

d6 damage
6+CON HP

THE SPIRIT CATCHER

Why do you catch wandering spirits?

Harmony: To relieve them of this world.

Knowledge: To learn the wisdom of those long past.

Power: To capture and manipulate powerful spirits.

How do you catch spirits?

Seals: You bind spirits to your own body, causing them to form into markings on your skin. When you take damage, you may sacrifice one of the spirits you hold and take +2 armor against the attack.

Jars: You capture spirits in jars, just like fireflies. When you smash a jar full of spirits open, you may release every spirit bound to you besides your Ancient Power to create a large and loud distraction.

Words: You use your own words to entrance spirits into tying themselves to you. You may calm a spirit by promising to carry out a task it offers, but it will tear away at you until you banish it if you fail to complete the task.

STARTING

Spiritbind

When you attempt to catch a wandering spirit, roll +WIS. On a 10+, you hold it as if in Death's grip, quelling its emotions. On a 7-9, your grip is not so tight and the spirit reacts poorly.

Choose one:

- The spirit panics for a moment and drags you into danger.
- The spirit is stubborn and will only submit to you on one condition.

Whispers of the World

You can hear the voices of wandering spirits and can speak with them, but they may fear your spirit catching ways.

Ancient Power

You have an ancient and powerful being's spirit tied directly to your own. Describe it and name its instinct. When you **call upon its great power**, roll +WIS. On a 10+, it will temporarily unleash itself to carry out a short command you give it. On a 7-9, it has qualms with your command and will carry it out in its own way. On a 6-, it slips from your grasp and ignores your command, instead acting on its instinct until you can recapture it.

Forceful Release

When you **weaponize a spirit you hold**, describe the form it takes. Choose one range and as many other tags as is appropriate for the spirit, ranging from 1 for a humanoid spirit of little renown and up to 4 for the spirit of a powerful dragon. You cannot mark off ammo for this weapon and it will break after one use, freeing the spirit.

Range Tags: Hand, Close, Reach, Near

Tags: Vengeful (+1 damage), Forceful, Messy, Ghostly (Piercing 2), Distracting (-1 damage), Invisible, Haunting (-1 damage)

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), padded gloves (hand, 1 weight), and your Ancient Power's seal, describe it (0 weight).

Choose a defense:

Studded Leathers (1 armor, 1 weight)

Flowing Robes (0 weight)

Choose one:

A healing potion (0 weight) and a package of poultices and herbs (2 uses, 1 weight)

An ancient shield (+1 armor, 1 weight)

A book of fairy tales (0 weight)

ADVANCED 2-5

Becomes the Hunted

When you project your spirit over your physical body, roll +WIS. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1, but you accidentally catch part of your spirit in the process, losing a part of your mind for a short time. You may spend hold to take action as your incorporeal spirit, but you will resume your physical form when you run out of hold. You may choose to spend all your hold at any time and immediately return to your physical form.

Promised Passage

When you release a spirit to Death's grasp, roll +WIS. On a 10+, the spirit passes its final words on to you. On a 7-9, they do not trust you to bear these words and instead seek out who or what they trust most to speak to instead, but may still be overheard. On a 6-, Death realizes you're stepping in on his territory and doesn't like it one bit.

Tug of War

When you forcibly tether your spirit to another living spirit, roll +WIS. On a 10+, they're stuck on a short leash that you can pull as you please. On a 7-9, they're chained to you, but they can pull you just as well as you can pull them. On a 6-, you're stuck on their leash until you can break the seal.

Ancient Friend

Your Ancient Power assumes a small, animate form when sealed, allowing it to interact with small objects and speak at will.

Slip Through The Cracks

When you aim your blows at your enemy's spirit, your attack gains +2 piercing.

Personal Space

When you Defy Danger to resist something affecting your mind or spirit from outside your body, consider 6- results as 7-9 instead.

Snatcher

When you attempt to steal the spirit of an unaware living being, roll +WIS. On a 10+, it is torn from its body so long as you hold it, but will immediately return to its body when it can. On a 7-9, the body remains mobile and it wants its spirit back!

Soul Eater

When you crush a spirit you hold and absorb it into your own, heal 2d8+4 HP and learn something important it knew, which will be relevant to your current task if possible. The spirits will creep into your own spirit until it can fully digest them, and if they gain enough power over your spirit they will begin to rip away at your humanity.

Inescapable Grasp

When an enemy that you were in melee with dies, either by your hand or anything else, you may choose to catch their spirit at the 10+ result.

Competitive Spirit

When you snatch an ally's spirit from Death's grasp, roll +WIS. On a 10+, you catch their spirit before Death notices, allowing you to bind their spirit to you until you can return it to its proper place. On a 7-9, you and Death hold opposite ends of the spirit, but without a convincing offer Death's grip will beat yours. On a 6-, Death shoves you aside and places a curse on you for encroaching on his territory.

ADVANCED 6-10

Devourer (*requires: Soul Eater*)

When you consume the spirit of a notable being, you recover from all damage and debilities and learn everything that being knew. So long as you hold that spirit within you, it will occasionally wrench control of your body away from you and attempt to carry out its goals with your hands. Expelling the spirit prevents this, but also causes you to lose its knowledge.

Demon's Soul

When you spend a good deal of time and effort to weaponize a grand and powerful spirit, it will manifest its personality as a weapon of its choosing. This weapon is permanent so long as the spirit remains within it and will hold powers and tags appropriate to the spirit it is forged from, but it constantly attempts to enforce its will. When its wielder rolls 6- in an action that utilizes it, the result will become calamitous.

Indomitable Will (*replaces: Personal Space*)

When you Defy Danger to resist something affecting your mind or spirit from outside your body, always take the 10+ result.

Of Mind and Body

You may have your spirit exit your body, allowing you to control the two separately. Only your body may catch and hold spirits, and your spirit is as substantial as you wish to make it.

Scrambling Blows (*replaces: Slip Through the Cracks*)

When you aim your blows at an enemy's spirit, ignore any armor they have.

Play Death

When an ally takes their Last Breath, you may stand in as a mediator between them and Death. When you would use Charisma to weave words with Death, roll +WIS instead, utilizing your knowledge of spirits and your practice as a figure similar to Death himself.

Finders, Keepers

When you catch a spirit that Death had his eyes on and offer it to him, roll +WIS. On a 10+, Death will accept any appropriate request you have. On a 7-9, Death isn't so generous and will only offer to do something simple for you. On a 6-, Death doesn't much appreciate being haggled with and will deal with you appropriately.

Release the Hounds

When you let loose every spirit you hold to assault your enemies, roll +WIS. On a 10+, choose 2. On a 7-9, choose 1.

- The spirits concentrate on a specific target.
- The spirits cut their attack short, but return to you when they finish.
- Death doesn't take notice.
- Your Ancient Spirit joins in.

On a 6-, chaos erupts and every spirit nearby joins the maelstrom!

Doppelganger

When you attempt to copy the visage of a spirit you hold to disguise yourself, roll +WIS. On a 10+, the disguise is real in every sense, even to the touch, but requires a fair deal of concentration to keep up. On a 7-9, the disguise is only an illusion over your body, but still looks real so long as it is not disrupted. It will remain so long as you can concentrate on it. On a 6-, something significant has gone wrong with your disguise that you haven't noticed. It will still remain so long as you can concentrate on it.

Reborn in Flesh

When you intertwine your spirit with your Ancient Power, roll +WIS. On a 10+, you can use its powers yourself for as long as you can withstand them. On a 7-9, the bond is loose and will unravel quickly, leaving you only a short time to use these powers. On a 6-, your Ancient Power takes over your body and uses it to the point of exhaustion before recoiling to its seal.