spell takes effect as normal. **On a 7-9**, choose one:

- The spell has only half its normal effect.
- You are exhausted and suffer a debility.
- You attract unwanted attention or produce additional effects.

Uncanny Senses

Requires: Pilgrimage

Choose a type of energy: divine influence, emotional residues, infernal taint, or magic, for example. **While you hold blessings**, you can sense this type of energy as if it were tangible and visible. You can only sense one type of energy at a time, but you can switch the type whenever you have spent all your blessings.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

The Power of Pilgrimage

Requires: Pilgrim's Progress

When you cast a spell, on a miss, the spell takes effect as normal, in addition to what the GM tells you. **On a 12+**, also choose one:

- The spell's effects are doubled.
- The spell's targets are doubled.

Shrinewalker

Requires: Pilgrimage

The first time you pray at a shrine or temple, hold 2 blessings.

Strider

Replaces: Follow Me

When you undertake a perilous journey you can take two jobs. Roll twice and use the better result for both jobs.

Pilgrim Alignments

You may choose one of these instead of a disciple alignment:

Evil

Prevent someone else from making the same pilgrimage as you.

Good

Defend a travel route or the people on it from threats.

Pilgrim Bonds

- ____ is a lovely travelling companion, and very devout.
- ____ is not mature enough to undertake this journey.

Pilgrim Gear

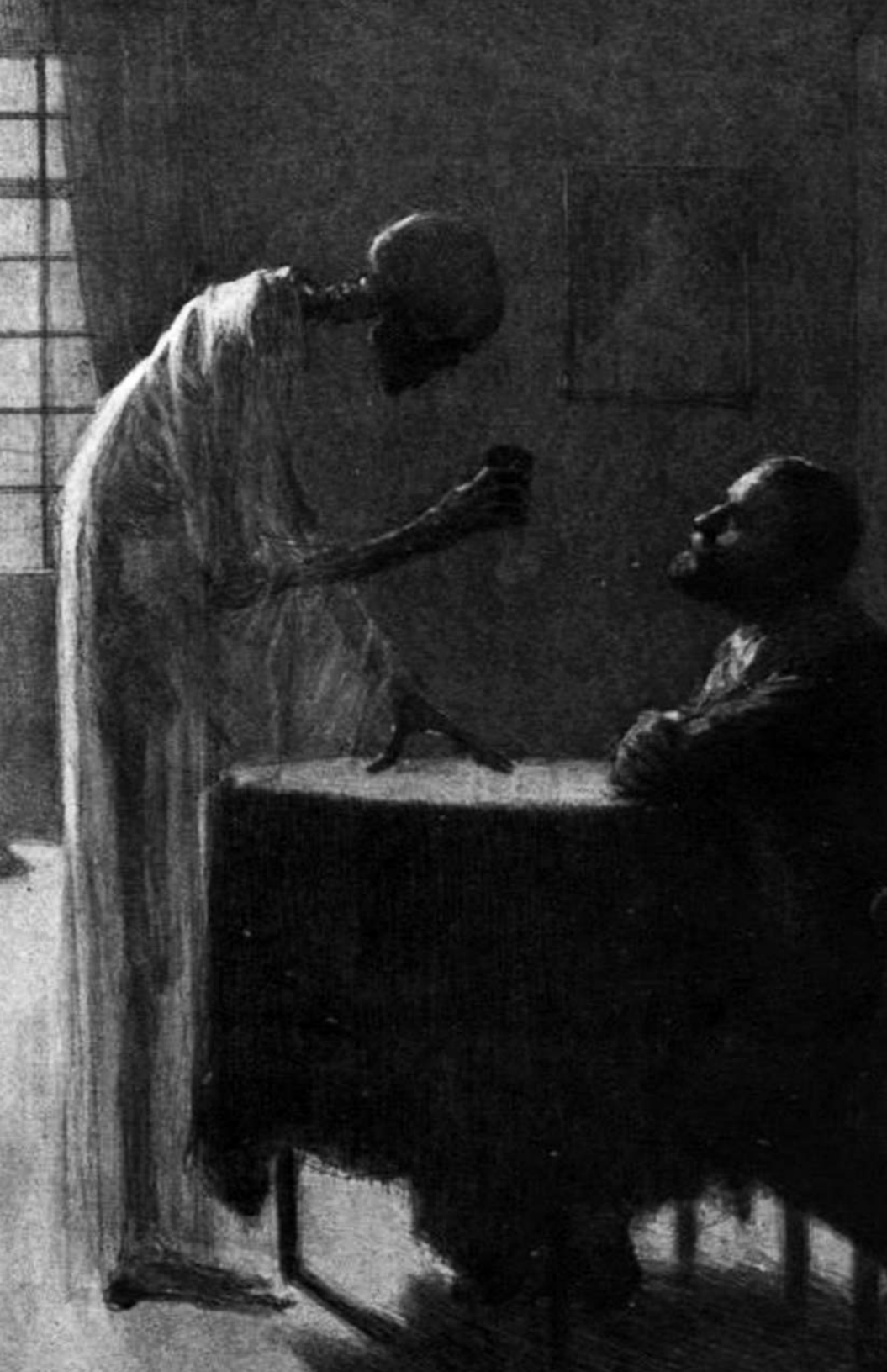
You get adventuring gear (5 uses, 1 weight), dungeon rations (5 uses, 1 weight), and a holy symbol of some kind, in addition to whatever your other specialties give you.

Pilgrim Races

You may choose this instead of a disciple race option:

Human

You may spend a blessing to negate the effects of one attack against you.



Psychopomp

Your work is done on the borderlands between life and death.

Compendium Class

Once you have been to Death's black gate and been allowed to return to the world of the living, you may consider the psychopomp specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Turn Undead

When you hold your holy symbol aloft and call on your devotion for protection, roll+WIS. On a hit, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. **On a 10+,** you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Ashes to Ashes

Requires: Turn Undead

The first time you brandish your holy symbol at an undead creature, deal your damage to it (ignores armour).

Ghost Talker

You can see and interact with all ghosts and spirits of the dead, and peer into the spiritual workings of the undead, even if they are mindless. **When you study an undead creature**, ask whatever questions you like, from the discern realities list or not.

Necromancy

Requires: Cast a Spell

When you cast a spell from the sphere of death, take +1.

The Scales of Life and Death

When someone takes their last breath in your presence, they take +1 to their roll.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Armour of Faith

Requires: Turn Undead

While you are turning the undead, you and any allies you are protecting get +2 armour. This bonus lasts only as long as there are undead present.

Cheat Death Again

When you have zero HP, instead of taking your last breath, roll+WIS. On a 10+, you live and choose one:

- You discover one of Death's dark secrets.
- You have a moment with a soul that has already passed on.
- You manage to stay beneath Death's notice.

On a 7-9, you live but Death takes notice and you discover something terrible. On a miss, you can cheat death no longer and you must pass through the Black Gate forever.

Dust to Dust

Requires: Ashes to Ashes

When you reduce a creature to zero HP, its soul is put to rest and it cannot be raised again as any kind of undead creature. If the creature is already undead, its evil influence is also defeated, at least in part.

Reaper

When you take time after a conflict to dedicate your victory to your ideals and deal with the dead, take +1 forward.

Psychopomp Alignments

You may choose one of these instead of a disciple alignment:

Evil

use your knowledge of death to frighten or intimidate someone.

Good

Save someone from a premature death.

Lawful

Put the undead to their rightful rest.

Psychopomp Bonds

- ____'s misguided behaviour endangers their very soul!
- I have shown ____ a glimpse of what lies beyond.

Psychopomp Gear

You have a symbol of your understanding of death: a shirt made of bones, a drinking cup made from a skull, or a map of the shadowlands, for instance. Describe it.

Psychopomp Races

You may choose one of these instead of a disciple race option:

Dwarf

When you deal damage to the undead, deal +1d4 damage.

Elf

When you discern realities, on a hit, your keen senses also tell you what here is dead or undead.

Human

When you turn the undead, you may also ask one question about them, as if you had discerned realities and got a 7-9.



Sacred Lamb

Your suffering is a sacrifice, to save others from pain. It is your gift.

Compendium Class

Once you have sacrificed your life for the life of another and been returned to life, you may consider the sacred lamb specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Sacrifice

When you touch someone and make a demand of them, if they do what you ask, take the debility of your choice and choose one:

- They are healed for half your current HP.
- They are healed of a debility.
- They are healed of one injury (like a broken arm).
- They gain 1d8 temporary HP. Damage must reduce these before affecting the character's normal HP, but they cannot be healed.

You must ask for something immediate, not long-term, and if you already have all six debilities you cannot heal them.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Devoted Healer

When you heal someone else of damage, add your level to the amount of damage healed.

Divine Protection

When you wear no armour or shield, you get 2 armour.

First Aid

Requires: Cast a Spell

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignores armour). If you do, take +1 forward.

Stigmata

When you display your bleeding, take 1d4 damage (ignores armour) and choose one person who can see. They heal 2d8 damage. Your wounds leave bloody stains that do not come out until the damage caused by their infliction is repaired.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Caretaker's Insight

When you discern realities, if you study someone who is afflicted, injured, or in pain, you may ask questions from this list instead:

- What do you hope for the future?
- What do you intend to do now?
- What do you want from me?
- What makes you feel beautiful or loved?
- What's wrong with you and how could I help you?

When you heal someone, also ask one of these questions.

Divine Armour

Replaces: Divine Protection

When you wear no armour or shield, you get 3 armour.

Greater First Aid

Requires: First Aid

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Greater Stigmata

Replaces: Stigmata

When you display your bleeding, take 1d4 damage (ignores armour) and choose one person who can see. They heal 2d8 damage, and all your other allies who can see you heal 1d8 damage each. Your wounds leave bloody stains that do not come out until the damage caused by their infliction is repaired.

Martyr

Replaces: Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armour). If you do, take +1 forward and add your level to any damage done or healed by your next action.

Sacrificial Bounty

Requires: Sacrifice

When you use **sacrifice**, choose two options, instead of one.

Sacred Lamb Alignment

You may choose one of these instead of a disciple alignment:

Chaotic

Help someone take impulsive, even reckless action.

Good

Endanger yourself to heal another.

Sacred Lamb Bonds

- ____ has hurt me before, but I forgave them.
- ____ is not worth suffering for, not yet.
- I respect the beliefs of ____ but hope they will someday see the true way.
- I would die for ____.

Sacred Lamb Gear

You get bandages (3 uses, slow) and a backpack or shoulderbag, which is empty, in addition to whatever your other specialties give you.

Sacred Lamb Races

You may choose one of these instead of a disciple race option:

Dwarf

When you are wounded or suffer a debility, you may choose to take an additional $1d_4$ damage (ignores armour) and +1 forward.

Elf

You are always graceful, even in suffering. When you take the debility **shaky**, also take +1 forward. While you have the **shaky debility**, you suffer a -1 penalty to another stat of your choice, but never to DEX.

Halfling

When you are wounded and bleeding, you get +DEX armour.

Human

You can have two debilities affecting your WIS score. Each gives you a -1 penalty, and having both gives you a -2 penalty. This brings your maximum number of debilities up to seven.

Venerator

You worship the ancestors, venerate them, and for your dutiful attention, they reward you.

Compendium Class

Once you have paid homage to your ancestors of at least seven generations back, either by building shrines to them or praying for them at three sacred sites, you may consider the venerator specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two moves:

Prayers to the Dead

You are able to converse with spirits of the dead as if they were living. They can sense this, and will be more inclined to appear before you.

Words from Beyond

When you venerate your ancestors and ask for advice, roll+WIS. **On a hit**, a spirit gives you advice about your situation, but **on a 7-9**, it comes with strings attached. They want something from you as well—a favour, a sacrifice, or just an ear that will listen, perhaps. The GM will tell you what. **If you act on the advice the spirit gives you**, take +1 forward.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Ancestor Song

When you perform an ancestor veneration ceremony for a community, roll+WIS. On a 10+, they are impressed and feel the need to reciprocate. On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority do.

Medium

When you allow a spirit to inhabit your body, roll+WIS. On a 10+, it may use your body to converse with the living until you banish it or move to a new location. On a 7-9, it may use your body only as long as you are unconscious—choose how much time you will allow it beforehand.

Spirits of Knowledge

Requires: Prayers to the Dead

When you arrive at a new settlement, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Curse of Ghosts

When you pronounce a curse upon someone, name one condition that will lift the curse and roll+WIS. **On a 10+**, ghosts will haunt this person until they fulfill the condition or until one week after you curse another person. **On a 7-9**, ghosts will pursue them for a few weeks, until they fulfil the condition, or until you curse another person. **On a miss**, the ghosts rebel against you, and it is you who suffers a curse.

Grave Digger

When you first encounter a ghost, you may ask its player one of the following questions:

- How could I put this ghost to rest?
- What caused this ghost's death?
- Where is this ghost's grave?
- Whom does this ghost haunt?

Add all of these questions to the discern realities list when you closely study a ghost.

Spirit of Warning

Requires: Spirits of Knowledge

When you consult the spirits of those who died at your location, roll+CHA. **On a 10+**, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. **On a 7-9**, a spirit will show you a danger, but no more than that.

Venerator Alignments

You may choose one of these instead of a disciple alignment:

Evil

Take revenge on someone who acted against your ancestors.

Good

Use the advice of your ancestors to bring useful knowledge to someone else.

Venerator Bonds

- ____ also respects the ancestors, so I will respect them.
- ____ helped me complete an important task.
- ____'s misguided behaviour endangers their very soul!

Venerator Gear

You have an item that connects you to your ancestors. Describe it.

Venerator Races

You may choose one of these instead of a disciple race option:

Elf

You have many ancestors and their lives stretch back for many ages. **When you ask them for advice**, they will also tell you something about your location and its past. You take +1 forward when acting on this information, too.

Human

When acting on the advice a spirit gives you, you may ignore the presence of all other spirits of the dead. They may not appear before you are speak to you while you ignore them.



Holy Spells

Some disciple specialties grant you the ability to prepare and cast spells. If you choose the embodiment specialty, you may cast spells related to one of your three spheres of influence, as determined by your devotion move. If you choose the miracle worker specialty, you may cast spells related to all three of your spheres of influence.

There are eleven spheres of influence:

- Animals
- Battle
- Death
- The Earth
- Healing
- Judgment
- Plants
- Protection
- Revelation
- The Sky
- Wisdom

Each sphere includes a list of eight or more spells. If you have command over a sphere of influence, you may prepare any of the spells included in it whose level is equal to, or exceeded by, your own level, plus the rites, which you always prepare when you prepare spells.



Animals

In the great chain of being, the gods set the four mortal races upon the earth to rule it and to worship the heavens. As long as mortals maintain their fealty to the gods, they shall have dominion over all else that is of the earth, over both the rocks and trees, and so too the beasts that crawl and the birds that fly.

Rote

Find the Beast

ROTE

ONGOING

You can sense the presence of a type of animal you name, or a particular animal you have met before. You know what direction to look in, and vaguely how far away they are.

First Level

Charm Animal

LEVEL 1

One animal in your presence regards you as a friend and will perform a single favour for you, such as tracking someone's passage, showing you something hidden, or allowing you to pass by safely.

Repel Creature

LEVEL 1

ONGOING

Name a type of beast or animal (but not a person or a monster). While this spell is ongoing, creatures of that type cannot approach or attack you, and you take -1 to cast a spell.

Third Level

Animal Summons

LEVEL 3

Name a species or type of animal. One specimen of that type is summoned to your presence. It must make its way to you of its own power, but unless its kind are all extinct, one will come.

The Speech of Beasts

LEVEL 3

ONGOING

This spell allows you to communicate with one type of animal, which you choose when it is cast. You may use basic moves like parley and discern realities while doing so. While this spell is ongoing, you take -1 to cast a spell.

Fifth Level

Conjure Beast

LEVEL 5

ONGOING

An animal appears and aids you as best it can. Treat it as your character, but with access to only the basic moves (though it can't speak to people). It has a +1 modifier for all stats, 1 HP, and uses your damage dice. The animal also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 instead of +1 for one stat.
- It has some useful adaptation.
- It's clever.
- It's tough: +2 HP for each level you have.

The GM will tell you they type of animal you conjure based on the traits you select. The animal remains until it dies or you dismiss it. While this spell is ongoing, you take -1 to cast a spell.

Spirits of the Wild

LEVEL 5

ONGOING

You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell. Unless this spell is revoked, you may use it to call upon another animal spirit.

Seventh Level

Summon Swarm

LEVEL 7

ONGOING

Name a location you can see. An immense swarm of small animals (your choice what kind) descends upon this location immediately. While this spell is ongoing, these animals do not cease to infest this location, and you take -1 to cast a spell.

Ninth Level

Altered Beast

LEVEL 9

You permanently alter the form of an animal you touch. You can give it the traits of another animal you are touching, grant the animal traits that describe you, or remove unwanted traits. The only limit is that you cannot give an animal the intelligence of a person.



Battle

We are as pawns upon a chess board, fighting on the gaming board that is our world, for the victory of those heavenly forces we pray to, lest the darkness of evil devour us.

Rote

The Wisdom of War

ROTE

When cast during a battle, or on the spot of a historical battle, the GM will tell you something interesting and useful about that battle, as if you were spouting lore and you rolled a 10+.

First Level

Bless

LEVEL 1

ONGOING

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

Magic Weapon

LEVEL 1

ONGOING

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

Third Level

Fireball

LEVEL 3

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour.

Immunity

LEVEL 3

ONGOING

Name one specific source of harm, such as burning, cutting, lightning, or poisonous gas, for example. While this spell is ongoing, you are immune to harm from that source, and you take

-1 to cast a spell. You may still be subject to secondary effects—fire that does not burn you produces smoke that can still choke you, and drowning is still uncomfortable, to say the least.

Fifth Level

Summon Monster

LEVEL 5

ONGOING

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 instead of +1 to one stat.
- It has some useful adaptation.
- It's not reckless.
- Its bond to your plane is strong: +2 HP for each level you have.

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

Seventh Level

Sever

LEVEL 7

ONGOING

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.

Ninth Level

Rain of Fire

LEVEL 9

You call down fire from the sky. Choose a specific area: everyone in that area takes 2d8 damage, which ignore armour.



Death

She is not the first of all foes faced by the living, but she is the strongest and the easiest to fear. Such power demands reverence—for understanding comes only with the proper humility.

Rote

Corpse Whispers

ROTE

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

First Level

Ghost Sight

LEVEL 1

ONGOING

By peering into the shadowlands, you are able to see or sense the presence of any ghost, restless spirit, or other undead. While this spell is ongoing, you take -1 to cast a spell.

Mask of Death

LEVEL 1

ONGOING

You can assume the visage of death, and use it to attract insects, pass as a corpse, or to become invisible to the undead. While this spell is ongoing, you take -1 to cast a spell.

Speak With Dead

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

Third Level

Animate Dead

LEVEL 3

ONGOING

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

Resurrection

LEVEL 3

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require a lot of money.
- It's going to take days/weeks/months.
- You must get help from ____.
- You must sacrifice ____ to do it.

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

Fifth Level

Trap Soul

LEVEL 5

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

Seventh Level

Mark of Death

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

Ninth Level

Consume Unlife

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

The Earth

The oldest faith is the covenant mortals have with the earth, and the chthonic goddesses that dwell there, giving life to the living until the living are done with it.

Rote

Pass Without Trace

ROTE

ONGOING

You or an ally you touch may pass over natural terrain without leaving footprints, a scent, or any other trail.

First Level

The Fog

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

Stonespeak

LEVEL 1

With a touch you speak to the spirits within the earth. A piece of stone you touch answers one question you pose, as best it can.

Third Level

Find the Way

LEVEL 5

The earth shows you or an ally you touch the quickest and shortest path, either to a desired destination, or out of the present location. If used during a perilous journey, this counts as being the trailblazer and rolling a 10+.



Fifth Level

Cold Snap

LEVEL 5

With a snap of your fingers, the temperature in a location you can see plummets below freezing. Crops die, animals flee, and people who aren't protected may suffer frostbite if they remain in the cold. The temperature and weather does not return to normal for the remainder of the day, unless you wish it to.

Seventh Level

Part the Seas

LEVEL 7

ONGOING

You cause a body of water to part before you, revealing a pathway across its floor. It can be wide enough for you and twice your level in companions to walk abreast, if you like. While this spell is ongoing, you take -1 to cast a spell.

Servant of the Earth

LEVEL 7

ONGOING

You summon an elemental being from the earth itself. It is made of one type of chthonic substance (dust, plants, soil, stone, wood, etc). The GM will give the elemental one or two special abilities based on its composition. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 6 HP, and uses your damage dice. The elemental also gets your choice of two of the following traits:

- It deals +1d6 damage.
- It has +2 for two stats instead of +1.
- It has 16 HP instead of 6.
- It has protection worth 3 armour.

The elemental remains until it is destroyed or you dismiss it. While this spell is ongoing, you take -1 to cast a spell.

Ninth Level

Commune with Nature

LEVEL 9

You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

Earthquake

LEVEL 9

ONGOING

A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. While this spell is ongoing, you take -1 to cast a spell.



Healing

Why do we put up with these clerics, with their lectures and their superior attitudes? Because their hands close up wounds and restore health out of a state of abject ruination. Perhaps they really are superior after all.

Rote

Sanctify

ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

First Level

Cure Light Wounds

LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

Invigorate

LEVEL 1

One ally you touch is cured of fainting, lethargy, paralysis, or unconsciousness, and are instantly able to move again.

Third Level

Analgesia

LEVEL 3

ONGOING

You touch an ally for a second and they are cured of all fear, nausea, and pain, be it mundane or magical. While this spell is ongoing, you take -1 to cast a spell.

Cure Moderate Wounds

LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

Fifth Level

Cure Critical Wounds

LEVEL 5

Heal an ally you touch of 3d8 damage.

Reverse Poison

LEVEL 5

With a touch, you cure an ally of any ill effects caused by a poisonous substance, short of death itself. Damage caused by the poison itself is healed, but damage caused by other sources that was enhanced by the poison remains.

Seventh Level

Heal

LEVEL 7

Touch an ally and you may heal them of damage by a number of points equal to your own maximum HP.

Ninth Level

Repair

LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

Judgment

Perhaps the most important responsibility, the heaviest duty, that the gods bear upon their shoulders is that of judgment.

Rote

Contract

ROTE

When you sign a contract you have cast this spell upon, you are mystically notified if the other party breaks it.

First Level

Casting Stones

LEVEL 1

ONGOING

As long as you concentrate on judgment, any stone you pick up becomes a powerful weapon (thrown, near, 1 piercing). While this spell is ongoing you take -1 to cast a spell.

Cause Fear

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

Third Level

Dispel Magic

LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

Hold Person

LEVEL 3

ONGOING

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

Fifth Level

Contagion

LEVEL 5

ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

Seventh Level

Harm

LEVEL 7

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armour.

Ninth Level

False World

LEVEL 9

ONGOING

With a touch, you can put someone's body into an enchanted sleep and their mind into a false world that they believe is real. Until the spell is ended, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies sleeping somewhere else.

Plague

LEVEL 9

ONGOING

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc). While this spell is ongoing you take -1 to cast a spell.

Plants

What heavenly power could be more vital to civilization than that behind the world of plants? Without them, mortal life is doomed.

Rote

Grass Eater

ROTE

This spell allows you to eat any vegetable matter, even poisonous vegetation, and derive nutrition from it. You may eat as many rations as you like, as long as there are enough plants available.

First Level

Entangle

LEVEL 1

You cause your target to become entangled in any nearby vegetation, which moves to accomplish this goal. These plants are not strengthened by this spell, and the target can break free as if they had become entangled normally.

Wood Bender

LEVEL 1

A piece of wood, either alive or dead, or a structure made of wood, warps at your touch into a new shape of your choosing.

Third Level

Plant Whispers

LEVEL 3

You speak with the spirits of the green world. One living plant you touch will answer three questions you pose, as best it can.

Fifth Level

Summon Nature Elemental LEVEL 5 ONGOING

An elemental creature made of plant matter appears and aids you as best it can. Treat the elemental as a character, but with access to only the basic moves. It has a +1 modifier for all stats, 1 HP, and uses your damage die. The elemental also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has a functioning mind and can complete complex tasks.
- It has some useful adaptation.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The elemental exists on this plane until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing, you take -1 to cast a spell.

Seventh Level

Wall of Thorns LEVEL 7

You call up thorny vines and brambles from the earth. They can loosely cover any location within sight, or form a thick wall in the middle of it. These plants are hard to get rid of, resistant to fire, and their thorns cause deep gashes.

Ninth Level

Cornucopia LEVEL 9

With a word, the entire region you are in bursts into harvest. In a matter of moments, plants grow until they are ripe and farms produce their full crop. This spell only affects plants and seeds that are present—it does not cause seeds to be sown.

Protection

If the work of the gods is to be done here, on this plane, their servants must survive to do it.

Rote

Endure

ROTE

ONGOING

As long as this spell is ongoing, you or an ally you touch can endure extremes of heat or cold that would normally cause harm, like walking across burning sands or swimming through arctic waters.

First Level

Sanctuary

LEVEL 1

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

Ward of Protection

LEVEL 1

By drawing a simple glyph on one of your possessions, you will always know if and when it is taken from you, and generally where it is located if that should happen. You may only have one Ward active at a time.

Third Level

Immunity

LEVEL 3

ONGOING

Name one specific source of harm, such as burning, cutting, lightning, or poisonous gas, for example. While this spell is ongoing, you are immune to harm from that source, and you take -1 to cast a spell. You may still be subject to secondary effects—fire that does not burn you produces smoke that can still choke you, and drowning is still uncomfortable, to say the least.

Silence

LEVEL 3

ONGOING

Name a location you can see. While this spell is ongoing, no sound can be made in that place, and you take -1 to cast a spell (assuming the silence does not prevent spellcasting outright).

Fifth Level

Circle of Protection

LEVEL 5

ONGOING

Draw a circle upon the ground around you or someone else. Until that person leaves the confines of the circle, no extraplanar entity can cross it or extend their influence beyond it. While this spell is ongoing, take -1 to cast a spell.

Seventh Level

Word of Recall

LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

Ninth Level

Divine Presence

LEVEL 9

ONGOING

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

Revelation

The divine power can push back even the darkest curtains of ignorance, and show the devoted the truth of things.

Rote

Light

ROTE

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

First Level

Detect Magic

LEVEL 1

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

Faerie Fire

LEVEL 1

ONGOING

One target you can see is outlined in pale, glowing light that produces no heat but makes the target highly visible, especially in darkness. While this spell is ongoing, the target also leaves a faint trail of fading light and you take -1 to cast a spell.

Third Level

Locate Object

LEVEL 3

ONGOING

Name a specific object or a type of object. While you concentrate, this spell will indicate which direction it is in, and where it is exactly if it is within a short walking distance. If you name a type of object, the spell points you toward the nearest one. While this spell is ongoing, take -1 to cast a spell.

Fifth Level

Divination

LEVEL 5

Name a person, place, or thing you want to learn about. Your devotion grants you visions of the target, as clear as if you were there.

Revelation

LEVEL 5

Your devotion is answered with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

Seventh Level

Prophecy

LEVEL 7

Name someone who poses a threat to you. The GM will reveal one aspect of a danger they are involved with. It could be a grim portent, the impending doom, someone else connected to that danger, a custom move or some other detail that gives you insight into how to stop it from achieving its goal.

Ninth Level

Alert

LEVEL 9

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

The Sky

The mightiest of all the gods, the conquerors of heaven, who lay waste to their enemies upon the earth, are the gods of the sky.

Rote

Gust of Wind

ROTE

You summon a gust of wind to blow in the direction of your choosing, scattering light objects before it.

First Level

Perfume

LEVEL 1

Name a location you can see. The aroma of your choice, pleasant or putrid, descends from the air above and saturates the area. This smell can be dispersed as all scents can, once the spell has been cast.

Skysight

LEVEL 1

For a moment, you see things from the sky's perspective, looking down at yourself and your surroundings with the eyes of an eagle.

Sunbeam

LEVEL 1

An object you hold glows or projects a warm yellow light that functions as sunlight does—illuminating the darkness, nourishing plants, and burning vampires. While this spell is ongoing, you take -1 to cast a spell.

Third Level

Lightning

LEVEL 3

A bolt of lightning strikes down from the sky, the clouds, or from out of your own body, striking the target and everyone nearby, inflicting 2d6 damage which ignores armour.

Fifth Level

Fly

LEVEL 5

ONGOING

You take to the air, soaring on a gust of wind or floating on a puffy cloud. While this spell is ongoing, you take -1 to cast a spell.

Starlight

LEVEL 5

You commune with the stars above and name a location. Whether you can see them or not, the stars tell you where you are now and which way you need to go to get to the stated location.

Seventh Level

Control Weather

LEVEL 7

Pray for rain—or sun, wind, or snow. Within a day or so, the sky will answer. The weather will change according to your will and last a handful of days.

Rainbow Bridge

LEVEL 9

Name a location, describing it with a number of words up to your level. A bridge made of rainbows bursts forth from the ground in front of you—walking across it leads you and any allies present to the location you described. The bridge may only be used once by each person.

Ninth Level

Storm of Vengeance

LEVEL 9

The sky brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

Wisdom

Without the wisdom to know Truth from Folly, one cannot choose the right path over the others.

Rote

Guidance

ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

First Level

Detect Alignment

LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

Mending

LEVEL 1

Your devotion allows you to fix some mundane object, without needing tools or expertise.

Planning

LEVEL 1

ONGOING

Cast this spell when you devise a plan to better your understanding of the situation. When you carry out that plan, take +1 forward. You can only have a heightened understanding of one plan at a time.



Third Level

Inquiry

LEVEL 3

Cast this spell on a person you can see and ask one question about them from the list below:

- What does this person intend to do?
- What does this person need or desire?
- What is false about this person?
- Who does this person associate with?

Take +1 forward when you act on the answer.

Local Customs

LEVEL 3

ONGOING

The customs of the people you observe are revealed to you. While this spell is ongoing, you take -1 to cast a spell and you are able to determine and mimic local customs, wherever you are. You can tell if someone's behaviour is routine or unexpected by observers, and you can predict what kind of behaviour is expected of you, but you do not gain any additional language skills.

Fifth Level

True Seeing

LEVEL 5

ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

Words of the Unspeaking

LEVEL 5

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

Seventh Level

True Discernment

LEVEL 7

When you cast this spell on the evidence left by some creature or event, or something removed from a faraway location, you may study that creature, event, or location as if you had discerned realities and rolled 10+.

Ninth Level

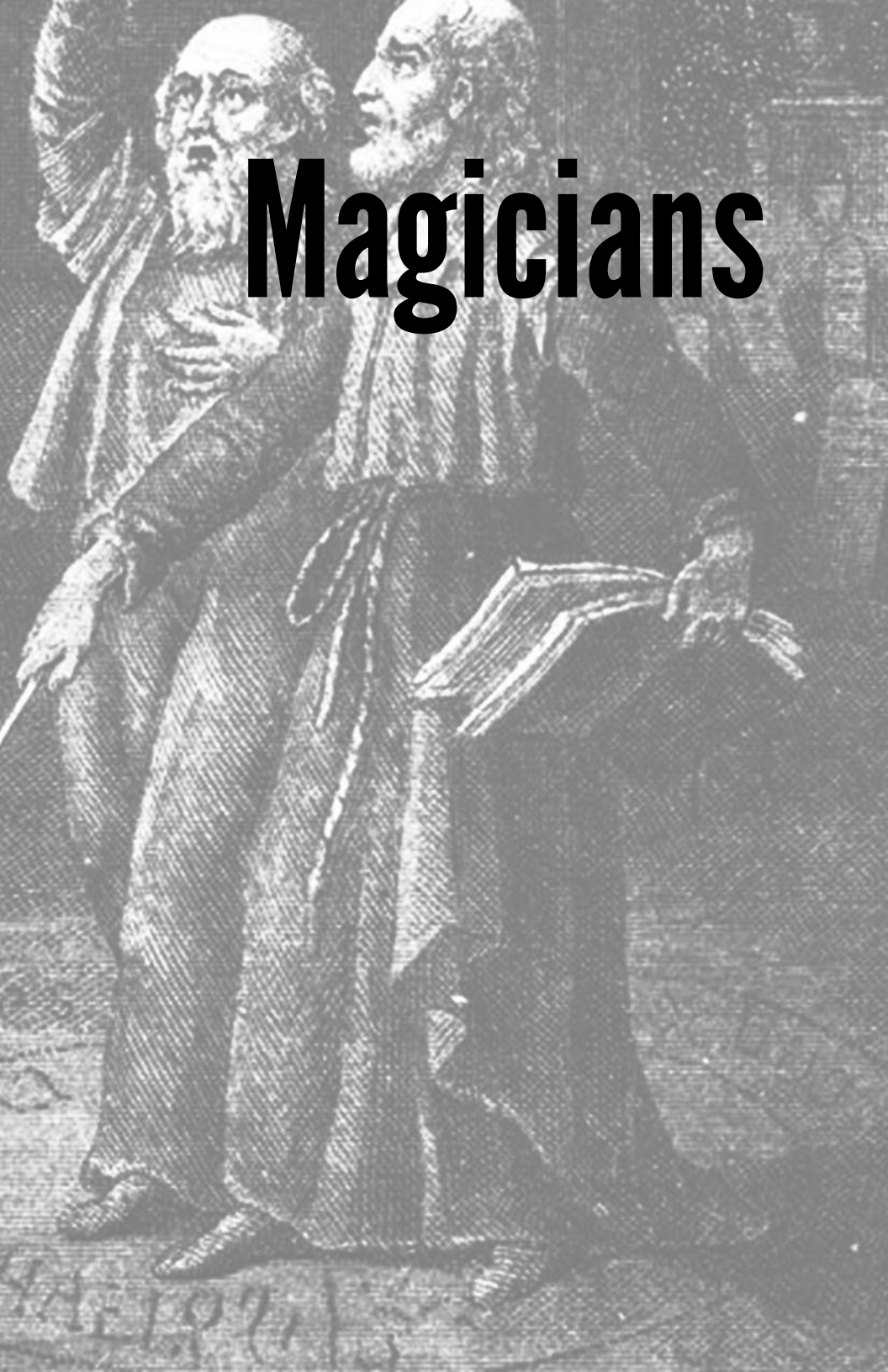
Questing

LEVEL 9

Describe an objective, however complicated. The GM will tell you what it would take to accomplish normally. You can choose one of those requirements, and the GM will tell you an easier—and possible—way to achieve it.



Magicians



The Colour of Magic

Magicians handle sources of power that no one else would dream of getting mixed up with.

Stats

The specialties you choose may modify these scores:

Your base damage is d4.

Your load is 6+STR.

Your maximum HP is 6+Constitution.

Starting Moves

Choose two magician specialties and one of the following:

- A level 2-5 move from either magician specialty.
- A specialty from another archetype.
- A third magician specialty.

You get all the starting moves from each specialty. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your specialties.

Advanced Moves

Each time you level up, choose an advanced move from one of your specialties. Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other magician specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Once between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

Magician Alignments

Choose one of these alignments, or one from those offered by your specialties:

Chaotic

Add more magic to the civilized world.

Evil

Use magic to cause terror and fear.

Good

Use magic to directly aid another.

Neutral

Discover something about a magical mystery.

Magician Bonds

As a magician, you may have up to three bonds at a time. Choose from the following, and from those offered by your specialties:

- ____ does not trust me, and for good reason.
- ____ has supplied me with forbidden tomes.
- ____ seems suitably impressed by my powers and I just can't help showing off in front of them.
- ____ will play an important role in the events to come. I have foreseen it!
- I have used my magic on behalf of ____ before.
- This is not my first adventure with ____.



Magician Gear

You start with your clothes, a backpack or shoulder bag, dungeon rations (5 uses, 1 weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Dagger (hand, 1 weight).
- Staff (close, two-handed, 1 weight).
- Three healing potions.

Magician Races

Choose a race and gain the corresponding move:

Dwarf

Your race is hardy, even in the face of sorcery. **When you are the target of a magical effect or spell**, you get +1 armour forward or +1 armour ongoing until the spell wears off if the effect is ongoing.

Elf

Magic is as natural as breath to you. **When you discern realities**, on a hit, the GM will also tell you if anything you are studying is magical.

Halfling

You sing the healing songs of spring and brook. **When you make camp**, you and your allies heal +1d6.

Human

Battle magic is like food and drink to you. **When you cause harm with magic**, deal +2 damage.

Arcane Ritualist

Not all magic is flashy, not all magic is rolled off the cuffs of fluttering mage-hands in the heat of the moment. Indeed, the greatest of all magic takes time, sustained effort, and deep concentration. When you have time to change your mind and don't, you know the result is worth the toil.

Compendium Class

Once you have successfully completed a complex, week-long magical ritual, you may consider the arcane ritualist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Ritual

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- First you must ____.
- It will require a lot of money.
- It will take days/weeks/months.
- The best you can do is a lesser version, unreliable and limited.
- You and your allies will risk danger from ____.
- You'll have to disenchant ____ to do it.
- You'll need help from ____.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Arcane Library

When you spout lore about magical writings, on a 10+, the GM will also ask you a question. Whatever you answer, it is the truth.

Logical

When you use strict deduction or logic to analyze your surroundings, you can discern realities with INT instead of WIS.

Scrying Pool

When you perform a ritual to investigate the doings of someone, and you have a piece of their body or an item that is important to them, roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one. On a miss, they get to ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?
- Who are their enemies?

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Astral Scryer

Requires: Scrying Pool

When you use your scrying pool, you can ask an extra question, even on a miss.

Ethereal Tether

When you have time with a willing or helpless subject, you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

Highly Logical

Replaces: Logical

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS. On a 12+, you get to ask the GM any three questions, not limited by the list.

Self-Powered

Requires: Ritual

When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

Arcane Ritualist Alignments

You may choose one of these instead of a magician alignment:

Lawful

Exploit the letter of the law (or an agreement) for your own benefit.

Neutral

Make an ally of someone powerful.

Arcane Ritualist Bonds

- ____ and I shared a mystical vision, after performing a ritual together.
- I need ____'s help to perform a particularly important ritual.
- I went to school with ____.

Arcane Ritualist Gear

Choose one:

- Bag of books (5 uses, 2 weight).
- Ritual carpet (2 weight).
- Ritual dagger (hand, 1 weight).
- Small mirror.
- Staff (close, two-handed, 1 weight).
- Sword (close, 1 weight).
- Small pet animal.

Arcane Ritualist Races

You may choose one of these instead of a magician race option:

Dwarf

While you are working magic, you have +1 armour.

Elf

You may consider any forested area to be a place of power.

Halfling

You never need a lot of money to successfully perform a ritual.

Human

You may consider any site a place of power after you perform a human sacrifice on it.

Awakened Mind

It is the noblest endeavour, to find enlightenment even here, in a world of flame and steel and coin. There are those among us who walk a secret path, the eye of their mind open in darkness.

Compendium Class

Once you have discovered the latent abilities that lie within your mind, you may consider the awakened mind specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Expanded Consciousness

When you project your mind from your body, choose two to describe your mind's form (it's always insubstantial):

- It is invisible.
- It moves quickly.
- Its senses are not clouded.

Your mental form can roam the physical world for as long as you like. While it does, your body lies comatose. While in your mental form you have no access to your body's senses.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Mindmeld

When you touch a willing or sleeping subject, your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.

Sleep Walk With Me

Requires: Expanded Consciousness

When your mental form passes through the body of a sleeping person, you may choose to inhabit their body. Your control is limited as if they were sleepwalking: movement, maybe even simple conversations at most. The eyes of the body you inhabit never open; if they do open, you are immediately expelled.

Talisman

Choose an item of importance to you. From now on you can hear the thoughts of whomever holds that item.

Thoughts Beyond

Requires: Expanded Consciousness

When you project your mind from your body, you can also choose one of these options:

- You can communicate with the minds of people you are near.
- You can move small physical objects that have recently been touched by someone.
- You hear nearby thoughts instead of sounds.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

From Beyond

You can see spirits and other invisible or insubstantial beings whenever you concentrate. While you can see them, you can also interact with them as if they were solid.

Sleep Walk Inside Me

Replaces: Sleep Walk With Me

When your mental form passes through the body of a sleeping person, you may choose to inhabit their body. You can use their body as if it were your own until they would have awoken had you not possessed them. At that moment, they awaken and you are immediately expelled.

Thoughts Beyond Thought

Replaces: Thoughts Beyond

When you project your mind from your body, you can also choose two of these options:

- You can become visible, if only as a ghostly figure.
- You can communicate with the minds of people you are near.
- You can move small physical objects that have recently been touched by someone.
- You hear nearby thoughts instead of sounds.

Awakened Mind Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Reveal a hidden truth about someone of importance.

Neutral

Discover a useful secret.

Awakened Mind Bonds

- ____ does not use the full potential of their mind, and is worse off for it.
- ____ has some strange insight into my powers.
- I watch out for ____ sometimes, when they need it.

Awakened Mind Gear

Choose one:

- Bag of books (5 uses, 2 weight).
- Healing potion.
- Leather armour (1 armour, 1 weight).
- Personal feast (1 use, 1 weight).

Awakened Mind Races

You may choose one of these instead of a magician race option:

Dwarf

When you project your mind from your body, add this to your list of options:

- Your physical body turns to stone until your mind returns.

Elf

When someone touches your sleeping or comatose body, you may immediately return to it and awaken.

Halfling

When you consume a ration right before projecting your mind from your body, it counts as making camp if you roam the world in spirit form for more than a few hours.

Human

When you project your mind from your body, you can choose all three options if you take either 1d8 damage or a debility.

Blue Mage

You live in a world full of magic. Why create your own style when you can just copy what others do? What really matters is whether it works or not—and your magic works, all right.

Compendium Class

Once you have absorbed a slain enemy's essence—by consuming their body, or shattering a crystal made of air that you have imprisoned them inside of, for example—you may consider the blue mage specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You get these two moves, though you may replace Cast a Mimicked Spell with another spellcasting move if you also take a specialty that gives you one:

Cast a Mimicked Spell

When you cast a spell you have mimicked, roll+INT. On a 10+, the spell is successfully cast and you may cast it again. **On a 7-9,** the spell is successfully cast, but choose one:

- The spell is forgotten. You may not cast it again.
- You cause unintended harm or damage.

Maintaining spells with ongoing effects imposes a -1 penalty to using this move.

Spell Mimicry

When you see or experience a magical effect and try to copy it, roll+INT. On a hit, you have memorized it like a spell, but on a 7-9, you must forget a spell you already have memorized. If you have no spells to forget, you can memorize this new one only if you also take a debility. When you forget this spell, you may not memorize it again. If you memorize an offensive ability, your magic does the same damage as the original.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Beyond Mimicry

Requirements: Spellbook

If you want to write a mimicked spell you successfully memorized into your spellbook permanently, you can take it as your next spell when you level up, or you can replace one of the spells you already have in your spellbook.

Face Like a Mask

Requires: Spell Mimicry

You can mimic the appearance of another person as if it were a spell, if you touch them.

Monster Mash

Requires: Spell Mimicry

You can mimic non-magical monster moves, as if they were spells.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Better Mimic

Requires: Cast a Mimicked Spell

When you cast a spell you have mimicked, on a 10-11, you may choose from the 7-9 list in order to double the effects of the spell or ignore the -1 penalty if it is ongoing. On a 12+, you may choose either of those options with no consequences.

Face Dancer

Replaces: Face Like a Mask

You can mimic someone's appearance and mannerisms just like a spell, if you touch them. While disguised, you sound and move like them, and only your lack of their memories will give you away.

Perfect Replica

Requires: Monster Mash

You can mimic the non-magical abilities of other people, as if they were spells.

Blue Mage Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Risk your life to get access to a magical spell.

Neutral

Make a profit off of a magical spell you mimicked.

Blue Mage Bonds

- ____ brings trouble with them wherever they go.
- ____ is woefully misinformed about the world. I will teach them what I can.

Blue Mage Gear

Choose one:

- Antitoxin.
- Healing potion.
- Keg of Dwarven stout (4 weight).
- Leather armour (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).

Blue Mage Races

You may choose one of these instead of a magician race option:

Elf

You can mimic the abilities of forest creatures as if they were spells.

Human

If a harmful spell is cast on you and you successfully mimic it, the damage is halved (round up).



Conjurer

Parlour tricks? Pulling rabbits out of hats? I don't think so.

Compendium Class

Once you have obtained a magic hat or bag and a magical box, and performed onstage with them for an appreciative audience, you may consider the conjurer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Conjuration

When you conjure an item, hand-sized and neither unique nor extremely valuable, roll+INT. **On a 10+**, it appears in your hand or on your person somewhere. **On a 7-9**, it's not quite what you had in mind, but vaguely similar. **On a miss**, what you conjure up is the opposite of useful.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Abjuration

When you banish a creature from another plane of existence, roll+INT. **On a 10+**, it may not approach you further and if it lacks an anchor in this world, it must return to whence it came. **On a 7-9**, it may not approach you further unless you allow it to (or you let your guard down). **On a miss**, you cannot banish it.

From Beyond the Black Gate

When you summon a monster from beyond this world, say what it's for, one thing it is, and one thing it's not. Then roll+INT, and find out what comes through. On a 10+, both. On a 7-9, choose one or the other:

- It fulfills its purpose and leaves.
- It's perfect for the job.

On a miss, it isn't what you said it is, but *it is* what you said it's not.

The Summoner's Trick

Choose a summoning spell of your level or lower. If you cast spells, add it to your spellbook, but prepare and cast it as if it were one level lower. If you don't cast spells, you can now cast this one.

When you do, roll+INT. On a hit, it works, but on a 7-9, you also choose one:

- You can't cast this spell again until the next dawn or dusk.
- You lose control of the spell's effects.
- You take a debility of your choice.

Vanishing Act

When you obscure an item from sight for a moment, roll+INT. On a 10+, it vanishes and reappears in the exact location of your choosing (but not in the same place as something else). On a 7-9, it vanishes and reappears in your life at some unpredictable point in the future.

What's Mine is Mine

When you give someone an item you'd rather keep, roll+INT. On a hit, it returns to you in good time but on a 7-9, there are strings attached. On a miss, it's gone forever.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Arch-Summoner

Requires: The Summoner's Trick

Choose another two summoning spells that you can either add to your spellbook and cast as if they were one level lower or cast as described in the summoner's trick.

Conjuratorium

You can dedicate a location to be a special arcane sanctum where you can summon all manner of things into existence, limited only by the size of this conjuratorium. In order to summon something, you need an antecedent that resonates with the summoned thing's true nature. Discuss what you can use as a proper antecedent with the GM. **When you use an antecedent to begin the summoning process, roll+INT. On a 10+, choose two. On a 7-9, choose one:**

- It's a secret.
- Nothing else is summoned.
- The antecedent remains in this world.

Summons

When you summon someone by name with magic, roll+INT. On a 10+, choose two. On a 7-9, they come directly and choose one:

- They arrive at exactly the location you specify.
- They arrive exactly when you specify, no matter the distance.
- You have some form of defence when they arrive.

Conjurer Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Upset the existing social order.

Evil

Bring something evil into the world that other people have to deal with.

Conjurer Bonds

- ____ knows a secret about my powers that no one else does.
- I was summoned here by ____.

Conjurer Gear

Choose one or two:

- Fancy robes.
- Painted box.
- Strange hat.
- Wand.
- White gloves.

Conjurer Races

You may choose this instead of a magician race option:

Human

You can use DEX for your conjurer moves, instead of INT.



Dominator

What else is magic for, if not to control others?

Compendium Class

Once you have completely broken the will of another person and made them your slave, you may consider the dominator specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Hypnotist

When you make eye contact with someone and exert your will over them, roll+INT. On a hit, they are paralysed and cannot move, but on a 7-9, the effect is broken if you move. When you break off eye contact, they can move again.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Control

When you touch someone and force your will upon them, roll+INT. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold to give them an order. They must obey or suffer 1d6 damage. You may only have a hold over one person at a time.

Dominating Power

Choose an enchantment spell of your level or lower. **If you cast spells**, add it to your spellbook, but prepare and cast it as if it were one level lower. If you don't cast spells, you can now cast this one.

When you do, roll+INT. **On a hit**, it works, but **on a 7-9**, you also choose one:

- You can't cast this spell again until the next dawn or dusk.
- You lose control of the spell's effects.

Iron Will

When you are subject to mind control or magic that influences your feelings, you may choose to take 1d4 damage (ignores armour) and ignore the influence.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Arch-Enchanter

Requires: Dominating Power

Choose another two enchantment spells that you can either add to your spellbook and cast as if they were one level lower or cast as described in dominating power.

Jaws Around Your Spine

Replaces: Control

When you touch someone and force your will upon them, roll+INT. **On a 10+**, hold 2. **On a 7-9**, hold 1. You can spend a hold to give them an order. They must obey or they suffer 1d8 damage. You may have hold over a number of people equal to your INT, but no more than that.

Mystical Puppet Strings

When you use magic to control a person's actions, they have no memory of what you had them do and bear you no ill will.

Dominator Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Expose corruption and abuse of power.

Evil

Use your powers to make people you don't control fear you.

Dominator Bonds

- ____ has seen my bad side, and they're still here.
- I am deeply intrigued by ____.
- The world has not been kind to ____, but I will be.

Dominator Gear

You get 30 coins, in addition to whatever your other specialties give you.

Dominator Races

You may choose one of these instead of a magician race option:

Dwarf

When you use magic to control a person's actions, take +1d4 damage forward against them.

Elf

When you use magic to control a person's actions, you may ask one question about them, as if you had discerned realities and rolled a 7-9.

Human

When you use magic to control a person's actions, take +1 forward to parley with them.

Enchanter

To change the soul with but a small, simple item—all this task requires is a unique and magical talent. The art of enchantment is the creation of the catalyst for change, and thus the change itself.

Compendium Class

Once you have discovered how to extract an emotion from someone, distil it into a physical form, and then transfer it to someone else, you may consider the enchanter specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Wondrous Creations

When you create a magic item or a work of art, tell the GM what effect you want it to have on people and the GM will tell you how long you need to work on it and if you need any special materials. **The first time you use or unveil your creation**, roll+INT. **On a hit**, it has the effect you desired, but **on a 7-9**, it has an additional effect chosen by the GM. **On a miss**, you have created something terrible.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Enchanted

Requires: Cast a Spell

When you cast an enchantment spell, take +1.

Enchanter

When you have time and safety with a magic item, you may ask the GM what it does. The GM will answer you truthfully.

Knack for Enchantments

Choose one enchantment spell of your level or lower. **If you cast spells**, add this spell to your spellbook, but prepare and cast it as if it were one level lower. **If you don't cast spells**, when you use this spell, roll+INT. **On a hit**, it works, but **on a 7-9**, choose one:

- You can't use it again for the rest of the day.
- You take a debility of your choice.

Operator of Magical Mechanisms

When you use a magical item and force it to obey your will, roll+INT. **On a 10+**, you control the degree and extent of its effects.

On a 7-9, you direct its effects, but choose one:

- It is broken and cannot be used again until fixed.
- It slips out of your control, creating additional, unwanted effects.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Arch-Enchanter

Requires: Knack for Enchantments

Choose another two enchantment spells that you can either add to your spellbook and cast as if they were one level lower or cast as described in knack for enchantments.

Enchanter's Soul

Requires: Enchanter

When you have time and safety with a magic item in a place of power, you can empower that item so that its effects are amplified the next time you use it. The GM will tell you exactly how.

Permanent Wonder

Requires: Wondrous Creations

When you create a magic item or a work of art, ask the GM what component you need to make its effect permanent and the GM will tell you. The more powerful the effect, the more dangerous the component is to obtain and handle, but if you do just that, your item or work of art will effect people even after its first use.

Transference

As long as you have time and space to work, you may remove the magical properties of an enchanted item and transfer them to another item. The recipient item may already possess magical properties or it may be a mundane item.

Enchanter Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Create an item that changes the balance of power.

Evil

Cause chaos and terror by unveiling a magic item.

Good

Make an item that changes someone's life for the better.

Enchanter Bonds

- ____ once saw me safely through a dangerous situation.
- Ironically, ____ seems to have enchanted me.

Enchanter Gear

You get one mundane item that you intend (or intended) to enchant, and whatever your other specialties give you.

Enchanter Races

You may choose one of these instead of a magician race option:

Halfling

When you affect someone with a magic item, take +1 forward to parley with them.

Human

When you affect someone with a magic item, take +1d4 damage forward against them.

Flux

That cloak of phasing tickled that rift of chaos just right, and in the moment before you rematerialized, a slice from off the foundation of reality was captured within you.

Compendium Class

Once you have touched the mind of a god, while travelling through dimensions, you may consider the flux specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the flux specialty, you get +1 load.

Starting Moves

You start with this move:

Bind

When you call upon the fundamental force within yourself, if you are touching two objects no heavier than yourself, roll+CON. **On a hit**, the objects are attracted to each other like Newton's apple to the ground. **On a 10+**, also choose one option from the list below. **On a 7-9**, choose one:

- There are no adverse side effects.
- This bond lasts until you choose to break it.
- You are able to weaken the bond without breaking it.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Due North

You always know where you are with respect to the northernmost point of the world. You never get lost and you can always find your way back to a place you have been to before.

Faraday's Law

Requires: Bind

Magnetism pulses from your flesh stirring loose the charge that lives in all metal. **When you stir the charge within a weapon you hold**, it does +1d4 damage ongoing. Until you dismiss this effect you take -1 to bind.

Subtle Sense

When you discern realities, add this question to the list:

- What nearby is metal?

Velocitas Eradico

You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way are far range only. When volleying this way use CON instead of DEX.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Artillery

Replaces: Velocitas Eradico

You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way count as weapons (near, far) and your base damage with them is a d8 instead of a d4. When volleying this way use CON instead of DEX.

Binding Field

Requires: Bind

You can bind any two objects you can see, not just those you touch.

Repel

Requires: Bind

When you bind two objects, you can choose to have them repel each other instead of attracting each other. The force is the same.

Flux Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Stymie or frustrate someone else's plans in an amusing manner.

Evil

Ruin something valuable with your powers.

Neutral

Impress someone important with your wondrous powers.

Flux Bonds

- ____ and I are friendly rivals.
- ____ is a great friend to me, we are bound together like one.
- ____ needs to respect me and my powers more than they do right now, for serious.
- I will show ____ that my abilities surpass theirs.

Flux Gear

You have adventuring gear (5 uses, 1 weight), in addition to whatever your other specialties give you.

Flux Races

You may choose this instead of a magician race option:

Halfling

You may bind an object to yourself instead of another object, treating your body as if it were one of the two bound objects.

Human

You can use any object you can pick up as a melee weapon. It has a range tag appropriate to its size and can do +1 damage if it is particularly heavy or dangerous.

Golemist

Who needs spells when you can make slaves out of the very elements themselves?

Compendium Class

Once you have built a humanoid figure out of a single element and infused it with your own blood and life essence, then anointed it with five different magical oils, and brought it to life, you may consider the golemist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these three moves:

Elemental Golem

When you summon an elemental being, choose an element at hand and roll+CON. **On a 10+**, you create a golem under your control, made out of this element, and you hold 3 control over it. **On a 7-9**, either you create a golem made out of this element and you have 1 control over it, or you have 2 control over it and choose one:

- The golem is hostile and will resent you later.
- The golem is made out of a different element, the GM will tell you which.

You can only control one golem at a time. As long as you have control over your golem, you can use your golem moves and command it to take simple actions. When you spend all your control, your golem acts on its own, and has hit points equal to twice your level.

Golem Attack

When you command your golem to attack, roll+control. On a hit, it does what you want, but on a 7-9, you also lose 1 control. Your golem deals 1d8 damage.

Golem Protection

When your golem takes damage, you lose 1 control and the damage is negated.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Automaton

Requires: Elemental Golem

You can make a golem out of bits and pieces of physical items, not just base elements.

Banish Golem

Requires: Elemental Golem

When you banish an elemental golem, roll+CON. On a 10+, the golem is removed from the world. On a 7-9, the golem is removed, but choose one:

- Take -1 ongoing to your golem moves until you make camp.
- You take 1d6 damage (ignores armour).

Golem Puppet Strings

Requires: Elemental Golem

While you control a golem, you can use it like your own character to undertake complicated actions other than fighting. You can use its senses as your own, but use your own stats to make moves.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Elemental Shield

Requires: Elemental Golem

While you control an elemental golem, you are immune to damage caused by whatever it is made out of.

Osmosis

Replaces: Banish Golem

When you banish an elemental golem, roll+CON. On a 10+, the golem is removed from the world and you heal 1d6 damage. On a 7-9, the golem is removed, but choose one:

- Take -1 ongoing to your golem moves until you make camp.
- You take 1d6 damage (ignores armour).

Reckless Summoner

Requires: Elemental Golem

When you summon an elemental being, on a 10+, you can choose an option from the 7-9 list and choose a second element that the golem is made out of.

Golemist Alignments

You may choose one of these instead of a magician alignment:

Evil

Use your golems to extort profit out of someone important.

Neutral

Make a golem do something important for no other reason than so other people can see you.

Golemist Bonds

- ____ doesn't sufficiently respect the power of the elements.
- ____ earned my respect the hard way.
- ____ keeps cramping my style.

Golemist Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag full of sand (1 weight).
- Bandages (3 uses, slow).
- Five torches and a tinderbox (1 weight).
- Jug full of water (2 weight).
- Poultices and herbs (2 uses, 1 weight).

Golemist Races

You may choose one of these instead of a magician race option:

Dwarf

When you summon an elemental golem on a mountain, hold +1 control over it.

Elf

When you summon an elemental golem in a forest, hold +1 control over it.

Human

When you control a golem, it deals +1d4 damage.

Illusionist

One day they'll understand. Image is everything.

Compendium Class

Once you have studied under the tutelage of a master illusionist and managed to fool them with your magic, you may consider the illusionist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Smoke and Mirrors

When you create a magical illusion, roll+INT. **On a hit**, you can change the appearance of someone or something that you can see. This illusion lasts as long as you concentrate on it. Additionally, **on a 10+**, you may also choose an options from the list below:

- Your illusion can include smells and flavours.
- Your illusion can include sounds.
- Your illusion can move, independent of its original appearance.
- Your illusion lasts for a few moments after you stop concentrating.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

The Image Itself

Requires: Smoke and Mirrors

You do not need to disguise someone or something when you create an illusion—it can exist independent of other objects.

Just Because You Feel It

Requires: Smoke and Mirrors

You may add a tactile element to your illusions. This can change the way they feel, or make something feel substantial even though it is not. This can be used to cause pain, but does not deal damage, and will not stand up to close scrutiny (it cannot be used to actually bar passage through an open doorway, for example).

Knack for Illusions

Choose one illusion spell of your level or lower. **If you cast spells**, add this spell to your spellbook, but prepare and cast it as if it were one level lower. **If you don't cast spells**, when you use this spell, roll+INT. **On a hit**, it works, but **on a 7-9**, you can't use it again for the rest of the day.

The Next Best Thing

Requires: Smoke and Mirrors

When you create an illusion, on a hit, you may choose an additional option.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Doesn't Mean It's There

When you create an illusion, it always lasts a few moments after you stop concentrating; replace that option with this one:

- Your illusion lasts for days after you stop concentrating.

Master of Illusions

Requires: Knack for Illusions

Choose another two illusion spells that you can either add to your spellbook and cast as if they were one level lower or cast as described in knack for illusions.

Phantom Pains

Requires: Just Because You Feel It

When you add a tactile element to your illusions, you may use them to deal your damage. This does not cause actual wounds—the effects only exist in the victim's mind. Victims with weak hearts may die if reduced to zero HP from this; others will faint. Damage caused by an illusion is healed when the illusion is revealed to be false.

Illusionist Alignments

You may choose one of these instead of a magician alignment:

Evil

Use your illusions to steal something valuable.

Good

Use your illusions to comfort or entertain someone.

Neutral

Use your illusions to cover up an awful truth.

Illusionist Bonds

- ____ is too gullible for my liking. If we're in this together, they need to smarten up!
- ____ thinks my powers are all style and no substance. I'll show them how useful I can be!

Illusionist Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag of wooden nickels.
- Dungeon rations (5 uses, 1 weight).
- Fancy clothes and fake jewels.

Illusionist Races

You may choose one of these instead of a magician race option:

Elf

When you create an illusion, you may add the smell or sound of a forest to it, at your option.

Halfling

When you create an illusion your size or larger, you can also hide behind it. Unless you reveal yourself or the illusion is dispelled, you cannot be found.

Human

While you are concentrating on an illusion, you get +1 armour.



Mind-Mover

The mind is a powerful thing, more powerful than the body is, certainly. You think we need a body for life? Then what of ghosts and spirits? You think we need a body to move things around in the physical world? I beg to differ.

Compendium Class

Once you have disciplined your mind, focuses it, and been able to project your will upon a physical object through the strain of multiple physical shocks and traumas, you may consider the mind-mover specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the mind-mover specialty, lower your maximum HP by 2, but not below 4+Constitution.

Starting Moves

You start with this move:

Telekinesis

You can use your mind to move objects smaller than yourself without touching them. It is easy to move objects nearby as long as they can fit in one hand. **When you move an object larger than that and smaller than yourself with your mind**, roll+INT. **On a 10+**, you can move it wherever you want it to go, within sight. **On a 7-9**, you can move it a short distance in one direction. You must concentrate while the object is moving.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Aquakinesis

Requires: Telekinesis

You can move liquids with your mind as if they were objects.

Hold Person

Requires: Telekinesis

You can move people as if they were objects, even if they are larger than you. **On a 10+**, you may also immobilize them, as long as you maintain your concentration.

Telekinetic Weapons

When you throw objects with your mind, they count as weapons in near range, and you volley with INT instead of DEX.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Friend of the Sky

You can fly, whenever you want, without having to concentrate.

Mind Warrior

Requires: Telekinetic Weapons

When you attack with telekinetic weapons, your base damage is d10, instead of d4.

Telekinetic Mastery

Requires: Telekinesis

You can move objects with your mind that are larger than yourself.

Mind-Mover Alignments

You may choose one of these instead of a magician alignment:

Evil

Destroy something of value with your psychic powers.

Neutral

Increase your personal reputation.

Mind-Mover Bonds

- ____ is ignorant of the evil that we face.
- ____ is too full of anger and darkness for my liking.
- I have a friendly rivalry going with ____.

Mind-Mover Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Antitoxin and bandages (3 uses, slow).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Staff (close, two-handed, 1 weight).

Mind-Mover Races

You may choose one of these instead of a magician race option:

Halfling

You may move objects with your mind that are smaller than a house, instead of smaller than yourself.

Human

When you use your psychic powers, you may roll with WIS instead of INT.

Objectivist

You can tell so much about a person just from the things they own.

Compendium Class

Once you have conducted a thorough study on the inner life of objects and reported your findings at great length, you may consider the objectivist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the object reader specialty, you get +2 load.

Starting Moves

You start with this move:

Psychometry

When you handle an interesting object, roll+INT. **On a 10+**, ask the GM three questions from the list below. **On a 7-9**, ask two. **On a miss**, ask one anyway, in addition to whatever the GM tells you:

- What are the most recent words spoken near it?
- What has been done to or with it recently?
- What strong emotions has it been close to?
- What's wrong with it and how could it be fixed?
- Who handled it last?
- Who made it?

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Concealed Object

When you hide an object on your person, it cannot be found unless you want it to. Only one object may be concealed like this at a time.

Improvised Objection

You can use any object as an effective melee weapon. It has a range—hand, close, or reach—based on it's size.

Psychic Phrenology

Requires: Psychometry

You can use psychometry on plants and animals when you handle them, as well as inanimate objects.

Wealth and Taste

When you make a show of flashing around your most valuable possession, the GM chooses an NPC who can see you. They will do anything they can to obtain your item or one like it.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Eye for Weaponry

When you look over an enemy's weaponry, ask the GM how much damage they do.

Forceful Objection

Requires: Improvised Objection

When you attack with an improvised weapon, your damage die is a d8, not a d4.

Psychic Psychology

Requires: Psychic Phrenology

You can use psychometry on humans and other sentient creatures, alive or dead, when you handle them, as well as inanimate objects.

Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone from your possession; you can never choose to reduce ammo on a 7-9.

Objectivist Alignments

You may choose one of these instead of a magician alignment:

Lawful

Return lost or stolen property to its rightful owner.

Neutral

Acquire something valuable for much less than it is worth.

Objectivist Bonds

- ____ has an amazing collection of possessions.
- ____ has little respect for inanimate objects. I will show them how much these things matter to me.
- I'd like to get my hands on ____'s stuff at some point.
- I've seen ____ eyeing my things before. I need to keep an eye out for when they decide to take a closer look.

Objectivist Gear

Choose one or two:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Bag of human bones (1 weight).
- Chess set (1 weight).
- Key ring.
- Mechanical bird that sings when wound up (1 weight).
- Melee weapon of your choice.
- Unopened letter from a relative.

Objectivist Races

You may choose one of these instead of a magician race option:

Dwarf

When you handle an interesting piece of stone, you need not be limited by the questions on the psychometry list. Ask whatever questions you like.

Elf

When you handle an interesting object made of wood or other once-living plant material, you need not be limited by the questions on the psychometry list. Ask whatever questions you like.

Halfling

When you handle an interesting tool, you need not be limited by the questions on the psychometry list. Ask whatever questions you like.

Human

When you handle an interesting object made of precious gems or metals, you need not be limited by the questions on the psychometry list. Ask whatever questions you like.

Prepared Caster

You are the kind of wizard who prepares spells and holds onto them, so you can use them later. Spells are like tools for you—make sure you choose which ones to pack with care and forethought, and try not to wear them out.

Compendium Class

Once you learn to capture magic and imprison it inside your head, after being instructed by a magical tome or an archmage tutor, you may consider the prepared caster specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the prepared caster specialty, you get +1 load, and lower your maximum HP by 2, but not lower than 4+Constitution.

Starting Moves

You start with all three of these moves:

Cast a Magic Spell

When you release a spell you've prepared, roll+INT. **On a 10+**, the spell is successfully cast and you do not forget the spell—you may cast it again later. **On a 7-9**, the spell is cast, but choose one:

- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you prepare spells.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

Magic Spellbook

You have mastered several spells and inscribed them in your spellbook. Choose three schools of magic. You start with all the cantrips from each school and three first level spells chosen from those offered by your three schools. **When you gain a level**, add a new spell of your level or lower to your spellbook, chosen from those offered by your three schools. Your spellbook is 1 weight.

Prepare Magic Spells

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared.
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Empowered Magic

Requires: Cast a Magic Spell

When you cast a spell, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized.
- The spell's targets are doubled.

Expanded Spellbook

Requires: Magic Spellbook

Add a new spell from the spell list of any class or archetype to your spellbook.

Prodigy

Requires: Prepare a Magic Spell

Choose a spell. You prepare that spell as if it were one level lower.

Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Greater Empowered Magic

Replaces: Empowered Magic

When you cast a spell, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The spell's effects are doubled.
- The spell's targets are doubled.

Master

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

Spell Augmentation

Requires: Cast a Magic Spell

When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

Prepared Caster Bonds

- ____ is keeping an important secret from me.
- ____ is woefully misinformed about the world. I will teach them what I can.
- ____ once saw me safely through a dangerous situation.

Prepared Caster Gear

You get your spellbook (1 weight), and some writing implements, in addition to whatever your other specialties give you.

Prepared Caster Races

You may choose one of these instead of a magician race option:

Elf

Magic is as natural as breath to you. You know Detect Magic in addition to your other spells, and you cast it as if it were a cantrip.

Halfling

Choose one of your first level spells. When you cast this spell, one aspect of its effects—area, damage, range, targets, etc—is doubled.

Human

Choose one spell from another archetype, or from a school of magic you have not studied. You can cast it as if it were one of your own spells.



Psychic Healer

There are those who train their whole lives in the arts of medicine, so they can heal others. There are those who cry out to their gods to give them the power to heal. You have no need for either training or the gods, you can heal with nothing but your mind.

Compendium Class

Once you have experienced a vision of the internal structure of the body—either your own or someone else’s—and found that structure imprinted upon your mind, you may consider the psychic healer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Psychic Surgery

When you touch someone, skin to skin, and concentrate on healing them, roll+INT. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Hospitaller

When you heal an ally, you heal +1d8 damage.

Martyr's Touch

Requires: Psychic Surgery or The Cure

When you heal someone, you can swap any one debility, disease, impairment, injury, or wound they have with another person, including yourself, who is either willing or unconscious.

The Sick Will See

Requires: Psychic Surgery or The Cure

You can heal a mental illness or insanity as if it were damage or a disease—removing it on a 10+, transferring it to yourself on a 7-9.



When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

The Cure

Replaces: Psychic Surgery

When you touch someone, skin to skin, and concentrate on healing them, roll+INT. On a 10+, you heal 1d8 damage and remove one disease, if one is present. On a 7-9, they heal 1d8 damage and you may remove a disease if you take 1d8 damage yourself.

Mad Scientist

Replaces: Martyr's Touch

When you heal someone, you can swap any one physical feature they display or possess with the same feature of another person, including yourself, who is either willing or unconscious.

Perfect Hospitaller

Replaces: Hospitaller

When you heal an ally, you heal +2d8 damage.

Psychic Healer Alignments

You may choose one of these instead of a magician alignment:

Good

Heal someone in spite of their animosity toward you.

Neutral

Heal someone in exchange for an appropriate favour.

Psychic Healer Bonds

- ____ needs someone to look out for them.
- I keep telling ____, but they won't listen.
- This isn't the first time ____ and I have been in a mess together.

Psychic Healer Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Antitoxin and bandages (3 uses, slow).
- Bag of books (5 uses, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Personal feast (1 use, 1 weight).
- Poultices and herbs (2 uses, slow, 1 weight).

Psychic Healer Races

You may choose one of these instead of a magician race option:

Dwarf

When you heal someone, you can heal an additional 1d6 damage if you take 1d4 damage (ignores armour) yourself.

Elf

While you are healing others or tending to their welfare, as long as you take no aggressive actions, you get +1 armour.

Halfling

When you heal someone, you can heal an extra 1d6 damage if you consume a ration.

Human

When you heal someone, they take +2 damage forward.

Shadowmancer

If all our lives are nothing more than shadows and dust, then the master of shadows becomes the master of life.

Compendium Class

Once you have travelled to the astral plane of shadows and darkness, and been infused with its essence, you may consider the shadowmancer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Gather Darkness

You can gather shadows and darkness around you, as long as you are not in direct sunlight, making light sources less effective and you harder to notice. You can also snuff out small flames or other light sources within your presence, or cause large fires to dim, by concentrating on them.

And either one of these two:

Dark, Dark Hands

When you call forth a piece of the shadows, roll+INT. **On a hit**, a solid limb of any kind emerges, under your command. It uses your INT in place of all stats if you need to roll for anything. As long as you command it, take -1 ongoing to do anything else. You may banish it at any time. **On a 10+**, it has HP equal to 5+your level and deals d8 damage. **On a 7-9**, it has HP equal to 2+your level and deals d6 damage.

Walking Through Darkness

When you step into a dark patch of shadow, you can step out of another one less than a hundred yards away. The whole of you must step through, with all that you carry.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Artifacts of Darkness

When you reach into shadows or darkness in search of an object, roll+INT. On a 10+, you draw forth just such an object, only made of shadows and darkness. It has no other magical properties, but behaves just like the object it mimics. If you desire a unique object and you know what it looks like—a particular key, perhaps—this object will work in its stead. On a 7-9, you draw forth an object that is similar, but the GM will add a tag to it. The object lasts as long as you are using it, no longer.

The Darkening Path

You can travel through the plane of shadows, from one patch of darkness to another. When you travel through darkness, name your destination and roll+CON. On a 10+, you emerge as close to your intended destination as possible. On a 7-9, the way is long and hard. Choose one:

- You bail out early, some distance from your intended destination.
- You bring something else out with you when you emerge into the light.
- You stick it out and emerge with a debility, the GM will tell you which.

Fixation on the Darkness

Requires: Dark, Dark Hands or Walking Through Darkness

You had only one before, now you have both Dark, Dark Hands and Walking Through Darkness.

My Shadow and Me

When your shadow attacks the same target you do, instead of their shadow, deal +1d4 damage.

Shadow Thief

When you take someone's shadow, roll+DEX. On a 10+, you can use it for two purposes from the list below. On a 7-9, only one:

- You can command it to accompany you.
- You can command it to perform one task, which can be continuous.
- You can wear it over your face to disguise yourself as it's caster.

While you have someone's shadow, they cast none and you take -1 ongoing to use your shadow-related moves unless you seal it in a bottle or other container.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Faces in the Dark

As long as you concentrate and do little else, you may cause illusions to emerge from the shadows that can move and talk but are otherwise insubstantial.

Gate of Darkness

Requires: The Darkening Path

When you open a gate between dark places far apart, others can travel through. They must each use the shadow travel move individually and you choose the destination. A gate lasts as long as it is dark or until you cancel it.

Murder in the Shadows

Replaces: My Shadow and Me

When your shadow attacks the same target you do, instead of their shadow, deal +1d8 damage.

Reaching Through Darkness

Requires: Walking Through Darkness

When you reach into a dark patch of shadow, you can reach out of another one less than a hundred yards away. Only part of you need reach through and you may push others through before you.

Shadow Master

Requires: Shadow Thief

When you command someone's shadow to accompany you or to perform a set task, you do not take -1 ongoing to use your shadow-related moves, and the shadow counts as a hireling with points equal to your level.

Shadowmancer Alignments

You may choose this instead of a magician alignment:

Neutral

Avoid detection or infiltrate a secure location.

Shadowmancer Bonds

- ____ is keeping an important secret from me.

Shadowmancer Gear

Choose one:

- Extra set of black clothes.
- Five torches and a tinderbox (1 weight).
- Leather armour (1 armour, 1 weight).
- Small mirror.
- Two antitoxins.

Shield Arcanus

You are a master of the Omnipotent Sphere.

Compendium Class

Once you have built an observatory keyed to the stars of the Shield Nebula and used their light to form the Omnipotent Sphere, you may consider the shield arcanus specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the shield arcanus specialty, reduce your damage die by one size, but not below a d4.

Starting Moves

You start with this move:

Spell Defence

You may end any ongoing magical effect immediately and use the energy of its dissipation to deflect an oncoming attack. The effect ends and you subtract its level from the damage done to you, if it is a spell, or your level if not.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Arcane Shield

By using arcane words and gestures, you can defend with INT instead of CON.

Arcane Ward

Requires: Prepare Spells

As long as you have at least one prepared spell of first level or higher, you have +2 armour.

Counterspell

Requires: Prepare Spells

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defence and roll+INT. On a 10+, the spell is countered and has no effect on you. On a 7-9, the spell is countered and you forget/lose the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

Magical Sphere

When you make camp, you can create a magical sphere around you. If something approaches, this sphere warns you as if it had kept watch and rolled a 10+.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Arcane Armour

Replaces: Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armour.

Dangerous Dreams

When you demand prophetic truth from your dreams, roll+INT.

On a hit, the GM will describe a vision of an immanent grim portent. On a 10+, you also take +1 forward against it if you encounter it. On a miss, take -1 forward due to unpleasant visions.

Omnipotent Sphere

Requires: Magical Sphere

In addition to keeping watch for you, your magical sphere can also protect you from poison gas and drowning while you keep it around yourself and up to a small handful of others.

Protective Counter

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter each ally separately.

Shield Arcanus Alignments

You may choose one of these instead of a magician alignment:

Good

Defend those weaker than you.

Lawful

Fulfill a promise to protect someone during a dangerous journey or situation.

Shield Arcanus Bonds

- ____ has a great destiny to fulfill—if I can keep them from getting killed, that is!
- ____ is woefully misinformed about the world. I will teach them what I can.
- I have sworn to guide and protect ____, because of what they have done.

Shield Arcanus Gear

Choose one:

- Healing potion.
- Leather armour (1 armour, 1 weight).
- Longsword (close, +1 damage, 1 weight).
- Three antitoxins.

Shield Arcanus Races

You may choose one of these instead of a magician race option:

Dwarf

When you defend or protect someone else with your magic, take +1 armour forward.

Elf

When you discern realities while protecting someone, on a hit, you can also ask this question:

- How can I get my ward out of here?

Soothsayer

Knowing is half the battle, but so many others ignore it. Then they wonder how they lost the war. Not you, no, you know all to well what the future holds.

Compendium Class

Once you have fasted for weeks, consumed the milk of the dreaming plant, and completed a vision quest that led you through seven realms of heaven, you may consider the soothsayer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Forebodings of Doom

When you warn an NPC off a future course of action, roll+INT. **On a 10+**, they decide not to do it. If someone forces them, things go badly. **On a 7-9**, they do it anyway, if they want to, and of course it goes badly. **On a miss**, whatever they choose it ends up going badly for you, as well.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Foreshadowing

When you look into the future for possible dangers, name a person, place, or thing and roll+INT. On a 10+, the GM will tell you two things from the list below. On a 7-9, only one. On a miss, the GM will tell you one anyway, but also something else that is not true. Which one is which you will have to divine for yourself.

- The nature of a danger (its type and impulse) that threatens the subject or that the subject is part of.
- One grim portent, related to the subject, that is yet to occur.
- One stakes question related to the subject.
- What kind of threat the subject is.

Magical Senses

When you discern realities with the aid of magic, or with magic present, you may use INT instead of WIS.

Omens of the Future

When you spend a few hours interpreting omens, say what you desire most, and the omens will show you a way it can be achieved. Take +1 forward if you act on this information, until you consult the omens again.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

The Golden Path

Replaces: Omens of the Future

When you spend a few hours interpreting omens, describe an event or state of things that has not yet come to pass, and the omens will show you a way this event or state can be achieved, if it is possible. Take +1 forward if you act on this information, even if you are thwarting the event, until you consult the omens again.

Parting Shadows

Requires: Foreshadowing

When you look into the future for possible dangers, on a 12+, choose three options from the list.

Scrying Power

When you have something closely connected with another person (one of their possessions, a piece of their body, etc), you may aid, interfere, or study them closely, wherever they might actually be at the time.

Truth and Consequences

When you examine the strands of possible futures, describe an event that is yet to occur and roll+INT. On a 10+, name three people, groups, or social institutions. On a 7-9, only two. On a miss, name one anyway, in addition to whatever else the GM tells you. For each subject you name, the GM will tell you what sort of consequences this future event will have for them. You may only examine each event once.

Soothsayer Alignments

You may choose one of these instead of a magician alignment:

Evil

Harm someone whose plans will cause you trouble in the future.

Good

Use your prophecy to help someone else avoid tragedy.

Neutral

Profit financially from your prophetic powers.

Soothsayer Bonds

- ____ and I share a common purpose.
- ____ doesn't trust my powers, but I won't let them stop me.

Soothsayer Gear

Choose one:

- Golden water bowl.
- Knucklebones in a cloth bag.
- Pair of dice.
- Silvered mirror.

Soothsayer Races

You may choose one of these instead of a magician alignment:

Dwarf

When you fight someone whose futures you have prophesied, you may hack and slash with INT instead of STR.

Elf

When you discern realities with the aid of magic, the GM will also tell you what else is magic nearby, in addition to your other questions.



Spellsinger

Magic and music are intimately linked inside your soul.

Compendium Class

Once you have learned to perform the six great classics of song and how to weave magic into the space between your breaths, you may consider the spellsinger specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the spellsinger specialty, you get +1 load.

Starting Moves

You start with this move:

Vox Arcanus

When you perform a magnificent song, choose an ally and one effect:

- Their mind is shaken clear of one enchantment.
- They get +1d4 forward to damage.
- They get +2 instead of +1 the next time they receive aid.
- They heal 1d8 damage.

Then roll+CHA. **On a hit**, your ally gets the selected effect, but **on a 7-9**, you also draw unwanted attention or your magic reverberates to other targets, affecting them as well, GM's choice.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Eldritch Tones

Requires: Vox Arcanus

Your arcane art is strong, allowing you to choose two effects instead of one.

Healing Song

Requires: Vox Arcanus

When you heal with vox arcanus, you heal +1d8 damage.

Metal Hurlant

When you shout with great force or play a shattering note, choose a target and roll+CON. On a 10+, the target takes 1d10 damage and is deafened for a few minutes. On a 7-9, you still damage your target, but they're out of control: the GM will choose an additional target nearby.

Vicious Cacophony

Requires: Vox Arcanus

When you grant bonus damage with vox arcanus, you grant an extra +1d4 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

An Ear for Magic

When you hear an enemy cast a spell, the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

Eldritch Chord

Replaces: Eldritch Tones

When you use **vox arcanus**, you choose two effects. You also get to choose one of those effects to double.

Healing Chorus

Replaces: Healing Song

When you heal with **vox arcanus**, you heal +2d8 damage.

Vicious Blast

Replaces: Vicious Cacophony

When you grant **bonus damage with vox arcanus**, you grant an extra +2d4 damage.

Spellsinger Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Spur others to significant and unplanned decisive action.

Good

Provide a positive role model for someone in trouble.

Neutral

Avoid a conflict or defuse a tense situation.

Spellsinger Bonds

- ____ is woefully misinformed about the world. I will teach them what I can.
- I sang stories of ____ long before I ever met them in person.

Spellsinger Gear

You get a change of clothes, a musical instrument (1+ weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Halfling pipeleaf (6 uses).
- Rapier (close, precise, 1 weight).

Spellsinger Races

You may choose one of these instead of a magician race option:

Elf

When you give aid to someone while performing a magnificent song, also add your CHA to your roll.

Human

When you first enter a civilized settlement, someone who respects the custom of hospitality to minstrels will take you in as their guest.

Telepath

How much closer could you get to another person than to “see” into their mind, to think their thoughts, to experience the world as they experience it? There is nothing else like it.

Compendium Class

Once you have experienced someone else’s thoughts as if they were your own, either through mental trauma or some kind of magical influence, and decided to pursue this experience further, you may consider the telepath specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the telepath specialty, lower your maximum HP by 2, but not lower than 4+Constitution.

Starting Moves

You get this move:

Brainworm

When you have a few moments of physical contact with someone, you can read their mind. **When you do so**, roll+INT. **On a 10+**, ask their player three questions from the list below. **On a 7-9**, ask two. **On a miss**, ask one anyway, but they also get to ask two of you, in addition to whatever the GM tells you.

- How is your character’s mind and psyche vulnerable?
- What does your character want most?
- What is your character trying to hide?
- What pain does your character carry around with them?
- Who or what does your character value most?

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Far Speaking

You can send a telepathic message to someone you know, or someone you have met before. If they are willing, you can carry on a psychic conversation.

Fast Read

Requires: Brainworm

You only need to touch someone, skin to skin, to read their mind.

Mind Sense

When you discern realities, you can also sense the presence of any mental activity within bowshot.

Mindmeld

When you touch a willing or sleeping subject, your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.

Wild Empathy

You can speak with and understand animals.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Erasure

Requires: Brainworm

Instead of asking a question, you may erase a short memory, or temporarily obscure their memory of an answer they gave you.

Far Read

Requires: Brainworm

You can read the mind of anyone you can see—physical contact is not required. It still takes time and concentration.

Great Wyrm

Requires: Brainworm

When you read someone's mind, ask an extra question, even on a miss.

Inquisitor

Requires: Brainworm

When you read someone's mind, on a 12+, ask whatever questions you want, from the list or not.

Wild Speech

Requires: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

Telepath Alignments

You may choose one of these instead of a magician alignment:

Chaotic

Publicly reveal information about someone in power.

Evil

Use someone else's secrets to hurt them.

Good

Separate truth from lies and reveal it to others.

Telepath Bonds

- ____ thinks my powers are hideous, and I must find out why.
- I have been inside ____'s mind before.
- What an intriguing mind ____ has!

Telepath Gear

You have an item that reminds you of how you gained or honed your psychic powers. Describe it.

Telepath Races

You may choose one of these instead of a magician race option:

Dwarf

Your mind can see into the earth. **When you handle metal or stone**, you may ask one question from the discern realities list about it. The GM will answer from the earth's perspective.

Elf

You have great insights into the natural world. **When you handle plants**, you may ask one question from the discern realities list about it. The GM will answer from the plant's perspective.

Halfling

When you read someone's mind, you may also heal them of 1d6 damage.

Human

When you read someone's mind, you may also deal your damage to them.

Vancian Caster

Spells are creatures you hold inside your memory, that flee when cast into the world.

Compendium Class

Once you have stolen one of the last remaining books of Phandaal's magical spells and memorized its contents, you may consider the Vancian caster specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the Vancian caster specialty, you get +1 load, and lower your maximum HP by 2, but not lower than 4+Constitution.

Starting Moves

You start with all three of these moves:

Cast a Vancian Spell

When you release a spell you've memorized, it is cast successfully (as if you had rolled 12+, if it matters), but you forget it and cannot cast this spell again until you re-memorize it. If a spell would give you a -1 ongoing penalty to cast a spell, ignore it and take -1 forward instead.

Prepare Vancian Spells

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Forget any spells you already memorized.
- Memorize new spells whose number does not exceed your level+2, and whose total magnitude does not exceed your level+1. You cannot memorize the same spell more than once.

For you, the magnitude of a spell is equal to half its level rounded up. Cantrips are magnitude zero.

Vancian Spellbook

You have mastered several spells and inscribed them in your spellbook. Choose three schools of magic. You start with all the cantrips from each school and three first level spells chosen from those offered by your three schools. **When you gain a level**, add to your spellbook a new spell whose magnitude is equal to your level or lower, chosen from those offered by your three schools. For you, the magnitude of a spell is equal to half its level rounded up. Your spellbook is 1 weight.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Expanded Spellbook

Requires: Vancian Spellbook

Add a new spell from the spell list of any class or archetype to your spellbook.

Prodigy

Requires: Prepare Vancian Spells

Choose a spell. You prepare that spell as if it were one level lower.

Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Master

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

Risky Magic

Requires: Cast a Vancian Spell

When you cast a spell, you can choose to double the spell's effects or double the number of targets affected, but you must also choose one:

- Mark a debility of your choice.
- The spell has additional, unwanted effects. The GM will tell you what.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.

Spell Augmentation

When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

Vancian Caster Alignments

You may choose one of these instead of a magician alignment:

Evil

Deal out gruesome, terrible vengeance to someone who has crossed you.

Neutral

Get the better of someone in a duel of wits.

Vancian Caster Bonds

- ____ and I have been to another world together.
- I have travelled long and hard through dangerous lands with ____ at my side.

Vancian Caster Gear

You get your spellbook (1 weight), some writing implements, and whatever your other specialties give you.

Vancian Caster Races

You may choose one of these instead of a magician race option:

Elf

Magic is as natural as breath to you. You know Detect Magic in addition to your other spells, and you cast it as if it were a cantrip.

Human

Choose one spell from another archetype, or from a school of magic you have not studied. You can cast it as if it were one of your own spells.



Magic Spells

The prepared caster and Vancian caster specialties give you the ability to cast spells. If you have one of these specialties, you have studied three schools of magic.

Choose from the list of magical schools:

- Alteration
- Divination
- Enchantment
- Evocation
- Illusions
- Mind
- Movement
- Necromancy
- Pyromancy
- Summoning
- Ward-Weaving

Each school has a list of eight or more spells associated with it. When you choose which spells you know, choose from those offered.

Alteration

With the power that flows through your mind, forms are not limited to what we can see. One thing can become another in an instant.

Cantrip

Erase

CANTRIP

ONGOING

With a wave of your hand, you erase any text in front of you. You may choose to be selective of which words you erase, and you may erase an entire book you wave your hand over.

First Level

Alter Colours

LEVEL 1

You change the colour of an object, structure, or person you touch. The change can be permanent or it can last until you dispel it, your choice.

Mending

LEVEL 1

You touch a single mundane object and it is miraculously repaired.

Two Face

LEVEL 1

ONGOING

Your face changes so you resemble someone else. While this spell is ongoing, you take -1 to cast a spell.



Third Level

Alter Liquid

LEVEL 3

You transmute a body of liquid no larger than yourself into a different kind of liquid. It must be within your reach, but you need not touch it. This transmutation only affects one liquid at a time, and does not affect liquids being used in a biological process (like blood, for example). A corrosive liquid may be used as a weapon.

Alter Thing

LEVEL 3

You transform one mundane item in your hands into some other mundane item, whatever you want. The effect is permanent.

Gift of Spells

LEVEL 5

You give one of your memorized spells to someone you can see. You forget that spell and they can cast it as if they were you. Until they cast it, you may not memorize it again.

Fifth Level

Four Arms

LEVEL 5

ONGOING

You grow an extra pair of arm-like limbs. If they are wings, you can fly or glide with them. If they are arms, you gain +1 damage for each extra arm that wields a weapon, or you can use two shields at once, gaining the armour bonus for both. Or you can play a bunch of musical instruments all at once! While this spell is ongoing, you take -1 to cast a spell.

Polymorph

LEVEL 5

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The creature's mind will be altered as well.
- The form has an unintended benefit or weakness.
- The form will be unstable and temporary.

Seventh Level

Change Self

LEVEL 7

ONGOING

You transform your shape into that of an animal, monster, or another person. Hold 3, and the GM will tell you one or more moves associated with your new form. Spend a hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold to banish the spell and revert to your natural form. While this spell is ongoing, you take -1 to cast a spell.

Ninth Level

Change Other

LEVEL 9

ONGOING

Someone or something you touch is transformed into another form of your choice. They cannot become smaller than half, or larger than twice, its original size. They have all the innate abilities and weaknesses of the form, except magical powers. While this spell is ongoing, you take -1 to cast a spell.



Divination

Open your eyes to the possibilities of magic, see the truth behind the lies.

Cantrip

Identify

CANTRIP

This spell will tell you what an item that you touch is, if you don't already know. Only mundane details are revealed.

First Level

Detect Alignment

LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

Detect Magic

LEVEL 1

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

Telepathy

LEVEL 1

ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

Third Level

Locate Object

LEVEL 3

ONGOING

Name a specific object or a type of object. While you concentrate, this spell will indicate which direction it is in, and where it is exactly if it is within a short walking distance. If you name a type of object, the spell points you toward the nearest one. While this spell is ongoing, take -1 to cast a spell.

Visions Through Time LEVEL 3

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

Fifth Level

Contact Other Plane LEVEL 5 ONGOING

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

Divination LEVEL 5

Name a person, place, or thing you want to learn about. This spell grants you visions of the target, as clear as if you were there.

Seventh Level

True Seeing LEVEL 7 ONGOING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

Ninth Level

Alert LEVEL 9

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.



Enchantment

Magic is like a net, a gloss, an infusion of flavour. You are an artist who *adds* to the world, not a vandal who destroys it.

Cantrip

Emote

CANTRIP

You cause a person you touch to feel one emotion of your choice, very strongly, but only for a moment.

First Level

Cause Fear

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

Charm Person

LEVEL 1

ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

Third Level

Dispel Magic

LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

Sleep

LEVEL 3

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

Fifth Level

Hold Person

LEVEL 5

ONGOING

Choose a person you can see. Until they take damage or leave your presence, they cannot act except to speak. While this spell is ongoing you take -1 to cast a spell.

Polymorph

LEVEL 5

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The creature's mind will be altered as well.
- The form has an unintended benefit or weakness.
- The form will be unstable and temporary.

Seventh Level

Dominate

LEVEL 7

ONGOING

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Make a concerted attack on a target of your choice.
- Speak a few words of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

Hold Monster

LEVEL 7

ONGOING

Choose a monster you can see. Until they take damage or leave your presence, they cannot act except to speak. While this spell is ongoing you take -1 to cast a spell.

Ninth Level

Antipathy

LEVEL 9

ONGOING

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

Evocation

The potential of matter and energy, the creative urge, the desire to come into being—all these are things you understand about creation. And you are the one to bring them forth into existence.

Cantrip

Light

CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

First Level

Magic Missile

LEVEL 1

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

The Fog

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

Third Level

Fireball

LEVEL 3

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour.

Web

LEVEL 3

Up to 1d4 creatures you can see become trapped in a sticky web. Until they are cut free or the webs are burnt away, they are stuck.

Fifth Level

Cage

LEVEL 5

ONGOING

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

Seventh Level

Contingency

LEVEL 7

Choose a spell of 5th level or lower that you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

Ninth Level

Shelter

LEVEL 9

ONGOING

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.





Illusions

Who needs real power over the elements, when the appearance of power is just as useful? Who needs power over someone's mind, when a simple trick will change it just as easily? Who needs money when money is just an illusion anyway? You have it all figured out, illusionist, just don't get caught.

Cantrip

Prestidigitation

CANTRIP

ONGOING

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavour it, or change its colour. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

First Level

Invisibility

LEVEL 1

ONGOING

Touch an ally: nobody can see them. They're invisible! This spell persists until the target attacks or you dismiss the effect. While this spell is ongoing, you can't cast another spell.

Control Sound

LEVEL 1

ONGOING

With this spell, you can create noise, music, or silence in your presence. While you control the sound around you, take -1 to cast a spell.

Third Level

Mimic

LEVEL 3

ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behaviour may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

Mirror Image

LEVEL 3

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

Fifth Level

Doppelgänger

LEVEL 5

ONGOING

You create an exact duplicate of any creature you have observed yourself. This doppelgänger has all the mundane, physical attributes of the creature it mimics, but none of the same knowledge or special powers. It acts according to your mental command, with no life of its own. While this spell is ongoing, you can't cast another spell.

Faerie Kingdom

LEVEL 5

ONGOING

You create the illusion of a fully-detailed location. The old location is covered up, and anyone entering this place experiences only the new one. This location can cause fright, but not any real harm, nor does any food give sustenance, nor fire give warmth. The illusion is broken if you leave and cease to observe it.

Seventh Level

Shadow Walk

LEVEL 7

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

Ninth Level

City in a Bottle

LEVEL 9

ONGOING

Choose a location, up to the size of a city. That location disappears from the view of outsiders, who can no longer find it without your permission. Anyone who leaves a disappeared location also cannot find their way back without your leave.

False World

LEVEL 9

ONGOING

With a touch, you can place someone's body into a deep sleep and their mind into a false world that they believe is real. Until you reverse the spell, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies ageless somewhere else.

Mind

What could be more mysterious and unknowable than the mind itself? Truly this is the final frontier, the inside of our very souls.

Cantrip

Identify Person

CANTRIP

This spell tells you the name, cultural background, and occupation of one person you can see, hear, or feel.

First Level

Deadened

LEVEL 1

ONGOING

You touch someone, and they find their emotions dulled and deadened. They can still choose to act on the remaining ghost of their emotions, but will not be ruled by lust or fear while under the influence of this spell. While this spell is ongoing, you take -1 to cast a spell.

Telepathy

LEVEL 1

ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

The Urge

LEVEL 1

You touch someone and create an urge in them—escape, greed, hunger, sexual desire, or thirst, for example. You choose the urge, but they react of their own free will. The urge fades after a few hours.

Third Level

Memory Reading

LEVEL 3

You touch someone and experience one of their memories, as if it were your own.

Truth Telling

LEVEL 3

ONGOING

A creature you touch is prevented from saying anything they know to be a deliberate lie. While this spell is ongoing, take -1 to cast a spell.

Fifth Level

Open Mind

LEVEL 5

ONGOING

When you touch someone, their thoughts become audible to anyone else nearby, as long as you continue to concentrate. While this spell is ongoing, you take -1 to cast a spell.

Seventh Level

Past Thoughts

LEVEL 7

You can “hear” the thoughts and emotions that happened in your specific location during one historical event of your choosing. You do not necessarily know who originally possessed these thoughts and emotions, though thoughts can easily give away their origins.

Ninth Level

Mind Transfer

LEVEL 9

(ONGOING)

You transfer your mind into the body of another living being you touch. You may choose to exchange bodies, in which case their mind now inhabits your body until the effect is reversed. You retain all your moves and stats except those that require your old body. You may instead choose to possess them, which makes this spell ongoing and gives them a chance to resist. If they cannot, your body remains in a state of sleep and while this spell is ongoing, you take -1 to cast a spell.

Movement

Places to go and people to meet-everyone is in a hurry to get somewhere. But you don't need to worry, do you? You always get where you need to go.

Cantrip

Message

CANTRIP

You send a small item from your hand into the air, to land at the feet of whomever you name when the spell is cast.

First Level

The Hand that Calls

LEVEL 1

You pull an object you can see into your hand, no matter its distance from you. The object can be no larger than something you would be able to life one-handed.

Vestigia Nulla Retrorsum

LEVEL 1

ONGOING

This spell erases your tracks as you walk so that you leave no trace. While this spell is ongoing, you take -1 to cast a spell.

Third Level

Environmental Protection

LEVEL 3

ONGOING

A magic force surrounds and protects you from the environmental hazard of your choice (breathe underwater, resist fire, etc). While this spell is ongoing, take -1 to cast a spell.

Fly

LEVEL 5

ONGOING

You take to the air, soaring on a gust of wind or floating on a puffy cloud. While this spell is ongoing, you take -1 to cast a spell.

Fifth Level

Star Gate

LEVEL 5

ONGOING

You open a gateway to another dimension or plane of existence. You can pass through this gate, either entering this other location or passing through it to get to another place in your present dimension. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.

Seventh Level

Astral Projection

LEVEL 7

ONGOING

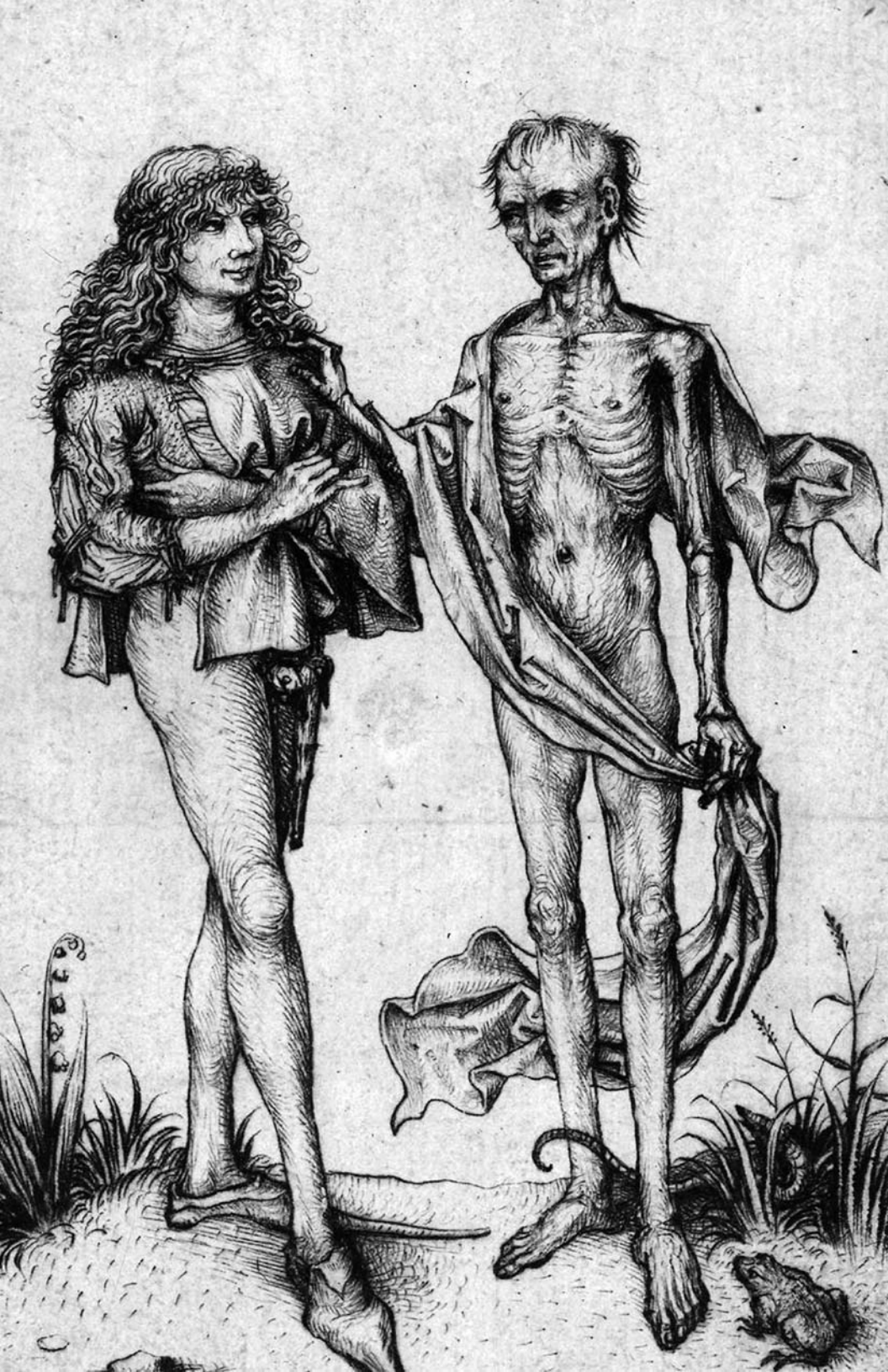
You project your mind into the astral plane, in the form of light, where you can meet nearly any kind of divine spirit. You cannot bring mundane objects with you, only magical items. A silver strand connects your astral light to your physical body, which is immobile while your mind roams the stars.

Ninth Level

Teleport

LEVEL 9

Choose a location, anywhere else you can think of. You disappear, then appear in this new location.



Necromancy

What power is greater than Death? Most would argue that there is none, but you know the truth. Magic is more powerful than Death.

Cantrip

Corpse Whispers

CANTRIP

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

First Level

Find Corpse

LEVEL 1

ONGOING

This spell points you in the direction of the nearest dead body, or, if it's within a short walking distance, reveals exactly where it is. While this spell is ongoing, take -1 to cast a spell.

Speak With Dead

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

Third Level

Animate Dead

LEVEL 3

ONGOING

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

Fifth Level

Consume Unlife

LEVEL 5

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

Seventh Level

Mark of Death

LEVEL 7

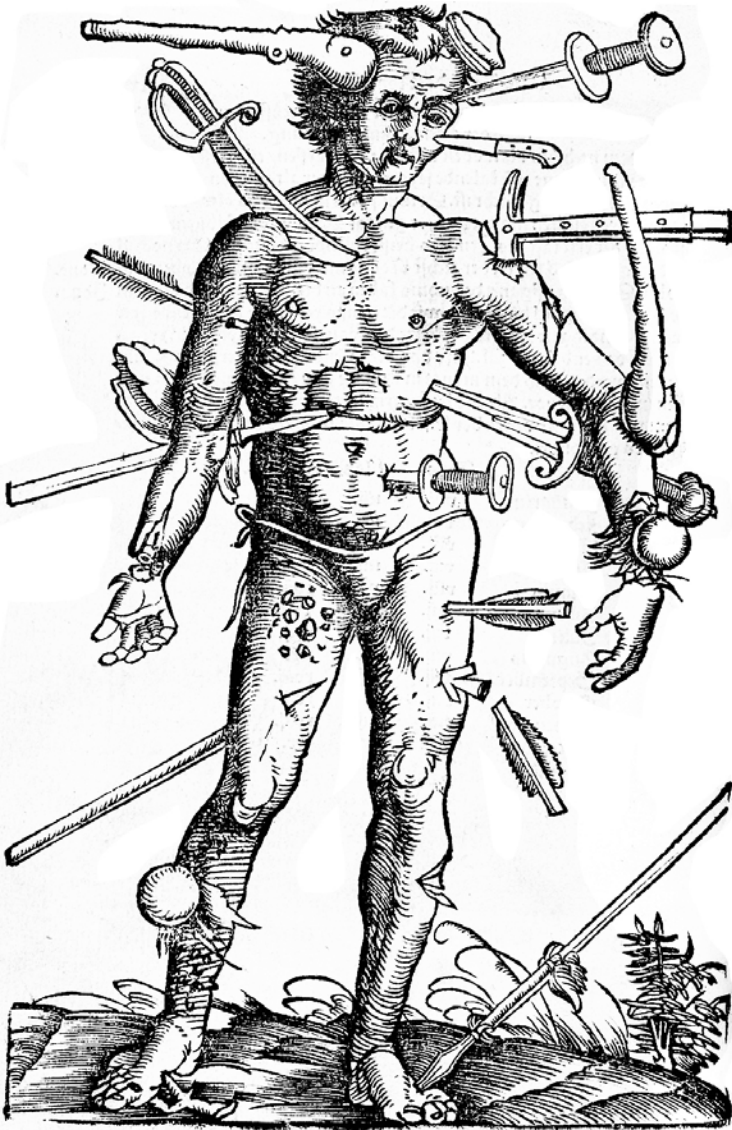
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

Ninth Level

Soul Gem

LEVEL 9

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.



Pyromancy

Are you the magician who longs to see? I chant it out, between two worlds, and fire walks with me.

Cantrip

Light

CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

First Level

Burning Hands

LEVEL 1

ONGOING

Your hands alight with flame, which does not burn until you let it go. When you do, you can use the fire as a weapon to deal your damage, or to light flammable materials ablaze.

Fire Walk For Me

LEVEL 1

ONGOING

You command a fire that is contained to one location—such as a campfire or a bonfire—to move to another location of your choice. Although it moves quickly, it may set things on fire as it goes. While this spell is ongoing, you may not cast another.

Third Level

Extinguish Small Fires

LEVEL 3

At your command, any fire the size of a funeral pyre or smaller is extinguished.

Fireball

LEVEL 3

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour.

Fifth Level

Summon Fire Elemental LEVEL 5 ONGOING

An elemental creature made of fire appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d4 of these traits:

- It can choose what to set on fire and what not to touch.
- It can fly and hover.
- It does 1d10 damage.
- It has +2 instead of +1 to one stat.
- Its bond to your plane is strong: +2 HP for each level you have.
- You can touch it safely.

The elemental remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

Seventh Level

Extinguish Large Fires LEVEL 7

At your command, a fire of any size is extinguished, or an elemental is banished from this plane of existence.

Ninth Level

Form of Fire LEVEL 9 ONGOING

You transform into an elemental made of fire. While in this form, you have all the innate abilities and weaknesses of the form, and your damage die is a d10. Also, hold 3. You may spend a hold to use either of the following moves:

- Engulf a foe in flames.
- Fly through the air like a spark.

Once you are out of hold, the spell ends. At any time, you may spend all your hold and revert to your natural form.

Summoning

You are never alone, unless you want to be.

Cantrip

Unseen Servant

CANTRIP ONGOING

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

First Level

Contact Spirits

LEVEL 1

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

Summon Feast

LEVEL 1

From nothing, you are able to summon up to your level in rations worth of delicious food. Somewhere else in the world, all this food goes missing.

Third Level

Darkness

LEVEL 3 ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

Fifth Level

Summon Monster

LEVEL 5

ONGOING

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 instead of +1 to one stat.
- It has some useful adaptation.
- It's not reckless.
- Its bond to your plane is strong: +2 HP for each level you have.

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

Seventh Level

Cloudkill

LEVEL 7

ONGOING

A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armour. This spell persists so long as you can see the affected area, or until you dismiss it.

Ninth Level

Perfect Summons

LEVEL 9

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

Ward-Weaving

The schools of wards and runes involves inscribing magical markings onto the surfaces of solid objects, thus imbuing them with your magic. Symbols have power, after all.

Cantrip

Wizard's Mark

CANTRIP

You mark a person or object that you touch with your invisible magic. Unless the mark is dispelled, you can always recognize it.

First Level

Alarm

LEVEL 1

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

Secret Runes

LEVEL 1

You write a message on a surface in magical runes which no one can see—except for the person you name as the spell is cast. They will see these runes as plain as day.

Third Level

Trap Ward

LEVEL 3

By placing this ward on an object, and you deal your damage to the next person who touches this object and isn't you.

Fifth Level

Ward Against Intruders LEVEL 5

When you place this ward on a doorway, window, or other passage, it prevents creatures of a certain type from passing through. Name what kind of creature when you place the ward; they can only pass if they possess magical protection, or the passageway is destroyed.

Seventh Level

Location Ward LEVEL 7

When you place this ward anywhere in a specific location, it prevents creatures of a certain type from entering that area. The location must have clearly-defined boundaries, though you can pace out a circle or other space and mark it with chalk, sand, etc. Name what kind of creature is barred from entry when you place the ward.

Mark of Death LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

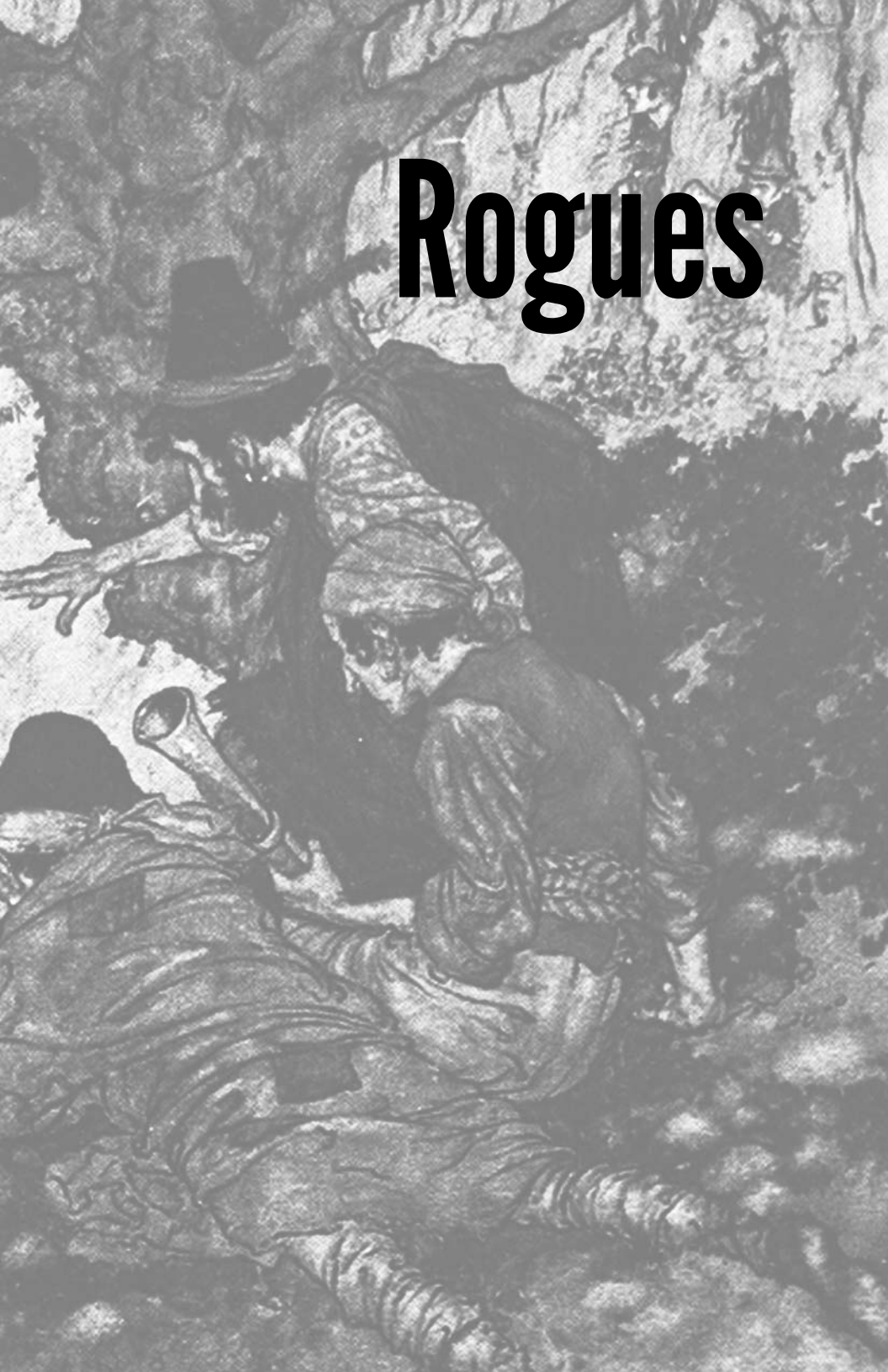
Ninth Level

Gateway Runes LEVEL 9

This spell may be used to create two effects. The first effect is to place a gate ward upon a location. The second use of this spell transports yourself and a small handful of other people from one gate ward to another, no matter the distance between. When the spell is cast, you may only do one or the other, not both.



Rogues



In the Shadows

Rogues are pretty much experts in some form of deceit, be it stealing, lying, or staying out of sight.

Stats

The specialties you choose may modify these scores:

Your base damage is d8.

Your load is 8+STR.

Your maximum HP is 6+Constitution.

Starting Moves

Choose three rogue specialties. You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

You may instead choose only two rogue specialties instead of three. Take a level 2-5 move from one of them right away, but no other bonuses.

You may instead choose two rogue specialties and one specialty from another archetype, but:

- If you choose a warrior specialty, your stats remain unchanged.
- If you choose a specialty from any other archetype, your base damage is d6 instead of d8.

Rogues also start with this move in addition to starting moves from specialties:

Flexible Morals

When someone tries to detect your alignment, you can tell them any alignment you like.

Advanced Moves

Each time you level up, choose an advanced move from one of your specialties. Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other rogue specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Twice between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

Rogue Alignments

Choose one of these alignments, or one from those offered by your specialties:

Chaotic

Leap into danger without a plan.

Evil

Shift danger or blame from yourself to someone else.

Good

Give to the poor what you take from the rich.

Neutral

Tell an elaborate lie and get away with it.

Rogue Bonds

As a rogue, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:

- ____ and I have a con running.
- ____ has my back when things go wrong.
- ____ helped me make some important contacts. I owe them.
- ____ is my lover, or was, or would have been, or... it's complicated.
- ____ knows incriminating details about me.
- ____ left me in a pinch when they were supposed to come through for me.
- ____ still owes me for some stuff they were supposed to fence for me.
- Me and ____ are the only survivors of a dubious adventure.

Rogue Gear

You start with your own clothes (or someone else's), some dungeon rations (5 uses, 1 weight), and choose one piece of roguish gear:

- Backpack and adventuring gear (5 uses, 1 weight).
- Dagger (hand, 1 weight).
- Healing potion.
- Lantern (2 weight) and oil (5 uses).
- Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight).

Rogue Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

Dwarf

You have a nose for gold and gems. **When you discern realities**, add this to the list of questions you can ask:

- Is there treasure here?

Elf

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

Halfling

When you attack with a ranged weapon, deal +2 damage.

Human

You are a professional. **When you spout lore or discern realities about criminal activities**, take +1.

Acrobat

Who better to perform an impossible heist than the death-defying acrobat?

Compendium Class

Once you have trained with a troupe of acrobats or a master acrobat for a full tour cycle (every location the circus goes to), you may consider the acrobat specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Perfect Poise

You never lose your balance, even on a high wire, or fall without being pushed. **If you are pushed**, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

The Long Climb

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

Nine Lives

Requires: Perfect Poise

When you fall, if there is something that could possibly break your fall, it does so and you take no damage.

Swashbuckler

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen:

- You grab something undefended. Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Death Defying Grace

When you defy danger using acrobatic maneuvers, on a 7-9, you can choose not to personally suffer the consequences. Someone or something else, possibly your equipment but certainly not you, suffers the consequences instead.

Heroic Swashbuckler

Replaces: Swashbuckler

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance. You may deal damage equal to your level.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

Serpentine

When you employ acrobatics, deft maneuvers, or quick reflexes, you can defend with DEX instead of CON.

Acrobat Bonds

- I ran away from the circus to be with ____.

Acrobat Gear

You get adventuring gear (5 uses, 1 weight) in addition to whatever your other specialties give you.

Acrobat Races

You may choose one of these instead of a rogue race option:

Halfling

When you defy danger and use your small size to your advantage, take +1.

Human

When you first enter a civilized settlement, you can always find a circus, tavern, or theatre that will take you in as a guest.



Assassin

Killing people for money isn't pretty, but it's a living. Well, sure, not for *them*.

Compendium Class

Once you have murdered a well-known person in a position of power without being caught or identified, you may consider the assassin specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Backstab

When you attack a surprised or defenceless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. **On a 10+**, choose two. **On a 7-9**, choose one:

- Their armour is reduced by 1 until the repair it.
- You create an advantage that gives +1 forward to you or an ally acting on it.
- You deal your damage +1d6.
- You don't get into a fight with them.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Cheap Shot

Requires: Backstab

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

Improvised Weapon

Anything solid that you can pick up, you can use as a weapon with the appropriate range (usually hand).

Shoot First

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

Underdog

When you're outnumbered, you have +1 armour.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Dirty Fighter

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

Serious Underdog

Replaces: Underdog

You have +1 armour. **When you're outnumbered**, you have +2 armour instead.

Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone from your possession; you can never choose to reduce ammo on a 7-9.

Assassin Alignments

You may choose one of these instead of a rogue alignment:

Chaotic

Murder a tyrant.

Lawful

Execute a convicted criminal.

Assassin Bonds

- ____ has promised to help me leave this life behind.
- ____ saw me kill someone important.
- I've worked with ____ before.

Assassin Gear

Choose one:

- Backpack and adventuring gear (5 uses, 1 weight).
- Leather armour (1 armour, 1 weight).
- Rapier (close, precise, 1 weight).
- Short sword (close, 1 weight).
- Three throwing daggers (thrown, near, 0 weight).

Body Thief

It was horrible. She was stealing my body, crowding me out, making a prisoner of me. You know it was she, that preying wolf in my body. You ought to have known the difference!

Compendium Class

Once you have experienced a severe mind/body break, and found yourself wandering away from your flesh, due to powerful magic or psychic influence, you may consider the body thief specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the body thief specialty, lower your maximum HP by 2, but not lower than 4+Constitution.

Starting Moves

You start with this move:

Possession

When you touch a sleeping or unconscious NPC, you may possess their body with your mind. **While you possess someone's body**, your own body lies unconscious and you have full control over their body, as if it were yours. Use your own stats. Your new body takes any physical damage you suffer, but you mark a debility if it dies or suffers particularly traumatic injury. Your mind returns to your original body when you want it to or when the person you are possessing wakes up.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Doll House

Requires: Possession

When you build a body out of inanimate materials, you can possess it like a sleeping or unconscious person. Do not mark a debility if your constructed body suffers damage or is destroyed.

Eyes of the Tiger

When you mark an animal (with blood, dirt, or mud, for example), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal may be marked in this way.

Mind Invasion

Requires: Possession

When you touch a conscious NPC and force your mind into their body, roll+INT. On a hit, you can take possession of their body, but on a 7-9, choose one:

- It is hard to maintain control. Take -1 ongoing until you leave their body.
- Their mind must inhabit your body while you possess theirs.
- They can still speak while you possess their body.
- You can only possess their body for a few short moments.

Your mind returns to your body when you want it to, or when your victim finds a way to drive you out.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Callous Master

Requires: Possession

You never mark a debility if the body you are possessing dies or suffers injury.

Far Invasion

Requires: Mind Invasion

You can attempt to possess a conscious person if you make eye contact, even without touching them.

I am the Tiger

Requires: Eyes of the Tiger

When you mark an animal, you can possess it as if it were a sleeping or unconscious person. When you take advantage of the animal's specific adaptations, take +1.

Body Thief Alignments

You may choose one of these instead of a rogue alignment:

Chaotic

Cause embarrassment to someone powerful by possessing them or someone close to them.

Evil

Possess an enemy and cause them harm.

Neutral

Possess someone in order to increase your material wealth.

Body Thief Bonds

- ____ knows what I can do and doesn't loathe me, for some strange reason.
- I wish I were ____, but I can never be them.
- I would never possess ____, I cannot stand their body.

Body Thief Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Book of "sorcery" (1 weight).
- Change of clothes (stolen).
- Dungeon rations (5 uses, 1 weight).
- Incriminating letters.
- Manacles (1 weight).
- Someone else's purse, unopened.

Body Thief Races

You may choose one of these instead of a rogue race option:

Halfling

When you possess someone of a different race, you gain a move that corresponds to their race, for as long as you possess their body.

Human

When you discern realities while in a possessed body, add these questions to the list of those you can ask:

- What does my new body remember about this?
- What would my new body do in this situation?

Breaker

Breakin' in, breakin' out.

Compendium Class

Once you have cracked the most famous prison, safe, or stronghold in the land, you may consider the breaker specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the breaker specialty, you get +1 load.

Starting Moves

You start with these two moves:

Tools of the Trade

When you have time to prepare for a job, you can produce the tools you need later on. **When you produce them**, say what they are and roll+INT. **On a 10+**, they work perfectly and aren't even the only thing inside your black bag. **On a 7-9**, either there's plenty more where that one came from but the GM will add a tag or a complication to it, or this is the last thing up your sleeve and it works perfectly. **On a miss**, there is probably something wrong with your tools.

Tricks of the Trade

When you pick locks or pockets or disable traps, roll+DEX. **On a 10+**, you do it, no problem. **On a 7-9**, you still do it, but the GM will offer you two options between a cost, danger, and suspicion.

Advanced Moves

When you gain a level from 2-5, you may choose from the following moves:

Breakin'

When you scout a location with the intention of breaking in, roll+INT. On a 10+, ask the GM three questions from the list below.

On a 7-9, ask one:

- What's my best way in?
- What's out of place here?
- What's the greatest danger here?
- Where do they keep the valuables?

Take +1 forward when you take advantage of the answers.

The Long Climb

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

Safecracker

Requires: Tools of the Trade

When you use your tools to break through a door, safe, wall, or other sealed obstacle, roll+DEX. On a 10+, choose two options from the list below. On a 7-9, choose one:

- It doesn't cost you anything.
- You do it quickly.
- You do it quietly.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Buyers

When you see something of great value, ask the GM who would be interested in acquiring it and choose one:

- The GM will name a number of persons equal to your INT and you can ask one question about each of them, but no more.
- The GM will name one person, and you can ask a number of questions about them equal to your INT.

Escape Route

When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

Leg Work

You can spend a preparation to reveal a safe house or a secret stash of supplies close to a place you intend to break into.

Breaker Alignments

You may choose one of these instead of a rogue alignment:

Neutral

Avoid detection or infiltrate a location.

Breaker Bonds

- ____ has fenced goods for me before.
- ____ helped me steal something really valuable from someone who is really dangerous.
- ____ knows where I stashed some loot.
- I don't think ____ approves of my lifestyle.

Breaker Gear

You have a black bag of tools (1 weight) and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Lantern (1 weight) and oil.
- Small watchdog.
- Sword (close, 2 weight).

Breaker Races

You may choose one of these instead of a rogue race option:

Dwarf

When you produce **gemcutting, safecracking, or stonecrafting tools**, roll for tools of the trade as normal but treat a miss as a 7-9.

Elf

When you **study a location**, you may ask one question from the breakin' list, in addition to whatever discern realities questions you also ask.

Halfling

When you **defy danger and use your small size to your advantage**, take +1.

Human

When you **disarm a trap**, as long as you don't destroy it, you can reset it once you are out of danger.

Fence

The middleman makes all the money.

Compendium Class

Once you have found a buyer for a famous, unique, and valuable artifact stolen by someone else, you may consider the fence specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Connections

When you put out word to the criminal underbelly about something you want or need, roll+CHA. On a 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.



Advanced Moves

When you gain a level from 2-5, you may choose from the following moves:

Eye for Loot

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

Trade Networks

When you consult your contacts before undertaking a journey to another settlement, the GM will tell you about a person there who can help you.

We All Want Things

When you parley with someone or discern realities connected to them, on a hit you can also ask the GM one of these questions:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

Wealth and Taste

When you make a show of flashing around your most valuable possession, the GM chooses an NPC who can see you. They will do anything they can to obtain your item or one like it.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Back-Up Plan

When you meet with someone on business, the GM will answer two questions you ask from the list below:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

Buyers

When you see something of great value, ask the GM who would be interested in acquiring it and choose one:

- The GM will name a number of persons equal to your INT and you can ask one question about each of them, but no more.
- The GM will name one person, and you can ask a number of questions about them equal to your INT.

I Must Have It!

Requires: Eye for Loot

When you use your eye for loot, on a 12+, ask the GM an additional question, any question, about the thing you want.

Magic Mark

When you mark an object in some special way, you can always find out where it is later on by making the mark again on something you have at hand.

Web of Contacts

Requires: Connections

When you put out the word that you want to meet with someone, roll+CHA. On a 10+, someone can set up a meeting, with circumstances in your favour. On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

Fence Alignments

You may choose one of these instead of a rogue alignment:

Evil

Prevent someone from getting their possessions back.

Neutral

Obtain a unique and valuable treasure.

Fence Bonds

- ____ knows where I stashed some loot.
- I've moved goods for ____ before.

Fence Gear

Choose one:

- Bag of books (5 uses, 2 weight).
- Fancy clothes.
- Rapier (close, precise, 2 weight).
- Three throwing daggers (thrown, 0 weight).

Fence Races

You may choose one of these instead of a rogue race option:

Elf

When you examine an object, add this to the list of discern realities questions you can ask:

- Where does this come from?

Human

When you examine a person, add this to the list of discern realities questions you can ask:

- What kind of things do you consider valuable?

Firestarter

Fire is seductive. The beauty of it, the power, the sheer freedom of its chaotic dance of destruction. Who *wouldn't* want to control that?

Compendium Class

Once you have miraculously survived a raging inferno, you may consider the firestarter specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Pyrokinesis

When you exert your will over fire, roll+INT. **On a 10+**, hold 3 commands. **On a 7-9**, hold 2. Spend a command to:

- Create fire.
- Extinguish a single body of fire.
- Make a body of fire take an action according to your will.
- Move a body of fire instantaneously.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Born of Fire

You are no longer harmed by the touch of fire, nor are you vulnerable to heat.

Inner Heat

You are no longer vulnerable to cold or freezing. You can melt ice with your touch, as if you were on fire.

Teeth of Flame

Whenever you deal damage using fire, you deal 1d10 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Fire Control

Requires: Pyrokinesis

When you hold command over fire, you may control a body of fire no larger than yourself that you have created without spending a command.

Flame Out

Requires: Pyrokinesis

When you hold command over fire, you may gain +1 command at any time if you take 1d4 damage (ignores armour).

Wreathed in Flame

Requires: Born of Fire

When you summon fire to envelope your body, the following things are true:

- Anyone who touches you is burned, for at least 1d10 damage.
- Anything you touch is burned.
- Nothing you are holding or wearing when you summon the fire burns, unless you want it to.
- You may act normally, see fine, and you have no need to breathe.

The fire that surrounds you lasts as long as you want it to.

Firestarter Alignments

You may choose one of these instead of a rogue alignment:

Evil

Use your power over fire to destroy and terrorize.

Good

Push someone away so there's no chance of you hurting them by accident.

Firestarter Bonds

- ____ thinks my powers are nothing but trouble.
- ____ underestimates the amount of danger we are in.
- I've been burned by ____ before, if you know what I mean.

Firestarter Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Leather armour (1 armour, 1 weight).
- Staff (close, two-handed, 1 weight).



Marcel

Mastermind

Whoever plans the heist has the best chance of keeping the loot.

Compendium Class

Once you have successfully planned and executed a daring heist, you may consider the mastermind specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

I've Got a Bad Feeling About This

When you spend a moment surveying an area, ask the GM two of the following questions. The GM will answer truthfully.

- Is there a trap or ambush here, and if so, where?
- What can I see that no one else can?
- What here is the biggest threat to me?
- Where's my best way in, out, or through?

Advanced Moves

When you gain a level from 2-5, you may choose from the following moves:

Connections

When you put out the word to the criminal underbelly about something you want or need, roll+CHA. On a 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

Ever Watchful

When you discern realities, ask one additional question, even on a miss.

Forecast

When you make camp, the GM will tell you about one enemy, hazard, or obstacle you are likely to face tomorrow, and you take +1 forward against it.



When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Evasion

When you **defy danger**, on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

Ever Thoughtful

Requires: Ever Watchful

When you **discern realities**, up to two of your questions can be anything, not limited to the list.

Heist

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- What's its most powerful defence?
- Who else wants it?
- Who will come after it?
- Who will notice it's missing?

Mastermind Alignments

You may choose one of these instead of a rogue alignment:

Chaotic

Pull off a heist that causes an uproar in public society.

Evil

Rob someone of their most valuable item.

Mastermind Bonds

- ____ earned my respect the hard way.
- ____ helped me get where I am today.
- ____ is my trusty assistant.

Mastermind Gear

You get the clothes necessary to look like a normal person, a bag of thieves' tools (2 weight), and whatever your other specialties give you.

Mastermind Races

You may choose one of these instead of a rogue race option:

Dwarf

Add these to the list of questions you can ask when you have a bad feeling about this:

- Is there treasure hidden here?
- What is the most valuable object here?

Elf

Add these to the list of questions you can ask when you have a bad feeling about this:

- Is there a secret hiding here?
- What here is magical or an illusion?

Human

When you recruit from the criminal underworld, take +1.

Poisoner

Poison is a coward's weapon. A *smart* coward's weapon.

Compendium Class

Once you have created your own unique blend of poison, you may consider the poisoner specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the poisoner specialty, you get +1 load.

Starting Moves

You start with this move:

Poisoner

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose.

Whenever you have time to gather materials and a safe place to brew, you can make three uses of the poison you choose for free.

Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- **Bloodweed** (touch): The target deals -1d4 damage ongoing until cured.
- **Goldenroot** (applied): The target treats the next creature they see as a trusted ally, until proved otherwise.
- **Iocaine Powder** (ingested): Causes the target to die.
- **Oil of Tagit** (applied): The target falls into a light sleep.
- **Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Brewer

Requires: Poisoner

When you have time to gather materials and a safe place to brew, you can create three doses of any one poison you've used before.

Envenom

Requires: Poisoner

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon, it's touch instead of applied.

Nose for Danger

Using only your sense of smell, you can tell if something has been poisoned and with what, if you know the poison.

Poison Master

Requires: Poisoner

After you've used a poison once, it is no longer dangerous for you to use.

The Poisoned Blade

When you attack with a poisoned blade, on a hit, the poison also takes effect, but on a 7-9, your weapon is no longer poisoned.

When you coat your blade with poison, choose an applied or touch poison that you possess or either of these two:

- **Paralytic:** Choose one of your foe's limbs, senses, or other physical abilities. They can no longer use it.
- **Toxic:** Deal +1d4 damage moments after you strike.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Alchemist

Replaces: Brewer

When you have time to gather materials and a safe place to brew, you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will have obvious side effects.
- It will only work under specific circumstances
- It will take a while to take effect.
- The best you can manage is a weaker version.

Envenomed

Requires: Envenom

Choose one poison: your body is infused with it. Your blood, sweat, and tears, even your spit, are all now poisonous, as if they *are* this poison. You are unaffected by it.

Poison God

Requires: Poison Master

No poison, neither mundane nor magical, can affect you unless you let it.

Poisoner Bonds

- ____ helped me develop my poison.
- ____ suspects me of a crime I didn't commit.
- I spent time in jail with ____.

Poisoner Gear

You get three uses of your poison and whatever your other specialties give you.

Poisoner Races

You may choose one of these instead of a rogue race option:

Elf

Your race is old and patient. You start with three poisons, instead of only one.

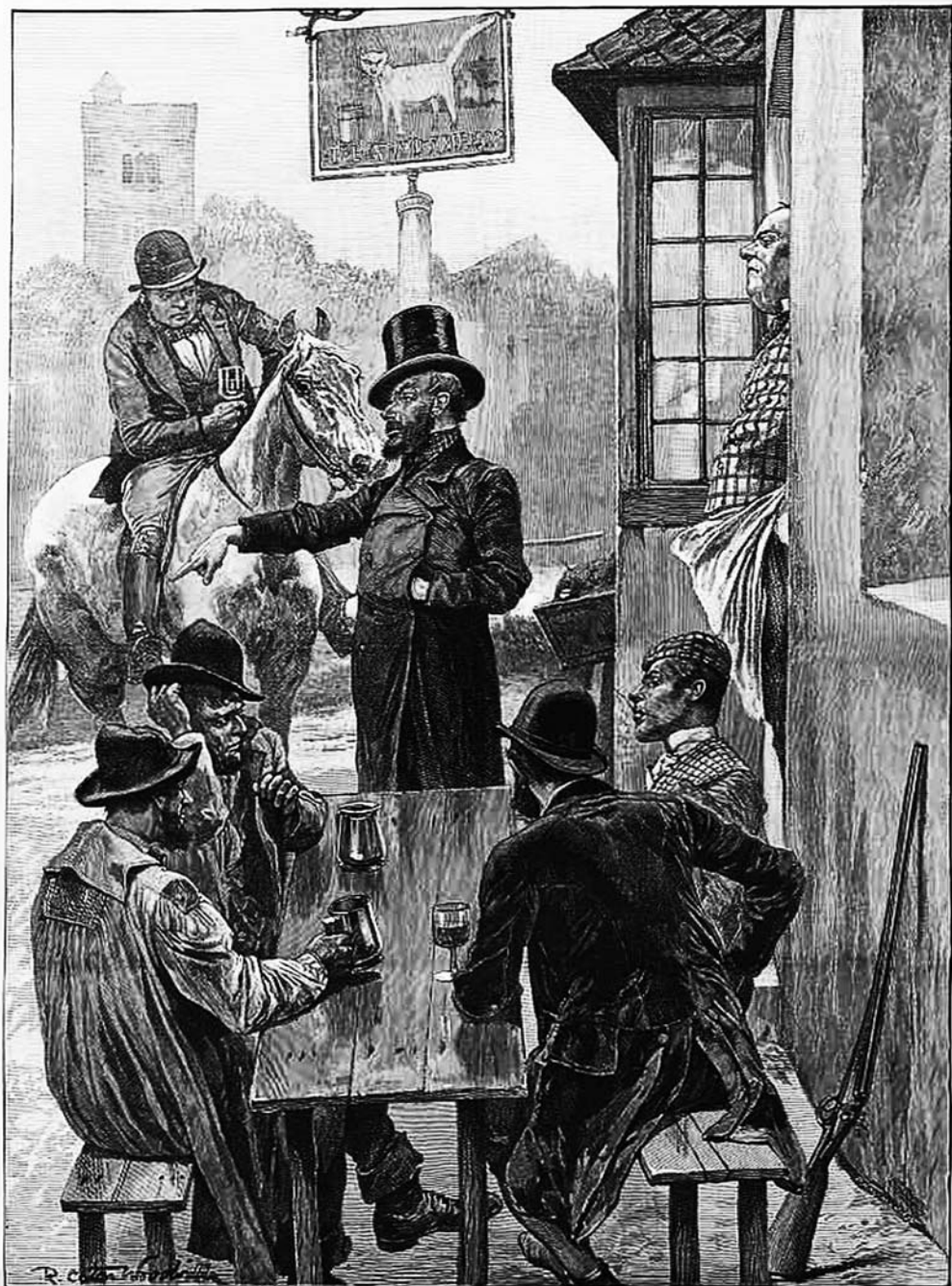
Halfling

When you brew your poisons, you can make four uses instead of three.

Human

When you're in a town or city, you can always find the materials you need to brew your poison.





Pretender

Fake it 'till you make it.

Compendium Class

Once you have successfully impersonated someone famous throughout the land, you may consider the pretender specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Fake

Choose a type of person—perhaps an occupation, rank, or other social role. You have a costume that allows you to disguise yourself as this kind of person—all you need do is don the clothes. Your actions might give you away, but your clothes and mannerisms will not. Each time you level up, choose another type of person that you can disguise yourself as.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them.

Impersonation

When you disguise yourself as a specific person, roll+CHA. On a 10+, only that person's most intimate associates can tell the difference. On a 7-9, only those who do not know the person are fooled.

Silver Tongue

You never have to spend money to carouse, and you roll with CHA instead of coins spent. If there is already a gathering happening, you may carouse without having returned triumphant.

Social Climber

When you set your heart on achieving a certain social position, the GM will sketch out a relationship map or diagram to help you plot your approach. Working together, make note of a number of useful circumstances equal to your level, and take +1 forward when you make use of them. You can only work towards one position at a time.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Con

Replaces: Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

Master Impersonator

Replaces: Impersonation

When you disguise yourself as a specific person, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance.

When you meet someone who is intimately associated with the person you are impersonating, roll+CHA. **On a 10+**, they are fooled, even by strange behaviour, until you give yourself away for certain. **On a 7-9**, they are already suspicious of you.

Reputation

When you first meet someone who's heard tell of you, roll+CHA. **On a 10+**, tell the GM two things they've heard about you. **On a 7-9**, tell the GM one thing they've heard, and the GM tells you one thing.

Pretender Alignments

You may choose one of these instead of a rogue alignment:

Evil

Harm someone's reputation or social standing.

Pretender Bonds

- ____ shared a secret with me.
- I grew up with _____. They know who I really am.

Pretender Gear

You start with the extra costume you get from being fake, and whatever else your other specialties give you.

Psi-Knife

A keen intellect you have, as sharp as a knife. Literally.

Compendium Class

Once you have worked the anger in your heart like an iron in a forge, dedicating yourself to stifling its expression in any way save through the mental image of a knife, and proved your discipline by remaining calm three times you should have responded, you may consider the psi-knife specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Psychic Blade

When you create a blade out of psychic energy, it counts as a weapon (hand, near, ignores armour), and you can hack and slash with INT instead of STR when you fight with it. If you reduce a foe to zero HP with your psychic blade, instead of dying, they fall unconscious.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Flying Daggers of the Mind

Requires: Psychic Blade

Your psychic blades gain the near tag. You can volley using INT instead of DEX, but if you choose to expend ammo, take 1d4 damage (ignores armour) instead.

Psychic Fist

Requires: Psychic Blade

Your psychic blade also has the forceful, messy, and reach tags.

Psychic Shield

Requires: Psychic Knife

You can use your psychic blade as a shield instead of a knife. **When you do**, you get +1 armour, and you cannot use it as a weapon.

Savage Blade

Requires: Psychic Blade

Your psychic blade does an extra +1d4 damage, and also has the close tag.

Twilight Blade

Requires: Psychic Blade

Your psychic blade can cut through solid objects. **When you deal damage with your psychic blade to a damaged, defenceless, or surprised enemy**, you may also cut through one of their possessions or weapons, or reduce their armour by 1. **If you do**, deal no damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Deadly Blade

Replaces: Savage Blade

Your psychic blade does an extra +1d8 damage, and also has the close and reach tags.

The Lock Undone

You can open locks and interfere with other mechanical devices as if you had lockpicks or other tools, using only your mind.

Shield of Blades

Replaces: Psychic Shield

You can use your psychic blade as a shield and a weapon at the same time. **When you wield your psychic knife**, you get +1 armour.

Twilight Reckoning

Requires: Twilight Blade

When you deal damage with your psychic blade to a damaged, defenceless, or surprised enemy, you may sever anything from the target—their life, their limb, their title, their relationship with someone, their most prized possession, their thoughts on a topic, anything. **If you do**, deal no damage.

Psi-Knife Alignments

You may choose one of these instead of a rogue alignment:

Evil

Defeat a foe because they have something you want.

Good

Capture and imprison a dangerous villain.

Neutral

Get the drop on a foe by appearing harmless.

Psi-Knife Bonds

- ____ keeps cramping my style.
- ____ underestimates the trouble that lies before us.
- This isn't the first time ____ and I have been in a mess together.

Psi-Knife Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Antitoxin.
- Healing potion.
- Leather armour (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).

Puppet Master

You have your hands in so many pies, your strings on so many hearts, your fingers stroking so many minds. Who could defy your will?

Compendium Class

Once you have successfully manipulated someone else into making a series of life-altering decisions, according to your elaborate plan, all without suspecting your influence, you may consider the puppet master specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Puppet Strings

When you have time and physical contact with someone, you can plant commands inside their mind. Voice your commands, no matter how complicated, and roll+INT. **On a 10+**, hold 3. **On a 7-9**, hold 1. **If they fulfill your commands**, you lose all your hold over them. Until then, you can spend a hold at any time to inflict 1d6 damage (ignores armour). You may only retain your hold over one person at a time, though you can abandon your remaining hold if you wish.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Command and Conquer

When you order hirelings, add your INT to their loyalty.



Commanding Touch

Requires: Puppet Strings

You may use puppet strings, and maintain hold, on more than one person at a time, if you have time and physical contact with them. You may also use puppet strings with but a touch, skin to skin, but you must abandon your hold on anyone else in order to do so, if you have any.

Iron Will

When you are subject to mind control or magic that influences your feelings, you may choose to take $1d_4$ damage (ignores armour) and ignore the influence.

Vicious Commands

Requires: Puppet Strings

When you spend a hold, you deal $1d_8$ damage, not $1d_6$.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Deadly Commands

Replaces: Vicious Commands

When you spend a hold, you deal $1d_{10}$ damage, not $1d_6$.

Master of Puppets

Requires: Puppet Strings

You can spend all your hold on an NPC to control their physical movements for a few minutes or until they suffer harm.

The Voice

Replaces: Commanding Touch

You may use puppet strings on more than one person as long as you touch them, skin to skin. You may also use puppet strings on one person who can hear you speak, but you must abandon your hold on anyone else in order to do so, if you have any.

Puppet Master Alignments

You may choose one of these instead of a magician alignment:

Evil

Deflect blame or consequences from yourself to someone else.

Lawful

Use your special powers to enforce or restore the social order.

Puppet Master Bonds

- ____ is undisciplined, and needs firm guidance.
- Chaos follows in ____'s wake. I must be wary.
- What an intriguing mind ____ has!

Puppet Master Gear

You get 3d6 coins, in addition to whatever your other specialties give you.

Puppet Master Races

You may choose one of these instead of a magician race option:

Dwarf

Increase your maximum HP by 2.

Human

When you have a hold over someone, you can spend all your hold and take 1d6 damage (ignores armour) to make them obey your command, whether they want to or not.



Shadow

Like the ghost of something real, like a passing shadow, you're not really there most of the time. Until you are. But then you're gone!

Compendium Class

Once you have followed someone to a place that is impossible to get to, without them noticing, you may consider the shadow specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Stay Out of the Light

When you hide in shadows or darkness, you cannot be detected by any normal means until you reveal yourself.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Following

When you follow or shadow someone, roll+DEX. **On a 10+**, you find out exactly what they're up to without arousing suspicion. **On a 7-9**, it's either an impression of their doings or you can reveal yourself to learn more.

Iron Will

When you are subject to mind control or magic that influences your feelings, you may choose to take 1d4 damage (ignores armour) and ignore the influence.

Like a Ghost

When you roll for another move that you want to perform in a **clandestine manner**, you may choose options equal to your DEX or less (but not fewer than none), and then tell the other players:

- ...how you draw attention elsewhere instead of to you.
- ...how you stay out of sight.
- ...that you remain silent.
- ...why you leave no trace behind.

On a 10+, all that you say is true. **On a 7-9**, the GM chooses one of your statements to be false, the others are true. **On a miss**, no guarantees.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

Escape Route

When you're in too deep and need a way out, name your escape route and roll+DEX. **On a 10+**, you're gone. **On a 7-9**, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

Fade Away

Requires: Stay Out of the Light

While you stay still or act meek and unobtrusive, even in broad daylight, people only notice you if they are looking for you specifically.

Unseen Hand

When you leave a room or other location, you can name something small that you saw that no one else was using or studying. You took it.

Shadow Alignments

You may choose one of these instead of a rogue alignment:

Neutral

Learn a secret about someone important.

Shadow Bonds

- ____ once talked me into guiding some halflings on the run through dangerous territory, and never thanked me properly for it.
- I am obsessed with ____, but they don't know. Yet.
- I stole something from ____.

Shadow Gear

You get adventuring gear (5 uses, 1 weight), a backpack, and a key, though you don't know what lock it opens.

Shadow Races

You may choose one of these instead of a rogue race option:

Elf

You can hide in forests just as well as shadows and darkness.

Human

At the end of a session, mark an extra experience if you infiltrated a secure location.

Siren

Everyone needs guidance at some point. Everyone needs a muse. They just hate so much to be commanded. But you can steer anyone in the right direction without commands, can't you?

Compendium Class

Once you have convinced someone to worship you as a deity or to trust you more than anyone else in the world, even though they shouldn't, you may consider the siren specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the siren specialty, reduce your base damage by one die size, but not lower than d4.

Starting Move

You start with this move:

Hypnotic Allure

When you are alone with an NPC and you fix your will upon them, roll+CHA. On a 10+, hold 2 over them. On a 7-9, hold 1. While you have a hold over them, they cannot act against you, except in self-defence. They can spend one of your hold by:

- Doing something you tell them to do.
- Fighting to protect you.
- Giving you something you want.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Dangerous Eyes

Requires: Hypnotic Allure

You can spend a hold on someone to meet their gaze. They freeze and cannot move until you break off eye contact. You cannot move either.

Grand Entrance

When you make a spectacular entrance or perform for an audience, roll+CHA. On a 10+, choose three options from the list below. On a 7-9, choose two. On a miss, choose one, in addition to whatever the GM tells you.

- Someone desires to meet you later, the GM will tell you who.
- Someone falls in love with you, the GM will tell you who.
- Someone must give you a gift, the GM will tell you who.

Social Climber

When you set your heart on achieving a certain social position, the GM will sketch out a relationship map or diagram to help you plot your approach. Working together, make note of a number of useful circumstances equal to your level, and take +1 forward when you make use of them. You can only work towards one position at a time.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Animal Magnetism

Requires: Hypnotic Allure

When you use your hypnotic allure, you get +1 hold, even on a miss.

Deadly Eyes

Replaces: Dangerous Eyes

You can spend a hold on someone to meet their gaze. They freeze and cannot move until you break off eye contact. You can move as long as you maintain eye contact.

Popular

You can write an additional two bonds with the other PCs, in addition to those you started with.

Reputation

When you first meet someone who's heard tell of you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

A Specific Audience

Requires: Grand Entrance

Instead of choosing one of the options from the list, you may choose a member of the audience. The GM will choose how they react from the list.

Siren Alignments

You may choose one of these instead of a rogue alignment:

Chaotic

Use your personal influence to sow discord amongst your foes.

Evil

Get someone to give you their most valued possessions.

Neutral

Increase your social position and personal influence.

Siren Bonds

- ____ has a thing for me, but I'm not interested. Right now.
- I need something from ____, something important.

Siren Gear

Choose one or two:

- Antitoxin.
- Bandages (3 uses, slow).
- Dagger (hand, 1 weight).
- Engagement ring.
- Letter of introduction.
- Map.
- Mask.
- Ostentatious clothes.
- Personal feast (1 use, 1 weight).
- Pet.
- Spyglass (1 weight).

Siren Races

You may choose one of these instead of a rogue race option:

Elf

When you use your hypnotic allure, on a 12+, hold 3 over them.

Human

When you have a hold over someone, you deal +1d4 damage when you harm them.

Swindler

Why work hard for it, when people just give it away?

Compendium Class

Once you have convinced someone to part with something unique or valuable, that they would charge a high price for, and then swindle them out of the payment you agreed upon, you may consider the swindler specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Con Artist

When you evaluate a potential victim, roll+INT. **On a 10+**, ask their player three questions from the list below. **On a 7-9**, ask one:

- How could I engage you in conversation?
- How much are you worth?
- What are your current intentions?
- What do you value?

On a miss, you look suspicious.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them.

Disarming and Open

When you engage someone in conversation, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

Heart of Gold

Requires: Con Artist

After you evaluate a potential victim and ask your questions, tell the other player something they could do to make you change your mind about taking advantage of them. If they end up doing this, you take +1 forward. If they are a PC, they also mark XP.

The Upsell

If you repackage or modify goods you own in order to resell them, they are now worth one-and-a-half times as much as before. Note that doing this with money is called “counterfeiting” and is everywhere banned by law.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Con

Replaces: Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

Devious

Requires: Disarming and Open

When you use **disarming and open**, you may also ask this:

- How are you vulnerable to me?

Your subject may not ask this question of you.

Snake Oil

When you give someone a thing that you have tampered with, roll+INT. On a hit, you may choose one, but on a 7-9, there are strings attached or complications:

- The thing comes with some sort of unpleasant side effects (describe them).
- The thing is ruined as soon as you are gone.
- The thing returns to you within the week.

Swindler Alignments

You may choose one of these instead of a rogue race option:

Evil

Profit from someone else's misery.

Neutral

Get the better of another thief or swindler.

Swindler Bonds

- ____ helped me steal something really valuable from someone who is really dangerous.
- ____ knows where I stashed some loot.
- I stole something from ____.

Swindler Gear

You get a case full of fraudulent merchandise and various kinds of quackery (3 weight) and 2d6 coins, in addition to whatever your other specialties give you.

Swindler Races

You may choose one of these instead of a rogue race option:

Elf

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

Human

When you evaluate a potential victim who is also human, ask an extra question, even on a miss.

Thief

It's not just about stealing things. It's about stealing things from people who don't want their things to be stolen, who make sure that you know it. That's the stuff worth stealing!

Compendium Class

Once you have successfully robbed the richest person you know, you may consider the thief specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with both moves:

Trap Expert

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold three. On a 7-9, hold one. Spend your hold as you move through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

Tricks of the Trade

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between a cost, danger, and suspicion.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Cautious

When you use **trap expert**, you always get +1 hold, even on a miss.

Guild Thief

When you contact the guild and ask for assistance, roll+CHA. On a 10+, another thief shows up with what you need for a fair price. On a 7-9, you can still get what you want but there are strings attached or the guild wants a favour in return. On a miss, you have fallen out of good standing with the guild and need to make amends.

It Belongs in a Museum

When you are trying to snatch a significant treasure and get away with it, and no more, you have 2 armour.

The Smell of Sorcery

When you discern realities or use **trap expert**, the GM will also tell you what the closest magical effect or source is, if it's within sight or scent.

Sneaky Bastard

Requires: Tricks of the Trade

When you **disable a trap**, you can reset it after you pass, so it catches the next person. When you **pick a lock**, you may set it so that it locks behind you again.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Heist

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM three questions from the list below. When acting on the answers you and your allies take +1 forward.

- What's its most powerful defence?
- Who else wants it?
- Who will come after it?
- Who will notice it's missing?

Evasion

When you defy danger, on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

Extremely Cautious

Replaces: Cautious

When you use trap expert, you always get +1 hold, even on a miss. On a 12+, you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your own advantage.

Thief Alignments

You may choose one of these instead of a rogue race option:

Chaotic

Steal something of social or cultural significance.

Neutral

Avoid detection or infiltrate a location.

Thief Bonds

- ____ helped me steal something really valuable from someone who is really dangerous.
- ____ knows where I stashed some loot.
- ____ saved me from joining the wrong thieves' guild.
- I spent time in jail with ____.
- I stole something from ____.

Thief Gear

You get thieves' tools (1 weight) and choose one:

- Bag of chalk and sand.
- Change of clothes.
- Small watchdog.

Thief Races

You may choose one of these instead of a rogue race option:

Dwarf

When you use **trap expert** in a structure made of stone, on a hit, you get +1 hold.

Elf

When you **discern realities** or use **trap expert**, on a hit, you may also ask this question, in addition to any other results:

- Is there a secret door here?

Halfling

When you **defy danger** and use your small size to your advantage, take +1.



Tomb Robber

Looting the tombs of dead wizards isn't all it's cracked up to be. You need some powerful magic of your own if you're going to survive!

Compendium Class

Once you have looting the treasures of an ancient tomb that was protected by magic, you may consider the tomb robber specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the tomb robber specialty, you get +1 load.

Starting Moves

You start with this move:

Ward of Protection

You have a device that is proof against arcane magic. This could be something you wear, like a bracelet or an amulet, or it could be a procedure of limited duration—a potion you prepare, symbols painted on your skin, etc. **When you use the protection of this device to thwart a magical effect (actively or passively),** roll+CON. **On a 10+,** you are unaffected by the magic. **On a 7-9,** you can either suffer the effect to a lesser degree or exhaust yourself and mark a debility of your choice.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Appraisal

When you examine an important item (your call) for the first time, roll+INT. On a 10+, ask three questions from the list below. On a 7-9, ask two. On a miss, ask one question anyway, but you might not like the answer. If you act on the answers while using the item, take +1 forward.

- Does this have magical properties?
- How much is this worth and to whom?
- What has been done to this or with this?
- What is it for?
- Who made this and how old is it?

Life, Death, and Greed

When you have a great and valuable treasure in your possession, you deal +1d6 damage.

Sympathetic Ward

Requires: Ward of Protection

Your ward of protection also guards anyone you touch; they resist any magic you do. On a 7-9, they choose between the lesser effect and a debility for themselves.

Ward Against the Dead

Requires: Ward of Protection

When you use your ward or wards against the undead, select another living target and roll+CON. On a 10+, all undead present pursue the other target instead of you. On a 7-9, only mindless undead pursue the other target. Intelligent undead are too clever, and will do what they want.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Greed is Good

When you obtain a great and valuable treasure for the first time, gain 1d6 temporary hit points. Damage is applied to these temporary hit points before harming you.

Looting the Wizard's Tomb

Requires: Appraisal

When you use a magical item and force it to obey your will, instead of using its effects as written, roll+INT. On a 10+, you control the degree and extent of its effects. On a 7-9, you direct its effects, but choose one:

- You break it and its beneficial properties cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

Protection Most Excellent

Requires: Sympathetic Ward

When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

Ward Against Monsters

Replaces: Ward Against the Undead

When you use your wards against monsters, select another living target and roll+CON. On a 10+, all monsters present pursue the other target instead of you. On a 7-9, only mindless monsters pursue the other target. Intelligent monsters are too clever, and will do what they want.

Tomb Robber Alignments

You may choose one of these instead of a rogue alignment:

Good

Give your treasure to someone who needs it more than you.

Lawful

Return treasure to its rightful owner.

Neutral

Avoid detection or infiltrate a location.

Tomb Robber Bonds

- ____ has promised to lead me to an ancient burial site.
- I worry about the ability of ____ to survive in the dungeon.
- Me and ____ are the only survivors of a dubious adventure.

Tomb Robber Gear

You get your ward of protection, two large sacks, and whatever your other specialties give you.

Tomb Robber Races

You may choose one of these instead of a rogue race option:

Elf

Only the darkest and most violent of elves would willingly seek their fortunes underground. Choose a weapon. In your hands, weapons of this type have the precise tag.

Halfling

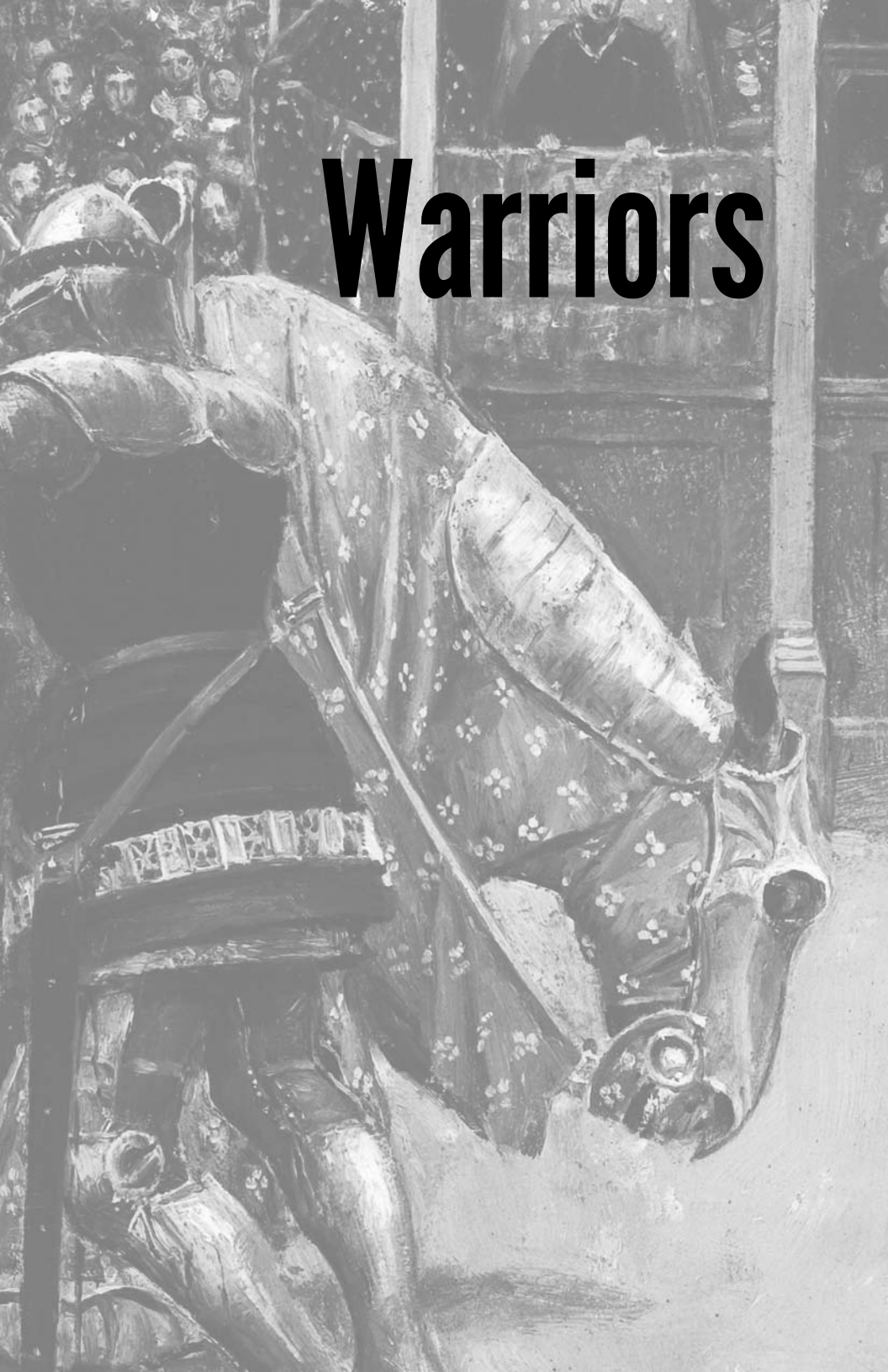
You know how to take advantage of your small size underground, where you get +1 armour if you're at all able to defend yourself.

Human

As a child of the greediest of all races, you can treat all treasures that are 2 weight or heavier as if they were 1 weight lighter than they are.



Warriors



Why We Fight

The warrior is someone whose business it is to fight, to wage battle, to handle violence like a lover. The war is the warrior's way.

Stats

The specialties you choose may modify these scores:

Your base damage is $d10$.

Your load is $10+STR$.

Your maximum HP is $10+Constitution$.

Starting Moves

Choose three warrior specialties. You get all the starting moves from each. Make a note of any stat modifiers from your specialties. Each time you level up, choose one advanced move from those offered by your three specialties.

You may instead choose only two warrior specialties instead of three. Take a level 2-5 move from either of them right away, but no other bonuses.

You may instead choose two warrior specialties and one specialty from another archetype, but:

- If you choose a disciple specialty, reduce your base damage by one die size (from $d10$ to $d8$).
- If you choose a magician specialty, reduce both your base damage by one die size (from $d10$ to $d8$) and your maximum hit points by 2.
- If you choose a rogue specialty, reduce your maximum hit points by 2.
- If you choose an adventurer specialty, either reduce your base damage by one die size (from $d10$ to $d8$), or reduce your maximum hit points by 2.

Advanced Moves

Each time you level up, choose an advanced move from one of your specialties. Or choose one of the following options:

- At any level, instead of a move from one of your specialties, you may choose a move from one of the other warrior specialties. You may do this twice only.
- Once between levels 2-5, instead of a move from one of your specialties, you may choose a move from any other archetype.
- Once between levels 6-10, instead of a move from one of your specialties, you may choose a move from any other archetype.

Warrior Alignments

Choose one of these alignments, or one from those offered by your specialties:

Chaotic

Free someone from literal or figurative bonds.

Evil

Kill a defenceless or surrendered enemy.

Good

Endanger yourself to protect someone weaker than you.

Lawful

Deny mercy to a criminal or unbeliever.

Neutral

Defeat a worthy opponent.

Warrior Bonds

As a warrior, you may have up to four bonds at a time. Choose from the following, and from those offered by your specialties:

- ____ gave me food and shelter when I had nothing.
- ____ got me involved in a questionable adventure and I'm having second thoughts about it now.
- ____ is a brave soul, I have much to learn from them.
- ____ is always getting into trouble—I must protect them from themselves.
- ____ owes me their life, whether they admit it or not.
- ____ was once my enemy, but we've since reconciled.
- I have sworn to protect ____.
- I worry about the ability of ____ to survive in the dungeon.

Warrior Gear

You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight), and choose one piece of fighting gear:

- Adventuring gear (5 uses, 1 weight).
- Chainmail (1 armour, 1 weight).
- Dagger (hand, 1 weight).
- Shield (+1 armour, 2 weight).
- Short sword (close, 1 weight).
- Spear (reach, 1 weight).

Warrior Races

You may choose one of these races or one of the race options provided by your specialties. Once you have chosen your race, gain the corresponding move:

Dwarf

When you share a drink with someone, you may parley with them using CON instead of CHA.

Elf

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

Halfling

When you defy danger and use your small size to your advantage, take +1.

Human

Once per battle you may reroll a single damage roll (yours or someone else's).



Archie Macgregor - 96

Armiger

You are skilled in the wearing of heavy armour. You make it look easy, walking around with heavy pieces of metal all over you, deflecting blows left and right.

Compendium Class

Once you have commissioned a suit of armour, and then run a marathon, given a rousing speech, and won a fight while wearing it, you may consider the armiger specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the armiger specialty, you get +2 load.

Starting Moves

You start with this move:

Armoured

You ignore the clumsy tag on armour you wear.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Armour Mastery

When you make your armour take the brunt of damage dealt to you, the damage is negated but you must reduce the armour value of your armour or shield (your choice) by 1 until you spend a few hours repairing it. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armour, it is destroyed.

Bloody Aegis

When you take damage, you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

Heroic Monster Slayer

When you take the skin of a slain monster, you can fashion it into a clumsy shield worth +1 armour or a clumsy suit worth 1 or more armour, the GM will tell you how much (usually 1 or 2 less than the monster had in life).

Hide Like Iron

Armour that you are wearing has +1 armour and weighs 1 less.

Staunch Defender

When you defend, you always get +1 hold, even on a miss.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Armoured Perfection

Replaces: Armour Mastery

When you choose to let your armour take the brunt of damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armour value of your armour or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armour, it is destroyed.

Impervious Defender

Replaces: Staunch Defender

When you defend, you always get +1 hold, even on a miss. On a 12+, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Indomitable

When you suffer a debility (even through Bloody Aegis), take +1 forward against whatever caused it.

Maker of Monster Suits

Replaces: Heroic Monster Slayer

When you take the skin of a slain monster, you can fashion it into a clumsy shield worth +1 armour or a clumsy suit worth 1 or more armour, the GM will tell you how much (usually 1 or 2 less than the monster had in life). This armour also retains one aspect of the slain monster that you choose to imbue it with.

Skin of Steel

Replaces: Hide Like Iron

Armour that you are wearing has +1 armour and weighs 2 less, but not less than zero. Any shield on your arm has +1 armour, too, and counts as 0 weight.

Armiger Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ was instrumental in helping me get my armour.

Armiger Gear

Choose one:

- Plate armour (3 armour, clumsy, 4 weight).
- Scale mail (2 armour, clumsy, 3 weight) and shield (+1 armour, 2 weight).

Armiger Races

You may choose one of these instead of a warrior race option:

Dwarf

When you make camp, you can repair damaged armour for 1 point of armour. If you have access to a forge, you can restore any suit of broken armour to its original condition.

Human

When you take damage, take +1 armour forward.



Arsenal

You are a walking arsenal, kitted out with a myriad of murderous implements. Who can stand before your onslaught? For every foe, and every defence, you have the perfect weapon. Until you stand upon a mountain of your discarded blades and handles, surrounded by the conquered, you cannot be stopped.





Compendium Class

Once you have collected a dozen different types of exotic weapons and have a story to tell about each of them, you may consider the arsenal specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the arsenal specialty, you get +1 load.

Starting Moves

You start with this move:

Pull Out a Weapon

You have a whole arsenal of weapons at your disposal. It is 4 weight, and starts with stock +2. **While you carry it around**, you can instantly produce weapons of any type with the hand, close, or reach tags. **When you pull out a more specialized weapon**, roll+stock. **On a 10+**, describe it and choose one option from the list below. **On a 7-9**, you can still choose one option but you can't choose that option again until you restock your arsenal by buying more weapons.

- +1 damage.
- 2 piercing.
- Forceful and messy.
- Precise.
- Ranged weapon (near, far) with 1 ammo.
- Stun damage.

When you pull out and define a specialized weapon, write it down: once you have four, you cannot pull out another until you restock your arsenal. **If you lose or give away a weapon from your arsenal**, take -1 stock until you restock. **When you restock**, your arsenal is restored to stock +2 and you can keep one weapon as a separate item. The rest go back into your arsenal, erase them.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Pack Rat

Requires: Pull Out a Weapon

You have more than just weapons in your arsenal. **When you search it for an item that would fit**, roll+WIS. **On a 10+**, you find just the thing as long as it isn't magical, unique, or valuable. **On a 7-9**, you have just the thing and you take -1 stock or you have something close but not exact. Make do. Anything you pull out counts toward your limit of four specialized weapons.

Scavenger

Requires: Pull Out a Weapon

When you collect the weapons of your fallen foes (more than one), it counts as restocking your arsenal.

A Shield Made of Weapons

Requires: Pull Out a Weapon

When you defend, you can take -1 stock to get +1 hold.

Suiting Up

Requires: Pull Out a Weapon

You can pull out a weapon with two options if you spend a preparation or take -1 stock instead of rolling.

Swordbreaker

Requires: Pull Out a Weapon

When you allow your weapons to take the brunt of an attack upon you, the damage is negated but a weapon is destroyed. Take -1 stock and you may not pull out any other weapons of that type until you restock your arsenal.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Bag of Holding

Requires: Pull Out a Weapon

You can pull out seven specialized weapons or items before you must restock your arsenal. **When you restock**, you get stock +3 instead of +2.

Can Opener

Requires: Pull Out a Weapon

Instead of the 2 piercing option, you can produce a weapon that ignores armour. You may not keep this weapon separate when you restock.

Superior Arsenal

Requires: Pull Out a Weapon

When you pull out a weapon, on a 12+, you can choose two options and this weapon doesn't count toward your limit.

That's Not a Knife

Requires: Pull Out a Weapon

Instead of the +1 damage option, you can produce a weapon that deals +1d6 damage. You may not keep this weapon separate when you restock.

Arsenal Gear

You get your arsenal (4 weight) in addition to whatever your other specialties give you.

Arsenal Races

You may choose one of these instead of a warrior race option:

Dwarf

You can also pull tools out of your arsenal, in addition to weapons, as long as they are used in forging, smithing, gemcutting, mining, or underground survey work.

Elf

You can always pull out a ranged weapon from your arsenal, along with 1 ammo, or a weapon with the hand tag, but pulling out a weapon with the close or reach tags is a specialized weapon. Replace the ranged option with this:

- Close or reach.

Halfling

You always pack a lunch. Instead of pulling out a specialized weapon, you can choose to pull out a tasty ration from your arsenal. If someone eats it, take -1 stock until you restock.

Human

When you restock, you also gain 1 Preparation.

Beastmaster

Nature is red of tooth and claw, but it obeys your call.

Compendium Class

Once you have successfully raised a wild animal from a newborn to an adult, you may consider the beastmaster specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Call of the Wild

When you summon animals to your presence or to the presence of someone else, choose a type of animal and roll+WIS. **On a 10+,** they congregate at the location you chose. **On a 7-9,** they congregate but choose one:

- It takes time for them to gather.
- You are not precise about the location.
- You attract other animals in addition to or instead of those you intended.



Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Eyes of the Tiger

When you mark an animal (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

Familiar

When you spout lore about an animal, you can use WIS instead of INT.

Wild Empathy

You can speak with and understand animals. This means you can closely study them and parley with them as if they were people.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Two Minds, One Thought

When you touch an animal and push your thoughts into its mind, roll+WIS. On a hit, you can read the animal's mind and memories, reliving its past and seeing what it has seen. On a 7-9, though, you have trouble separating these memories from your own, and you exhibit some aspects of the animal's behaviour for a while after you break the link.

Wild Speech

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature. This means you can closely study them and parley with them as if they were people.

Zoologist

Replaces: Familiar

When you spout lore about an animal, you can use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

Beastmaster Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Eschew a convention of the civilized world.

Neutral

Teach someone the ways of your people.

Beastmaster Bonds

- ____ does not understand life in the wild, so I will teach them.
- ____ has tasted my blood and I theirs. We are bound by it.
- ____ smells more like prey than a hunter.
- ____'s ways are strange and confusing.

Beastmaster Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Antitoxin and dungeon rations (5 uses, 1 weight).
- Healing potion.
- Leather armour (1 armour, 1 weight).



Beastmaster Races

You may choose one of these instead of a warrior race option:

Dwarf

Choose one type of cave-dwelling or underground animal: these animals will always answer your call if they are near. Choose one type of bird or aerial creature: these animals will never heed your call, but nor will they arrive unbidden.

Elf

Animals of the Great Forest respect your power. They will never attack you, even if they are unfriendly.

Halfling

Wild Empathy is a starting move for you.

Human

You may summon other humans as if they were animals, though you cannot specify what type (language, class, or gender) to call.

Blade Dancer

Battle is an art form and you are its master.

Compendium Class

Once you have mastered the two dozen blade katas, to the satisfaction of a master blade dancer, and constructed your own set of dancing blades, you may consider the blade dancer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Dance of Blades

When you enter a fight against multiple foes, roll+DEX. On a 10+, hold 3 maneuvers. On a 7-9, hold 2. On a miss, hold 1 anyway, but your enemies already have you, in particular, at a disadvantage. Spend a hold to perform a maneuver that achieves one of the following results:

- You create an advantage and you or an ally can take +1 forward for exploiting it.
- You disengage from melee with one foe.
- You immediately cross the distance between you and one foe it is possible for you to reach.
- You throw off the effects of being stunned, confused, or enchanted.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

On the Move

When you defy a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard), take +1.

Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

Wall of Knives

When you are outnumbered, you get +1 armour as long as you have a weapon in hand.

The Well-Balanced Blade

Any blade in your hands counts as having the precise tag.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Right Where I Want to Be

Requires: Dance of Blades or Symphony of Battle

When you use the dance of blades or symphony of battle moves, add these to your options:

- You escape the clutches of one foe.
- You take a position where only one enemy can fight you at a time.

Symphony of Battle

Replaces: Dance of Blades

When you enter a fight against multiple foes, roll+DEX. **On a 10+**, hold 3 maneuvers. **On a 7-9**, hold 2. **On a miss**, hold 1 anyway, but your enemies already have you, in particular, at a disadvantage. Spend a hold to perform a maneuver that achieves one of the following effects:

- You create an advantage and you or an ally can take +1 ongoing while exploiting it.
- You disengage from melee with all foes.
- You immediately cross the distance between you and one foe.
- You throw off the effects of being stunned, confused, or enchanted.

Viper's Fangs

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra +1d8 damage for your off-hand strike.

Blade Dancer Alignment

You may choose one of these instead of a warrior alignment:

Chaotic

Break an unjust law to help someone.

Evil

Destroy something beautiful.

Lawful

Choose honour over personal gain.

Blade Dancer Bonds

- ____ left me in a pinch when they were supposed to come through for me.
- ____ obviously doesn't trust me, and this needs to change.

Blade Dancer Gear

Choose one blade:

- Axe (close, 1 weight).
- Greatsword (close, two-handed, +1 damage, 2 weight).
- Long sword (close, +1 damage, 2 weight).
- Pair of throwing knives (thrown, 2 weight).
- Rapier (close, precise, 2 weight).

Blade Dancer Races

You may choose one of these instead of a warrior race option:

Dwarf

Add these options to the dance of blades/symphony of battle lists:

- Barge past others to enter melee with a foe.
- Push someone over.
- Take a blow meant for someone else.

Elf

Add this option to the dance of blades list:

- Avoid an attack meant for you.

Human

When you roll for dance of blades (or symphony of battle), on a 12+, hold 5 maneuvers.

Bounty Hunter

What's the difference between a kidnapper and a bounty hunter? The one who pays the ransom money! Oh, sorry, I meant reward, of course. I hunt down bad people before they can do bad things and I return them to the rightful authorities. That's the real difference. Why? You know somebody worth something?

Compendium Class

Once you have tracked down a criminal, captured them, and delivered them to the authorities, you may consider the bounty hunter specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the bounty hunter specialty, you get +1 load.

Starting Moves

You start with this move:

The Hunter

Name someone you want to find, either an individual or a gang that sticks together. **When you discern realities while looking for them**, on a hit, the GM will also tell you if there is any evidence of their passage, and if so what. **On a miss**, though, something catches up to you instead, the GM will tell you what. You can only be hunting one target at a time, but you can change that target whenever you want.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

The Bigger They Are

When you spout lore about someone you know or you've heard of before (your call), on a hit, you can also ask the GM either of these questions and then take +1 forward when acting on the answer.

- How could they be taken?
- What are they worth and to whom?

The Harder They Fall

When you successfully attack someone, you can roll a d6. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them.

Official Position

You work for the law. When you first enter a civilized settlement, someone in authority will take you in as their guest. Take +1 to parley if you can use your authority as leverage.

Professional Gossip

When you ask around at the local watering-hole or other social nexus and make your profession obvious, roll+CHA. On a hit, you're told about available work. On a 10+, you're able to suss out the backgrounds of prospective employers. On a 7-9, you only hear about the most promising job currently available. On a miss, you're shut out or given bad information.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Considered It Already

Replaces: The Bigger They Are

When you spout lore about someone you know or you've heard of before (your call), on a hit, you can also ask the GM both of these questions and then take +1 forward when acting on the answers:

- How could they be taken?
- What are they worth and to whom?

Hellhound on Your Trail

Once you have shed someone's blood, or they have shed yours, you can track them anywhere. No matter where they go you can always find them.

Wrap It Up

Replaces: The Harder They Fall

When you successfully attack someone, you can roll a d8. If you roll your foe's HP or higher, after they take your damage, you knock them out cold or capture them, however you want.

Bounty Hunter Alignments

You may choose one of these instead of a warrior alignment:

Good

Show mercy to a captive.

Lawful

Apprehend a dangerous criminal.

Neutral

Gain profit from someone else's body.

Bounty Hunter Bonds

- I have heard of ____'s exploits and am suitably impressed.
- Me and ____ were both hired by a boss who turned on us.

Bounty Hunter Gear

Choose one:

- Adventuring gear (5 uses, 1 weight) and bandages (3 uses, slow).
- Duelling rapier (close, precise, 2 weight).
- Dungeon rations (5 uses, 1 weight).
- Net (reach, stun damage, 2 weight).
- Shield (+1 armour, 2 weight).

Bounty Hunter Races

You may choose one of these instead of a warrior race option:

Dwarf

You are blessed with a hardy constitution. **While on someone's trail**, you do not need to consume any rations.

Elf

When in the wilderness, you may discern realities with INT instead of WIS.

Human

When you take damage from or are harmed by someone you are hunting, take +1 forward.

Captain

Heavy is the head that wears the crown, and though you may have only a small kingdom—your loyal crew—the responsibility or leadership is still a weighty burden.

Compendium Class

Once you become the leader of a loyal band of sailors, soldiers, or other troops, you may consider the captain specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two moves:

Loyal Crew

You run a gang. They could be soldiers, pirates, thieves, or mercenaries, but they're yours and you are their captain and commander. By default, your crew is a medium-sized group (12-15 people), cautious, intelligent, and organized. In the normal course of operations, they obey your orders.

Choose what type of crew you have:

- Your crew are a vicious and brutal gang of thugs. Add the savage tag, remove the cautious tag, and roll+STR to command them.
- Your crew are elite troops, a small-sized group (5-10 people). Roll+WIS to command them.
- Your crew fights for a cause. Add the idealistic tag and roll+CHA to command them. At your option, you may remove the cautious tag.

Choose two advantages:

- They control a fortress or headquarters of some kind.
- They engage in commerce or have jobs. Add the rich tag.
- They run a ship or caravan.
- They are not ordinary people, but wondrous creations. Add the construct and/or magical tags.
- They were summoned by magic. Add the magical and/or planar tags.
- They're armed to the teeth, ready for war.
- They're skilled infiltrators. Add the stealthy tag.
- They're very social and know a lot of people.
- Your crew is a large-sized group (20-30 people).

Choose one drawback:

- They have heretical and possibly anti-social beliefs.
- They're a loose-knit group, members come and go.
- They're dissolute, hedonistic, and perverse without your guidance.
- They're filthy and unwell. Remove the cautious tag.
- They're poor, with shoddy equipment and no money. Add the poor tag.
- You and you crew are in significant debt to someone.
- Your crew is a small-sized group (5-10 people).

The Weight of Command

When you issue commands to your crew during a charged situation, roll+your command stat. **On a 10+**, your crew obeys you. **On a 7-9**, you have a problem to deal with first. Either they demand rewards, fight back, or try to back down until you make an example of one of them or convince them some other way. **On a miss**, either one of them makes a concerted effort to supplant you as leader or they fall prey to their drawbacks, GM's choice.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Lieutenants

Requires: Loyal Crew

Now, and each time you level up, stat up a member of your crew as a hireling with +1 loyalty and additional points equal to your level.

Pirates and Thieves

When you recruit from a bustling port or a den of thieves, any hirelings you find will take loot, plunder, and pillage as payment, no matter what else they desire.

Plot a Course

When your vessel sets out for a new destination, roll+INT. On a 10+, all three. On a 7-9, choose two:

- None of your tinkering causes problems for the vessel.
- The voyage suggests some new improvement for the vessel, the GM will tell you what and how to implement it.
- You get there as soon as could be hoped for.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Captain, My Captain

When you publicly impress yourself upon a group of people, by words or deeds, you may spend up to three XP. For each XP spent, the GM chooses an NPC you have impressed and a reaction:

- They back you up, stand by your side, or support your play.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.
- They fight by your side.

Don't Be a Dick

When you're around your crew, they treat each other with respect and dignity. If trouble finds them, they'll react as best they can, as a team.

Tactical Commander

When you direct a unit of troops in the heat of battle, roll+CHA. On a 10+, choose three results from the list below. On a 7-9, choose two. On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

Captain Alignments

You may choose one of these instead of a warrior alignment:

Evil

Upset the rightful order.

Good

Lead others into righteous battle.

Neutral

Make an ally of someone powerful.

Captain Gear

Choose one:

- Ceremonial sabre (close, 1 weight).
- Infamous flag or standard.
- Pet bird.
- Spyglass (1 weight).
- Warhorse.
- Whip (reach, 1 weight).

Captain Races

You may choose one of these instead of a warrior race option:

Elf

In the forest, your crew is always disciplined, self-sufficient, and stealthy. **Anywhere else**, you can take +1 forward to command them if you promise to take them back to the forest, but they become unruly if you do not comply.

Human

Your crew is very mobile, as is the way of humans. They are trained to operate either a mighty vessel of some sort or on horseback, and possess the necessary gear to travel in this manner.



Champion of Law

The mighty forces of Law and Order have chosen their champion, and it is you.

Compendium Class

Once you have devoted yourself to the divine principles of law and defeated one of its mightiest enemies, you may consider the champion of law specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Requirements

You must be of lawful alignment to take this specialty.

Starting Moves

You start with this move:

I am the Law

When you give an NPC an order based on your authority, roll+CHA. **On a hit**, they choose one:

- Attack you.
- Back away cautiously, then flee.
- Do what you say.

On a 10+, you also take +1 forward against them. **On a miss**, they do as they please and you take -1 forward against them.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Balance

When you deal damage, hold 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

Charge!

When you lead the charge into combat, those you lead take +1 forward.

Judge of Character

When you parley with someone or discern realities concerning them, you also learn their alignment.

Voice of Authority

Take +1 to order hirelings.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Divine Authority

Replaces: Voice of Authority

Take +1 forward to order hirelings. Also, on a 12+, the hiring transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Healthy Distrust

Whenever the unclean magic wielded by mortal men causes you to defy danger, treat a miss as a 7-9 instead.

Invoking the Gods of Law

When you call upon the gods of law and order, roll+WIS. On a 10+, choose two. On a 7-9, choose one. On a miss, neither and the gods are displeased with you:

- The gods display you publicly as their champion.
- The gods point you toward the greatest source of chaos.
- The gods show you one weakness of chaos in this region.

Champion of Law Alignments

You may choose one of these instead of a warrior alignment:

Lawful

Advance the interests of the Gods of Law.

Lawful

Bring a villain to justice.

Champion of Law Bonds

- ____'s misguided behaviour endangers their very soul!
- ____'s ways are strange and confusing.
- I respect the beliefs of ____ but hope they will someday see the true way.

Champion of Law Gear

You get some mark of your faith and choose one additional piece of gear:

- Dungeon rations (5 uses, 1 weight) and a healing potion.
- Halberd (reach, +1 damage, two-handed, 2 weight).
- Long sword (close, +1 damage, 1 weight) and shield (+1 armour, 2 weight).
- Scale mail armour (2 armour, clumsy, 3 weight).

Champion of Law Races

You may choose one of these instead of a warrior race option:

Dwarf

When you roll for **I am the Law**, on a hit, you also take +1d4 damage forward against those you are ordering around.

Human

When you pray for guidance, even for a moment, and ask “What here is evil?” the GM will tell you, honestly.



Defender

You are the wall, the gate, the moat surrounding someone important. You will not falter in your duty, and you will not see them fall before you do.

Compendium Class

Once you have save someone's life from an overwhelming danger, you may consider the defender specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Meatshield

When you are engaged in close combat with an enemy and they make an offensive move against someone else, you may intercept it. Their move affects you instead of its intended target.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Bodyguard

When you are protecting a client, add these to the list of discern realities questions:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

Martyr's Shield

Replaces: Meatshield

When anyone within your reach either makes or is subject to an offensive move, you may intercept it. The move affects you instead of the intended target.

Protection

When you defend, you take +2 armour forward.

Staunch Defender

When you defend, you get +1 hold, even on a miss.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Impervious Defender

Replaces: Staunch Defender

When you defend, you get +1 hold, even on a miss. On a 12+, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

Over My Dead Body

Replaces: Protection

When you defend, you take +3 armour forward.

Superior Bodyguard

Replaces: Bodyguard

When you discern realities while protecting a client, you may also ask the GM one of these questions, even on a miss:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

You may also ask any of these instead of a question from the discern realities list.

Defender Alignments

You may choose one of these instead of a warrior alignment:

Good

Defend those weaker than you.

Lawful

Fulfill a promise to protect someone during a dangerous journey or situation.

Defender Bonds

- ____ is on their own. There's no defending that one.
- I have sworn to guide and protect ____, because of what they have done.

Defender Gear

Choose one:

- Healing potion.
- Scale mail armour (2 armour, clumsy, 3 weight).
- Shield (+1 armour, 2 weight).

Defender Races

You may choose one of these instead of a warrior race option:

Dwarf

When you take the damage meant for someone else, you get +1 armour.

Elf

When you discern realities while protecting someone, on a hit, you can also ask this question:

- How can I get my ward out of here?

Destroyer

Have you come here to conquer? To become a king? No! You have come to destroy!

Compendium Class

Once you have destroyed something that is famous, unique, valuable, and has a longer history than your family does, you may consider the destroyer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Bend Bars, Lift Gates

When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose three. On a 7-9, choose two:

- It doesn't make an inordinate amount of noise.
- It doesn't take a very long time.
- Nothing you value is damaged.
- You can fix the thing again without a lot of effort.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Berserker

When you are afflicted by fear, mind control, or enchanting magic, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

Blood Ill-Tempered

When a foe deals damage to you, your next attack against them deals +1d4 damage.

Crushing Blow

When you deal damage to a foe, you can break their weapon, if they have one, or if they have armour, reduce their armour by 1.

Interrogator

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

Samson

You may take a debility to immediately break free of any physical or mental restraint.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Fire in the Blood

Replaces: Blood Ill-Tempered

When a foe deals damage to you, your next attack against them deals +1d8 damage.

Superior Warrior

When you **hack and slash**, on a 12+, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Vandal

When you **discern realities**, on a hit, you may also ask this question in addition to your other questions:

- Who or what here is most vulnerable to me?

Destroyer Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Destroy a symbol or a structure of civilization.

Evil

Destroy something beautiful.

Lawful

Destroy a threat to orderly civilization.

Destroyer Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ shares my hunger for glory; the earth will tremble at our passing!
- ____ stood up to me and got away with it. That's how it is, I guess.

Destroyer Gear

You get one weapon of your choice in addition to whatever your other specialties give you.

Destroyer Races

You may choose one of these instead of a warrior race option:

Dwarf

Once per battle you may reroll a single damage roll (yours or someone else's).

Human

When you attack a foe, you may roll a d6 for your damage die instead of a d10, and permanently lower your enemy's armour by 1.

Duellist

Ah, the duel! A fully self-contained, one-on-one lethal contest of skill. Could there be any endeavour more refined or exciting? I think not!

Compendium Class

Once you have won a duel with an opponent whose martial abilities are more renowned than yours, you may consider the duellist specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with these two moves:

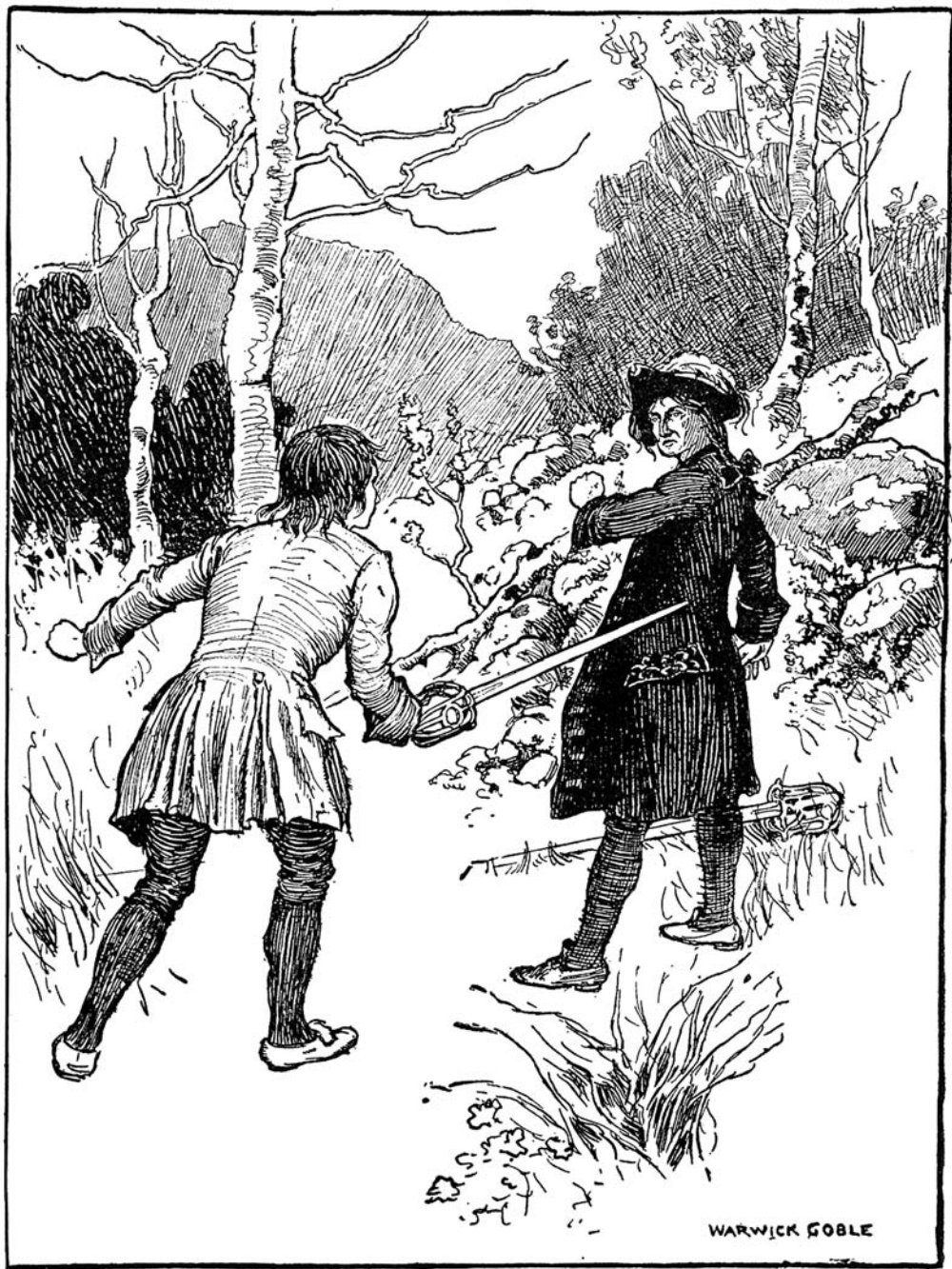
En Garde!

When you single out a foe in combat, you engage them in a one-on-one duel, whether they like it or not. After a duel begins, the following things are true:

- **If they break off the duel before either of you are defeated**, take +1 forward against them and they count as defeated if you encounter them again.
- **If they break off the duel to attack someone else**, you may also deal your damage to them for their insolence.
- **If you break off the duel before either of you are defeated**, take -1 forward against them and consider yourself defeated. Having allies enter the fight on your side counts as breaking off the duel.

Keeping Score

The first time you encounter a foe again after being defeated by them, take -1 forward. **The first time you encounter a foe again after defeating them**, take +1 forward.



WARWICK GOBLE

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Duellist's Parry

When you hack and slash, you take +1 armour forward.

Exterminatus

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

Eye for Technique

Once you have fought against someone, take +1 forward to discern realities about them. If they defeated you, instead take +1 ongoing to discern realities about them until you defeat them.

The Field at Dawn

When you challenge someone to a duel, if they either refuse or fail to appear, choose one:

- They lose the respect of their peers.
- They lose the respect of your peers.

How Can You Hope to Defeat Me?

When you encounter a foe you have previously defeated, hold three as if you had defended against them and made the roll with a 10+.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Duellist's Block

Replaces: Duellist's Parry

When you **hack and slash**, you take +2 armour forward.

Gladiator

When you **duel an opponent in front of an audience**, roll+CHA.

On a 10+, choose two NPCs who cannot help but be impressed.

On a 7-9, choose one. For each impressed NPC, the GM chooses one:

- They admire you and will seek you out.
- They desire your services.
- They will defend you or your reputation publicly.

Respected Duellist

Replaces: The Field at Dawn

When you **challenge someone to a duel**, if they either refuse or fail to appear, they lose the respect of both their own peers, and yours. Additionally, you may sully their reputation amongst the general public, if you choose to make their failure widely known.

So, We Meet Again

When you **encounter a foe who defeated you previously**, say what you have learned since then and spend up to 3 XP to prove it. Then roll+XP spent. **On a 10+**, ask the GM two questions about your foe and take +1 ongoing when acting on the answers. **On a 7-9**, ask one. **On a miss**, you have learned nothing! Whatever you roll, if you are the victor this time, take back 1 XP that you spent.

Duellist Alignments

You may choose one of these instead of a warrior alignment:

Evil

Publicly humiliate an enemy.

Good

Duel a villain on behalf of someone you respect or care about.

Duellist Bonds

- For complicated reasons, I cannot face ____ in a duel, even though I would like to.
- I have duelled ____ before.



Duellist Gear

Choose one or two:

- Adventuring gear (5 uses, 1 weight) and bandages (3 uses, slow).
- Duelling rapier (close, precise, 2 weight).
- Net (reach, stun damage, 2 weight).
- Pistol (close, 1 weight) and shot and powder (3 ammo, 1 weight).
- Shield (+1 armour, 2 weight).
- Trident (reach, 1 piercing, 2 weight).

Duellist Races

You may choose one of these instead of a warrior race option:

Dwarf

When you get +1 forward because of a duel, you may take +1d6 damage forward instead.

Elf

When you engage in a duel, you may consider any weapon you use to have the precise tag.

Human

When you have been defeated by an opponent, you gain +1 armour against their attacks in the future, until you defeat them.

Friend of the Wild

You are not alone in the world. You have an animal friend who accompanies you wherever you go.

Compendium Class

Once you have befriended a wild animal, you may consider the friend of the wild specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the friend of the wild specialty, reduce your base damage by one die size, but not lower than d4.

Starting Moves

You start with both moves:

Animal Companion

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to.

Name your animal companion and choose a species:

Bear, cat, cougar, dog, eagle, hawk, mule, owl, pigeon, rat, or wolf.

Choose a base:

- Cunning +1, Ferocity +2, Instinct +1, 1 Armour
- Cunning +1, Ferocity +3, Instinct +2, 1 Armour
- Cunning+2, Ferocity +1, Instinct +1, 1 Armour
- Cunning +2, Ferocity +2, Instinct +1, 0 Armour

Choose as many strengths as its ferocity:

Adaptable, burly, calm, camouflage, careful, fast, ferocious, huge, intimidating, keen senses, quick reflexes, stealthy, tireless.

Choose as many weaknesses as its instinct:

Broken, flighty, forgetful, frightening, lame, savage, slow, stubborn.

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

Fight monsters, guard, hunt, labour, perform, scout, search, travel.

Command

When you work with your animal companion on something it's trained in...

- ...and you attack the same target, add its ferocity to your damage.
- ...and you discern realities, add its cunning to your cunning.
- ...and you parley, add its cunning to your roll.
- ...and you take damage, add its armour to your armour.
- ...and you track, add its cunning to your roll.
- ...and someone interferes with you, add its instinct to their roll.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

My Best Friend

When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion's ferocity is reduced to zero. If its ferocity is already zero you can't use this ability. When you have a few hours rest with your animal companion its ferocity returns to normal.

Two Are Better Than One

When you undertake a perilous journey, you can take two roles (one for yourself and one for your animal companion). You make separate rolls for each.

Well-Trained

Choose another training for your animal companion.

Wild Empathy

You can speak with and understand animals. This means you can closely study and parley with them as if they were people.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Special Trick

Choose one move from another class. So long as you are working with your animal companion you have access to that move.

Striders Two

Replaces: Two Are Better Than One

When you undertake a perilous journey, you can take two roles (one for yourself and one for your animal companion). Roll twice and use the better result for both roles.

Unnatural Ally

Your animal companion is a monster, not an animal. Describe it. Give it an additional +2 ferocity and +1 instinct, plus a new training.

Wild Speech

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature. This means you can closely study and parley with them as if they were people.

Friend of the Wild Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Eschew a convention of the civilized world.

Neutral

Teach someone the ways of your people.

Friend of the Wild Bonds

- ____ is a friend of nature, so I will be their friend as well.
- My companion seems to like _____. They must be someone I can trust.

Friend of the Wild Gear

You get dungeon rations (5 uses, 1 weight) in addition to whatever else your specialties give you. Your animal companion can eat these rations, whatever they are.

Friend of the Wild Races

You may choose one of these instead of a warrior race option:

Elf

When you undertake a perilous journey through the wilderness, whatever job you take you succeed as if you rolled a 10+.

Human

Your animal companion can also speak like a human.

Gorgon

The face of the gorgon is the face of death, the face of fear, the face that turns limbs to stone before they are hewn away by claws of brass. This face is your face.

Compendium Class

Once you have dedicated the slaying of an enemy to the gorgons, while wearing their face on your breastplate or shield, you may consider the gorgon specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

What Are You Waiting For?

When you cry out a challenge to your enemies, roll+CON. **On a 10+**, they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. **On a 7-9**, only a few (the weakest or most foolhardy among them) fall prey to your taunting.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Berserker

When you are afflicted by fear, mind control, or enchanting magic, you may ignore the effect as long as you attack the closest enemy in sight. If you defeat the cause of such influence, the effect ends.

Gorgoneion

When you draw the face of the gorgon on an object or a location, it will remain unmolested by animals, vermin, and incidental magical influence. If the object or location is also being targeted by a group of attackers, thieves, or vandals, roll+WIS. **On a 10+**, as a group, they stay away. **On a 7-9**, they stay away for now, but only until they can get someone else to remove the gorgoneion.

Petrifying Visage

Requires: What Are You Waiting For?

When you cry out a challenge to your enemies, on a hit, they also hesitate for a moment and allow you to make the next move unimpeded.

Seeing Red

When you discern realities during combat, you take +1.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Evil Eye

Requires: Seeing Red

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend a hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a miss, your enemies immediately identify you as their biggest threat. If you have the gorgoneion painted on your shield, you can use its eyes instead of your own.

Through Death's Eyes

When you go into battle, roll+WIS. On a 10+, name someone who will live **and** someone who will die. On a 7-9, name someone who will live **or** someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a miss, you see your own death and consequently take -1 ongoing throughout the battle.

War Cry

When you enter battle with a show of force (a shout, a rallying cry, etc), roll+CHA. On a 10+, both. On a 7-9, one or the other:

- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc).

Gorgon Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Eschew a convention of the civilized world.

Evil

Convince a terrorized enemy to spread tales of your wrath.

Gorgon Bonds

- ____ has plenty of potential, but is yet untested.
- ____ needs to respect me more than they do right now.

Gorgon Gear

Choose one:

- Leather armour (1 armour, 1 weight) with the gorgoneion on the breastplate.
- Shield (+1 armour, 2 weight) with the gorgoneion on it.



Insatiable

Too much is never enough.

Compendium Class

Once you have compared your appetites to a hundred others and been proven the most covetous, the most desirous, the most insatiable, you may consider the insatiable specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Herculean Appetites

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. **While pursuing one of your appetites**, if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. **If the d6 is the higher die of the pair**, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Conquest.
- Discovering secrets.
- Fame and glory.
- Mortal pleasures.
- Power over others.
- Pure destruction.
- Riches and property.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Eye for Loot

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it from the list below. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

Indestructible Hunger

Requires: Herculean Appetites

When you take damage, you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

Khan of Khans

Requires: Herculean Appetites

Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

Still Hungry

Requires: Herculean Appetites

Choose an additional appetite.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

I Must Have It!

Requires: Eye for Loot

When you use your eye for loot, on a 12+, ask the GM an additional question, any question, about the thing you want.

More! Always More!

Requires: Herculean Appetites

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc), you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

Obsession

Requires: Herculean Appetites

When you discern realities, on a hit, the GM will also tell you if you can indulge one of your appetites here, and if so, how.

Insatiable Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Eschew a convention of the civilized world.

Neutral

Convince someone else to help you sate your appetites.

Insatiable Bonds

- ____ has helped me slake my hungers before. I must keep them close by!
- ____ shares my hunger for glory; the earth will tremble at our passing!

Insatiable Gear

You get an item that symbolizes your insatiable appetites, in addition to whatever your other specialties give you. Describe it.

Insatiable Races

You may choose one of these instead of a warrior race option:

Dwarf

When you defend yourself while in pursuit of your appetites, you get +1 hold, even on a miss.

Elf

While in pursuit of your appetites, you may consider any weapon you wield to have the precise tag.

Human

When you get your hands on an item demanded by your appetites, you may ask one question about it from the eye for loot list, even if you do not have the move.



Ranger

The wilds are your home.

Compendium Class

Once you have protected a patch of wilderness from intruders, poachers, and villains for a year and a day, you may consider the ranger specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the ranger specialty, you get +1 load.

Starting Moves

You start with this move:

Hunt and Track

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a hit, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose one:

- Determine what caused the trail to end.
- Gain a useful bit of information about your quarry, the GM will tell you what.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Camouflage

When you keep still in natural surroundings, enemies never spot you until you make a movement.

Communion of Whispers

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. **On a 10+**, the vision will be clear and helpful to you. **On a 7-9**, the vision is unclear, its meaning murky. **On a miss**, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

Familiar Prey

When you spout lore about a monster, you can roll with WIS instead of INT.

Follow Me

When you undertake a perilous journey, you can take two roles. You make a separate roll for each.

A Safe Place

When you set the watch for the night, everyone takes +1 to take watch.

Wild Empathy

You can speak with and understand animals. This means you can closely study and parley with them as if they were people.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Hunter's Prey

Replaces: Familiar Prey

When you spout lore about a monster, you can roll with WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

Observant

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the discern realities list for free.

A Safer Place

Replaces: A Safe Place

When you set the watch for the night, everyone takes +1 to take watch. After a night in camp when you set the watch, everyone takes +1 forward.

Strider

Replaces: Follow Me

When you undertake a perilous journey, you can take two roles. Roll twice and use the better result for both roles.

Weather Sense

When you are under open skies when the sun rises, the GM will ask you what the weather will be that day. tell them whatever you like, it comes to pass.

Wild Speech

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature. This means you can closely study them and parley with them as if they were people.

Ranger Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Eschew a convention of the civilized world.

Good

Endanger yourself to combat an unnatural threat.

Neutral

Help an animal or spirit of the wild.

Ranger Bonds

- ____ does not understand life in the wild, so I will teach them.
- ____ has no respect for nature, so I have no respect for them.
- ____ once talked me into guiding some halflings on the run through dangerous territory, and never thanked me properly for it.
- I have guided ____ before and they owe me for it.
- I have shown ____ a secret rite of the land.

Ranger Gear

You get adventuring gear (5 uses, 1 weight) and choose one:

- Bundle of arrows (3 ammo, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Leather armour (1 armour, 1 weight).
- Magnificent fur cloak.

Ranger Races

You may choose one of these instead of a warrior race option:

Dwarf

When you hunt and track a creature, you also take +1 forward against it.

Elf

When you undertake a perilous journey through the wilderness, whatever job you take you succeed as if you rolled a 10+.

Human

When you make camp in a dungeon or city, you don't need to consume a ration.



Sharpshooter

Danger is a greedy mistress, always lurking near adventurers, ever ready to cut them down. And she always gets what she wants in the end. So why give her any more chances to take your life? Only a fool fights an enemy close in. Better to stay away and pick them off from afar.

Compendium Class

Once you have won a sharpshooting contest against multiple opponents generally considered the best in their field—and certainly better than you—you may consider the sharpshooter specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the sharpshooter specialty, lower your maximum HP by 2, but not lower than $4 + \text{Constitution}$.

Starting Moves

You start with this move:

Called Shot

When you attack a surprised or defenceless enemy at range, you can choose to deal your damage or name your target and roll $+DEX$. **On a hit**, choose your target:

- **Arms:** They drop anything they're holding.
- **Head:** They do nothing but stand and drool for a few moments.
- **Legs:** They're hobbled and slow moving.

On a 10+, also deal your damage.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Blot Out the Sun

When you volley, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

Camouflaged Position

When you strike with a ranged weapon from hiding, your first shot never gives away your position.

Counterstrike

When you expend your ammo to defend against enemy missile attacks, take +1 for each ammo expended (but no more than +3 total).

Eagle-Eyed

When you observe a far-off location, roll+INT. On a 10+, you may ask three questions from the discern realities list about that location. On a 7-9, ask two. On a miss, you may still ask one, but you are distracted and taking your time while you do it.

Witch Darts

If you attach a piece of your target—blood, hair, nails—to a missile, if they are within range when you let it loose, it will always hit them.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Darts of Apollo

If a wound caused by one of your missiles is not treated by a skilled healer, it will fester and kill the victim. You can specifically choose to loose a clean missile instead and avoid this result.

Smaug's Belly

When you know your target's weakest point, your missile weapons have +2 piercing.

Snapshot

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.

Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone from your possession; you can never choose to reduce ammo on a 7-9.

Sharpshooter Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Defeat a tyrant.

Neutral

Defeat an enemy without getting close to them.

Sharpshooter Gear

Choose one:

- Hunter's bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight).
- Ragged bow (near, 2 weight) and two bundles of arrows (6 ammo, 2 weight).
- Rifle (near, far, 2 weight) and powder and shot (3 ammo, 1 weight).

Sharpshooter Races

You may choose one of these instead of a warrior race option:

Dwarf

When you make a called shot, you can also choose to knock your enemy over or off balance.

Elf

Eagle-Eyed is a starting move for you.

Halfling

When you attack with a ranged weapon, deal +2 damage.



Slayer

Murder at your every footstep. Blood's cheap, it's everywhere.

Compendium Class

Once you have eaten the still-beating heart of an enemy you have slain and drunk their blood from a goblet made from their skull, you may consider the slayer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Spill the Blood

When you deal damage to an enemy, hold 1 blood. When you have a moment to rest, you can spend all your blood on yourself or feed it to someone else, healing $1d6 + \text{blood}$ damage. If you go a day without dealing damage to an enemy, lose all the blood you have gained.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Blood Red

Requires: Spill the Blood or Reign in Blood

In combat, you can spend your blood, 1-for-1 to:

- Block a blow meant for someone else. You take the damage instead.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Increase the damage of one attack by +1.

Die by the Sword

When you take your last breath and either miss or refuse Death's bargain, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

Merciless

When you deal damage to something that can bleed, deal +1d4 damage.

South of Heaven

When you have less than half your maximum hit points left, your attacks gain the forceful and messy tags and you deal +1d6 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Angel of Death

Requires: Spill the Blood or Reign in Blood

When you hack and slash or volley, you may spend blood before rolling. For each blood you spend choose an extra target. Roll once and apply damage to all targets, but gain no blood for this attack.

Bloodthirsty

Replaces: Merciless

When you deal damage to something that can bleed, deal +1d8 damage.

Reign in Blood

Replaces: Spill the Blood

When you deal damage to an enemy, hold 1 blood. **When you have a moment to rest**, you can spend all your blood on yourself or feed it to someone else, healing 1d6 damage per blood. **If you go a day without dealing damage**, lose all the blood you have gained.

Slayer Bonds

- ____ has tasted my blood and I theirs. We are bound by it.
- ____ saw me kill someone important.
- If I am the spirit of Death, ____ is the spirit of Life. They must survive this danger, no matter what.

Slayer Gear

Choose one or more:

- Axe (close, 1 weight).
- Curved sword (close, 1 weight).
- Rapier (close, precise, 1 weight).
- Ritual dagger (hand, 1 weight).
- Spear (reach, thrown, near, 1 weight).
- Throwing dagger (thrown, near, 0 weight).

Slayer Races

You may choose one of these instead of a warrior race option:

Dwarf

Choose a type of monster that is your enemy. All your attacks against this type of monster gain the forceful and messy tags.

Elf

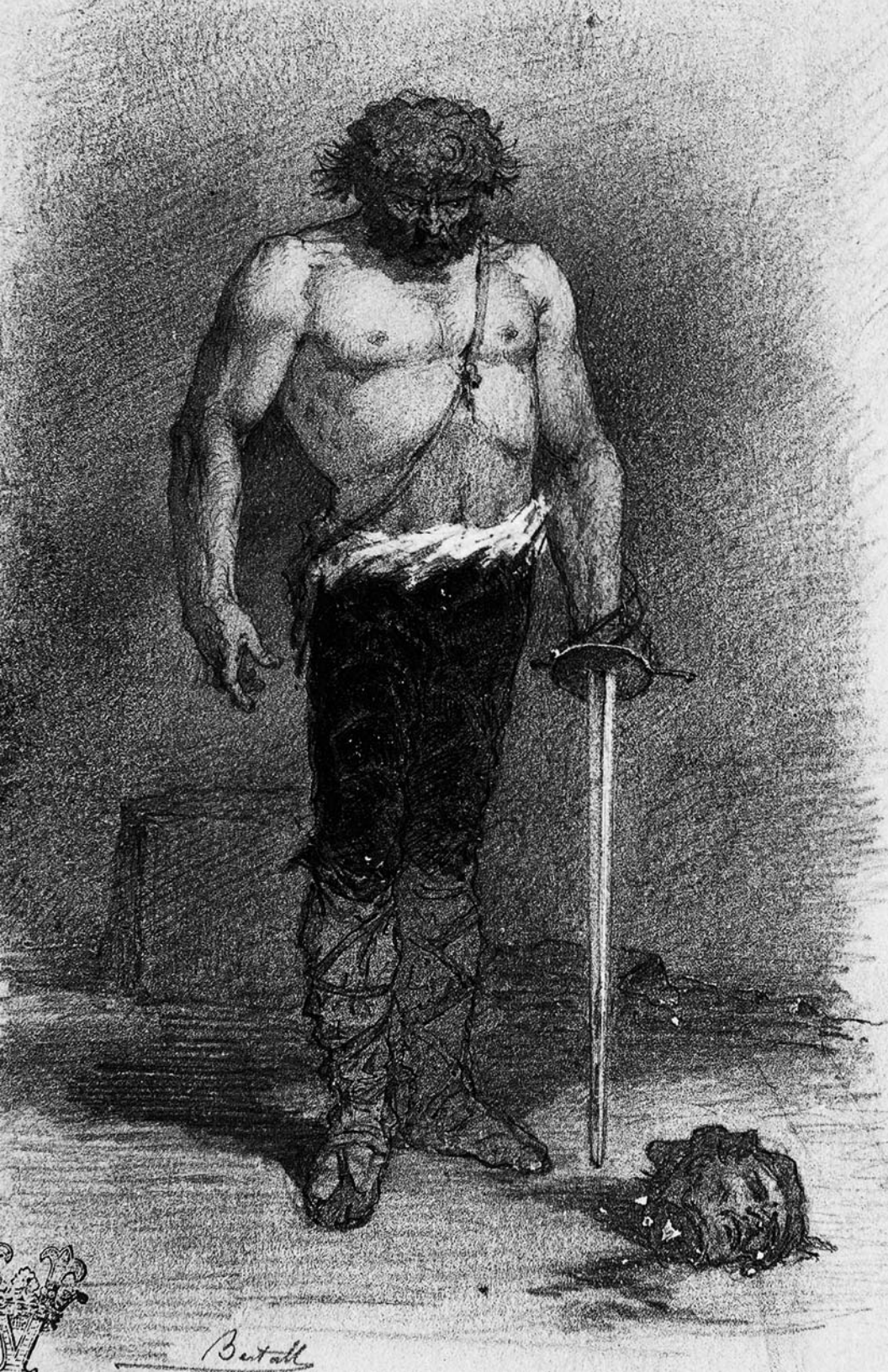
Choose a type of monster that is your enemy. **When you deal damage to this type of monster**, deal +1d4 damage.

Halfling

When you have less than 5 blood and you deal damage at range, gain 2 blood instead of 1.

Human

When you attack, you may deal +1d4 damage if you also take 1d4 damage (ignores armour). You still get 1 blood for dealing damage.



Buttall

Standard Bearer

The mascot, the rally point, a beacon of light in the darkness of war—that's you. You are the hope and pride that binds these soldiers together.

Compendium Class

Once you have been appointed the standard bearer for a mighty lord whom you feel an intense loyalty towards, you may consider the standard bearer specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the standard bearer specialty, you get +1 load.

Starting Moves

You start with this move:

Standard

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious.

When you raise your standard in support of a cause, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before being applied to their own hit points.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

All for One

As long as you wear no armour and carry no shield, allies in your presence who defend get +1 hold, even on a miss.

And One for All

At the end of a session, if any other PC defended you or fought to keep you safe while your standard was raised, they each mark XP. If you lent any of them aid while they did so, you can mark XP, too.

Battlefield Grace

When you help someone with aid, take +2 armour forward.

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

Staunch Defender

When you defend, you always get +1 hold, even on a miss.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Exemplar

Requires: Standard

When you raise your standard, choose one of your special moves. Any of your allies can use this move while they fight by your side, until you lower your standard.

Gold Standard

Requires: Standard

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

Impervious Defender

Replaces: Staunch Defender

When you defend, you always get +1 hold, even on a miss. On a 12+, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Stand Together

When you show your standard and rally your allies, roll+CHA.

On a hit, they hear you and answer. Choose one:

- NPCs act at a distinct advantage; their next action as a group is a success.
- One of your allies heals 1d8 damage.
- PCs take +1 forward if they rally to your standard.

Additionally, on a 10+, your enemy is also taken aback and either hesitates or fails to take advantage of the situation.

Standard Bearer Alignments

You may choose one of these instead of a warrior alignment:

Good

Ignore danger to aid another.

Lawful

Choose honour over personal gain.

Neutral

Survive a battle without having to fight anyone.

Standard Bearer Bonds

- ____ has defended me before. I can trust them.
- ____ proved a worthy ally in the last war, even considering that one mistake they made.

Standard Bearer Gear

You get your standard (2 weight) in addition to whatever your other specialties give you.

Standard Bearer Races

You may choose one of these instead of a warrior race option:

Dwarf

Your standard grants 1d8 temporary hit points, instead of 1d6 (and gold standard grants 2d8 instead of 2d6).

Human

When you raise your standard, anyone who was previously your enemy can choose to gain either +1 armour for the remainder of the fight, or +1 forward, in addition to the 1d6 temporary hit points, if they choose to fight on your side this time.



Strongarm

I am Muscle Wizard, I cast fist!

Compendium Class

Once you have successfully completed three tests of legendary strength—such as wrestling a bear, walking a mile with a boulder on your back, or tearing down the walls of a city, for example—you may consider the strongarm specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the strongarm specialty, you get +2 load.

Starting Moves

You start with this move:

Musclebound

While you wield a weapon, it gains the forceful and messy tags.

And either one of these two moves:

Unencumbered, Unharmed

So long as you are below your Load and neither wear armour nor carry a shield, take +1 armour. Show off those muscles.

The Upper Hand

You are so strong you take +1 ongoing to last breath rolls. **When you take your last breath**, on a 7-9, you make an offer to Death in return for your life. If Death accepts, she will return you to life. If not, you die.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Interrogator

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

My Love for You is Like a Truck

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

Samson

You may take a debility to immediately break free of any physical or mental restraint.

Smash!

When you hack and slash, on a 12+, deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

Submission Hold

When you get your hands on someone, your next attack against them deals +1d4 damage.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

A Good Day to Die

As long as you have less than your **CON** in current HP (or 1, whichever is higher), take +1 ongoing.

Hands Like a Vise

Replaces: Submission Hold

When you get your hands on someone, your next attack against them deals +1d8 damage.

Mark of Might

When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

Too Brave to Die

Requires: Unencumbered, Unharmd or The Upper Hand

You had only one before, now you have both Unencumbered, Unharmd and the Upper Hand.

Strongarm Bonds

- ____ is puny and foolish, but amusing to me.
- ____ is soft, but I will make them hard like me.
- ____ stood up to me and got away with it. That's how it is, I guess.

Strongarm Gear

Choose one:

- Adventuring gear (5 uses, 1 weight).
- Net (reach, stun damage, 2 weight).
- Pair of giant weights (4 weight).
- Trophy (1 weight).

Strongarm Races

You may choose one of these instead of a warrior race option:

Dwarf

As long as you are touching the ground, you cannot be moved by attacks that also deal damage.

Human

When you attack with a thrown weapon, deal +1d4 damage.

Veteran

How many battles have you fought, now? You hardly remember anymore. Life is war.

Compendium Class

Once you have survived enough battles to think that the business of war is perfectly normal and not the insane shitstorm it actually is, you may consider the veteran specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Stats

If you choose the veteran specialty, you get +1 load.

Starting Moves

You start with this move:

The Good Soldier

When you aid an ally in a fight, they take +2 instead of +1 as well as +1d4 damage forward. **When a hireling aids you in a fight**, you deal an additional +1d4 damage.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

Scout

When you spout lore about a military unit or situation you have observed, you may use WIS instead of CHA. Anyone acting on your information takes +1 forward.

Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

Skirmisher

When you enter a battle, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 anyway, but take -1 forward and your enemies see you as their main threat. During the battle, spend a hold to:

- Choose a character that can see or hear you and direct them out of a bad position.
- Choose a character within your reach and lure them into a bad position.
- Choose a character within your reach and redirect their attack.
- Choose a character you can see or hear. You reach them before they can react.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Battle Plans

When you make a plan before a battle, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 anyway, because you'll need it when everything goes to hell. Spend a hold at any time before the end of the battle to declare a plan of action. Anyone pursuing that plan of action takes +1 forward.

Tactical Commander

When you direct a unit of troops in the heat of battle, roll+CHA. On a 10+, choose three results from the list below. On a 7-9, choose two. On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

Tandem Strike

Replaces: Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

Veteran Scout

Requires: Scout

When you undertake a perilous journey, you always spot trouble in advance, as if you had rolled 10+ for scout. You can take on a second job, roll for it as normal.

Veteran Alignments

You may choose one of these instead of a warrior alignment:

Evil

Take advantage of someone untouched by war.

Lawful

Fulfill an important promise.

Neutral

Learn a secret about an enemy.

Veteran Bonds

- ____ proved a worthy ally in the last war, even considering that one mistake they made.
- ____ saw me kill someone important.
- Me and ____ were both hired by a boss who turned on us.

Veteran Gear

You get adventuring gear (5 uses, 1 weight), bandages (3 uses), and choose one additional piece of gear:

- Axe (close, 1 weight).
- Dungeon rations (5 uses, 1 weight).
- Healing potion.
- Shield (+1 armour, 2 weight).
- Short sword (close, 1 weight).
- Warhammer (close, 1 weight).

War Leader

You lead from the front, inspiring others to acts of heroism and sacrifice by your own bravery and prowess.

Compendium Class

Once you have led an army to victory against a superior enemy, you may consider the war leader specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Recruiting for the Cause

When you recruit, also pick options equal to your CHA. **On a 10+**, all of them are true. **On a 7-9**, only one of them is true, GM's choice. **On a miss**, none of them are true:

- You gain the support of the locals, and may carouse in town before leaving.
- You recruit a small squad of hirelings who do not have skills.
- You recruit an additional, skilled hireling.
- You requisition a piece of equipment from the locals.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Charge!

When you lead the charge into combat, those you lead take +1 forward.

Lead by Example

After you roll for a move, on a hit, your allies take +1 forward when they roll for the same move, until you make another move.

Tactical Commander

When you direct a unit of troops in the heat of battle, roll+CHA. On a 10+, choose three results from the list below. On a 7-9, choose two. On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

Voice of Authority

Take +1 to order hirelings.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

Mark of Might

When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

War Cry

When you enter battle with a show of force (a shout, a rallying cry, etc), roll+CHA. On a 10+, both. On a 7-9, one or the other:

- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc).

War Leader Alignments

You may choose one of these instead of a warrior alignment:

Evil

Profit personally from an act of war.

Good

Lead others in righteous battle.

War Leader Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ is soft, but I will make them hard like me.
- ____ proved a worthy ally in the last war, even considering that one mistake they made.
- ____ shares my hunger for glory; the earth will tremble at our passing!

War Leader Gear

Choose one:

- Banner (1 weight).
- Conspicuous helmet (1 weight).
- Horse and adventuring gear (5 uses, 1 weight).
- Mace (close, 1 weight).
- Squire.
- War horn (1 weight).

War Leader Races

You may choose one of these instead of a warrior race option:

Dwarf

When your recruits help you fight, you get +1 armour.

Human

When your recruits help you fight, you deal +1d4 damage.

Wielder

You are known by the weapon you wield.

Compendium Class

Once you have acquired a weapon more famous than you are and been indelibly linked with it in the minds of all who know you, you may consider the wielder specialty an available compendium class. The next time you level up, you may add this specialty to your character instead of choosing a move from your class.

Starting Moves

You start with this move:

Signature Weapon

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Describe your weapon. It has 2 weight. Choose the most appropriate range for your weapon, then pick one enhancement and one special power it has.

Enhancements:

- **Alarm:** Glows in the presence of one type of creature, your choice.
- **Blunt:** Does stun damage, at your option.
- **Grisly:** +1 damage.
- **Huge:** Add the messy and forceful tags.
- **Perfectly weighted:** Add the precise tag.
- **Sharp or spiked:** +2 piercing.
- **Versatile:** Choose an additional range.
- **Well-crafted:** -1 weight.
- Invent a new tag for your weapon.

Special Powers:

- **Bane:** Kills one specific type of monster (your choice) with but a single wound.
- **Blessed by the Gods:** This weapon is divine.
- **Boomerang:** It always returns to your hand.
- **Flaming:** +1d4 damage when on fire.
- **Protector:** Two-handed, gives you +1 armour while you wield it in melee.
- **Sentient:** This weapon is intelligent and can communicate.
- **Stonecutter:** Cuts through stone like butter.
- **Vorpal blade:** Ignores armour.
- Choose two more enhancements instead of a special power.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves:

Blacksmith

Requires: Signature Weapon

When you have access to a forge, you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

Heirloom

Requires: Signature Weapon

When you consult the spirits that reside within your signature weapon, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression.

Improved Weapon

Requires: Signature Weapon

Choose one extra enhancement for your signature weapon.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Agent of Destruction

Requires: Signature Weapon

When you deal damage with your signature weapon, if your enemy has armour, reduce their armour by 1, to a minimum of zero.

Eye for Weaponry

When you look over an enemy's weaponry, ask the GM how much damage they do.

Magic Weapon

Requires: Signature Weapon

Choose one extra special power for your signature weapon.

Superior Warrior

When you **hack and slash**, on a 12+, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Wielder Alignments

You may choose one of these instead of a warrior alignment:

Chaotic

Use your signature weapon to stand up to unjust authority.

Good

Use your signature weapon to better the life of someone in need.

Wielder Bonds

- ____ has stood by me in battle and can be trusted completely.
- ____ is integral to the destiny revealed by my signature weapon.

Wielder Gear

You get your signature weapon in addition to whatever your other specialties give you.

Wielder Races

You may choose one of these instead of a warrior race option:

Dwarf

You may add the huge enhancement to your signature weapon, in addition to its other powers.

Elf

In your hands, your signature weapon and all other weapons of the same type are considered precise.

Halfling

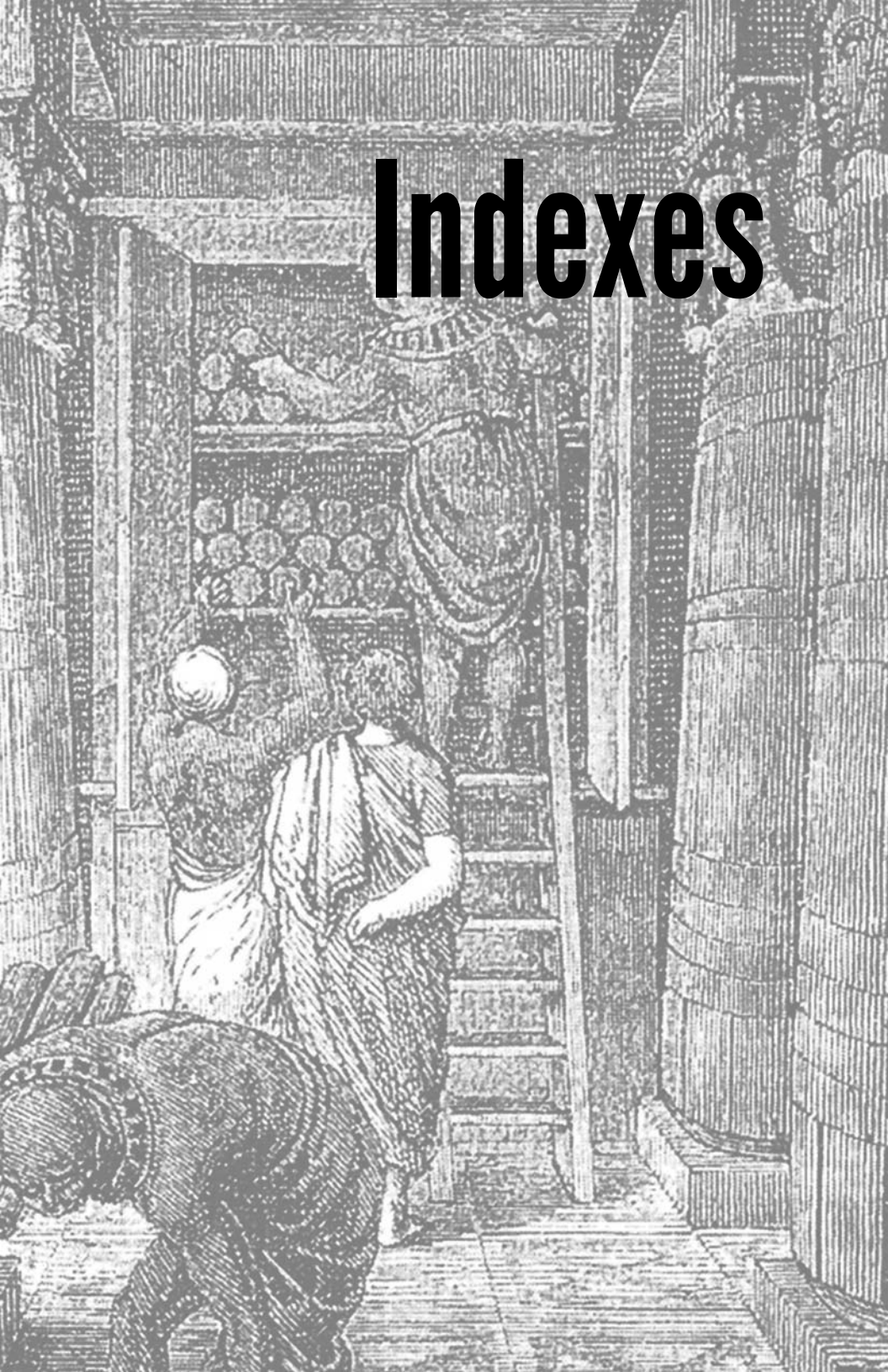
You may add the alarm enhancement to your signature weapon, in addition to its other powers.

Human

You may add the versatile enhancement to your signature weapon, in addition to its other powers.



Indexes



Credits

Class Warfare uses material from prior works. All moves with text that is not original to this book have the original author and location listed next to them in the indexes.

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