

Spellslinger

Magic's got all sorts that practice it. It's got lifelong scholars, weedy folk glued to books talking about theories and dynamics and whatnot. Magic's got priests and sorcerer knights, saying their gift comes from a God on high blessing their acts and granting them power. Magic's got all sorts of kooks believing and doing any number of crazy things.

Not you.

You know it doesn't matter where magic comes from, or any philosophy about it. That's just words to make other folks feel like they understand, like they're in control. You know that everything you have to learn about magic is how to sling it outta your wand and take down the other guy right quick. You know what you're paid to do, you know how to do it, and you know what happens to anything that gets in your way.

The crown's law might call you criminal, outlaw, troublemaker. They can call you whatever they want. You know what you are, and anyone on the other end of your wands know what you really are too.

You're a consummate professional.

Names:

Human: Westwood, Hickok, Jayne, Ike, Clay, Dalas, Wyatt

Elf: Jonwyn, Jeradil, Myriam, Erias, Iutafir, Haridin

Halfling: Bilwyn the kid, Hollidy, Kip, Fisher, Timhon, Derret

Dwarf: Grudgegut, Doc, Grister, Gugnir, Wilkes, Garion

Look:

Choose one for each:

Unreadable eyes, cold eyes, or piercing eyes

ragged hair, short hair, or wide brimmed hat

dusty travelling clothes, tailored outfit, or faded poncho

scarred body, weathered body, or sturdy body

Stats:

Your maximum HP is 8+ Constitution

Your damage is D8

Alignment:

Choose an alignment:

Good

Step in to help the defenseless against persecution.

Lawful

Bring a criminal to justice.

Chaotic

Play two sides against each other.

Evil

Doublecross someone.

Starting Moves:

Human

When you spout lore about wanted criminals or agents of law in an area, take +1

Elf

Your innate magical talent grants you one extra level 1-5 Rune of Power at character creation

Halfling

When your deadliness is underestimated because of your size, take +1 forward to spellshot or trick shot.

Dwarf

When you plant your feet firmly on the ground, you take +1 forward to the Defend move.

You start with these moves:

Magic Wand

This is your wand. There are many like it, but this one is yours. You have crafted it, and shed your blood on it, bonding it to you.

Choose the material Your Wand is crafted from:

Ash wood, Elm wood, Cherry wood, Mahogany, Ivory, Willow, Crystal

Choose the style of your wand:

Elegant, Pistol Grip, Copper Shod, Amber Inlay, Worn, Twisted, Jeweled, Sparkly

Runes of Power

Your skin is marked with glowing Runes, proof and focus for your arcane power. **When you start at level 1, choose 2 Runes from the 1-5 list for Runes of Power . When you gain a level and mark your skin, choose a new Rune from the Runes of Power list appropriate to your level.**

Spellshot (DEX)

When **you aim your magic wand and fire a magic bolt at an enemy**, Choose to do your class damage or select a Rune from your learned **Runes of Power** list and Roll +DEX. On a 10+, your spellshot hits, and does damage or the Rune triggers. On a 7-9, the shot hits but choose 1:

- You have to take several shots, placing someone or something nearby in danger, The GM will tell you how.
- You are disrupted by magical feedback; take -1 forward on your next magical action.
- One of your runes affects you, GM's choice.

Wanted (WIS)

When you **enter a village, town, or city and decide to check the Wanted posters**, Roll +WIS.

*On a 10+ you are told of 2 local threats (criminals or monsters), the reward for capturing or killing them, and take +1 ongoing against each of them. *On a 7-9 you are told of 1 local threat (criminals or monsters), the reward for capturing or killing them, and take +1 ongoing against it.

*On a miss, there's a wanted poster of you! The reward for you is your level x10 coin. Take -1 ongoing when dealing peacefully with any figure of law while in town.

Unwelcome traveler

When **you deal with sedentary business owner, agents of the Law (who technically can't arrest you) and other particularly straight-laced folk**, you can use "My willingness to leave town" as leverage to Parlay.

Gear:

Your load is 9+STR. You start with one dungeon ration (5 uses, 1 weight), Leather Chaps (1 Armor, 1 weight), Your wand (near, 1 weight, usable by SpellSlinger only) and 20 coin. ·

Choose your secondary weapon:

- A good knife (hand, thrown, 1 weight)
- A short sword (close, 1 weight)

Choose one:

- Healing potion
- Adventuring Gear (5 uses, 1 weight)

Bonds:

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

_____ 's got guts! I'm glad they're on my side.

_____ can stick their disapproving looks up their arse!

I ain't never turnin' my back on _____ again.

I can't remember if it was _____ or me that got us kicked out of town that time.

Advanced Moves:

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

Bad Medicine

When you **cast a healing spell on your flask and take a swig**, heal D8 Damage and roll +WIS. *On a 10+, goes down smooth. *On a 7-9, take -1 forward to spell shot or trick shot. *On a miss, one of your Runes contaminates the brew - you suffer the effect of that Rune, GM chooses.

Trick Shot (DEX)

When you **fire Spellshot around cover or at a target you cannot see** you curve the shot, or ricochet it. Roll +DEX. *On a 10+ Choose one from the 7-9 list for Spellshot, and you do your class damage or your Rune triggers. *On a 7-9, choose two from the Spellshot 7-9 list and do your damage or your rune triggers.

Try Me.

When you **use Discern Realities on a person**, on a 7+ also ask the question “would they back down from a fight or threat of violence?”

Dual Wands

When you **have won, inherited, crafted, or stolen a second wand and shed your blood on it, and bonded it to you**, describe it's construction. It has the same tags as your main wand. When you **use two wands for Spell Shot or Trick Shot**, deal +1d4 damage, even if you don't choose to deal damage.

Fastest Wand in the Realm

When you **roll a 10+ on Spell Shot or Trick Shot**, you may choose one from the 7-9 list and choose an extra Rune to activate.

Deflect Spell (DEX)

When **a spell targets you and you try to deflect it**, roll +DEX. *On a 10+, you deflect it safely. *On a 7-9, choose 1:

- Deflecting the spell disrupts your concentration, take -1 forward to your next action.
- You deflect the spell into someone or something else, GM's choice.

Dangerous Reputation

When you **use your reputation to Parlay with or threaten someone**, roll +DEX instead of +CHA.

Duelist

When you **face someone in a duel**, you take +1 ongoing against your opponent while the Duel continues and you observe it's rules.

Call Wand

When you **have had your wand removed from you and it is near**, you may call it back to your hand.

Call Steed

You have a faithful steed. Give it a name. When you **whistle for it**, it will rush to your side

True Grit

When **your situation looks hopeless, and you grit your teeth to struggle through the pain**, roll +CON. *On a 10+, choose 2. *On a 7-9, choose 1:

- You are discounted as a threat and ignored.
- Your enemy reveals a fatal flaw.
- Someone or something useful is just within reach...
- You refuse to let mere injury stop you! Gain D6 HP.

Arcanist

Get one move from the Wizard or Druid class list. treat your level as one lower for choosing the move. You cannot use this move to take another multiclass move.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Quickdraw

When **combat begins and you are aware of your enemy**, you always go before your enemy and take +1 forward on your first action in that combat.

Wands Akimbo

Replaces Dual Wands

You are a master at firing your two wands simultaneously When you **use two wands for Spell Shot or Trick Shot**, choose one:

- deal +1d8 damage, even if you don't choose to deal damage.
- choose a second Rune to take effect.

Absorb Spell (DEX)

Replaces Deflect Spell

When **a spell targets you and you try to absorb it**, roll +DEX. On a 10+, You take +1 forward to Spell Shot or Trick Shot. On a 7-9, choose 1:

- you suffer an arcane backlash; take 1d4 damage.
- you absorb the spell's energies, but it's too much to handle; take -1 forward.

Hair of the dog

Replaces Bad Medicine

When you **cast a healing spell on your flask and take a swig**, heal 1d8 damage and cure a debility. Roll +WIS. *On a 10+, goes down real smooth, heal an extra D6. *On a 7-9, take -1 forward to spell shot or trick shot. *On a miss, one of your Runes contaminates the brew - you suffer the effect of that Rune, GM chooses.

Hard Bargain.

When you **parlay with someone, on a 7+**, take +1 forward against them.

Showdown

Replaces Duelist

When you **face someone in a duel**, you take +1 ongoing against your opponent while the Duel continues and you observe it's rules. **If you win the Duel fairly**, you gain leverage and +1 forward to Parlay with anyone who witnesses your victory.

Born in the Saddle

Requires Call Steed

When **you ride into danger**, roll +DEX. *On a 10+ hold 2. *On a 7-9 hold 1. Spend hold one for one on the following:

- Your steed knocks over or kicks an opponent.
- You haul an ally onto your steed behind you.
- Your steed makes an impressive jump or manoeuvre.
- You ride like the wind.

Long Shot

Your wands gain the Range: far and Piercing 1 tags. When **you take a few moments to steady your shot and aim at a far away target**, take +1 to Spellshot or Trick Shot.

Crack Shot

When you **fire Spellshot or Trick Shot at an unmoving target, no matter how well protected**, a 7-9 result counts as a 10+.

Runes of Power:

When you gain a level from 1 to 5, choose from these Runes.

Float

Target floats for a few moments.

Slam

Target is knocked off their feet!

Chill

Target is momentarily numbed by cold, making them slower to react to threats. You or an ally take +1 forward against them for a physical attack

Stupefy

Target is confused by bright flashes of light for a few moments, making it hard for them to think clearly. You or an ally take +1 forward against them for a mental challenge

Pain

Target is distracted by a surge of pain for a few moments. The next miss rolled against the target is treated as a 7-9 result.

Smoulder

The target's clothes, fur, or other flammable material begins to burn.

Weaken

Next time the target does damage, it does 2 less damage.

Shock

A jolt of electricity causes the target to spasm uncontrollably. For the target's next action, and you or an ally may take +1 forward to defend against it.

Corrode

Acid splashes the target, dissolving some of it's protection. Target takes -1 armor ongoing until the acid is washed off.

Feet of Clay

Target's movement is slowed for a few minutes.

Disarm

Whatever the target is holding in one of it's hands is flung from their grasp and lands nearby.

When you gain a level from 6-10, choose from these Runes or the level 2-5 Runes.

Freeze

Replaces Chill

Target is encased in ice for a few minutes!

Debilitate

Replaces Weaken

Next time the target does damage, it does half damage.

Dissolve

Replaces Corrode

Burning acid splashes the target, eating away at armor or thick hide! Target takes -2 Armor ongoing until the acid is washed off.

Agony

Replaces Pain

Target is doubled over in agony for a few moments . The next attack against it is an automatic hit.

Blaze

Replaces Burn

Target bursts into flame!

Feet of Stone

Replaces Feet of Clay

Target is stuck in place for a few minutes!

Chain Lightning

Replaces Shock

Lightning hits your target, and another target nearby. The lightning causes uncontrollable spasms, and the stunning shock disrupts their next actions. You or an ally may take +1 forward to defend against the targets.

Port

Target is teleported a short distance into a tight spot

Detonate

If the next attack that hits the target kills it, the target explodes and spreads the effect of the last Rune of Power other than Detonate that affected the target to nearby targets.

Alternate Playbook: The Good, The Bad, and The Ugly

Below are **Drives** which replace alignments, and **Motives**, which replace races.

Drive

What Drives you to take up your wands? Pick one:

☐ **The Good**

Let them think you are a self-serving heel, but do the right thing in the end.

☐ **The Bad**

Doublecross someone.

☐ **The Ugly**

Do something stupid for the Ecstasy of Gold.

Motive

Choose any race, and then choose what motivates you:

☐ **Mysterious Stranger**

Nobody knows who you are. When your stoic silence lets others come to their own conclusions about your motives, you may add the questions "What do they want?" and "What do they Fear?" to the list for Discern Realities against them.

☐ **Bandito**

You know greed. When you appeal to someone's greed, you always have leverage to Parlay.

☐ **Corrupt Badge**

Your power isn't just in your wands. When you abuse your position of authority to threaten someone, you always have leverage to Parlay.