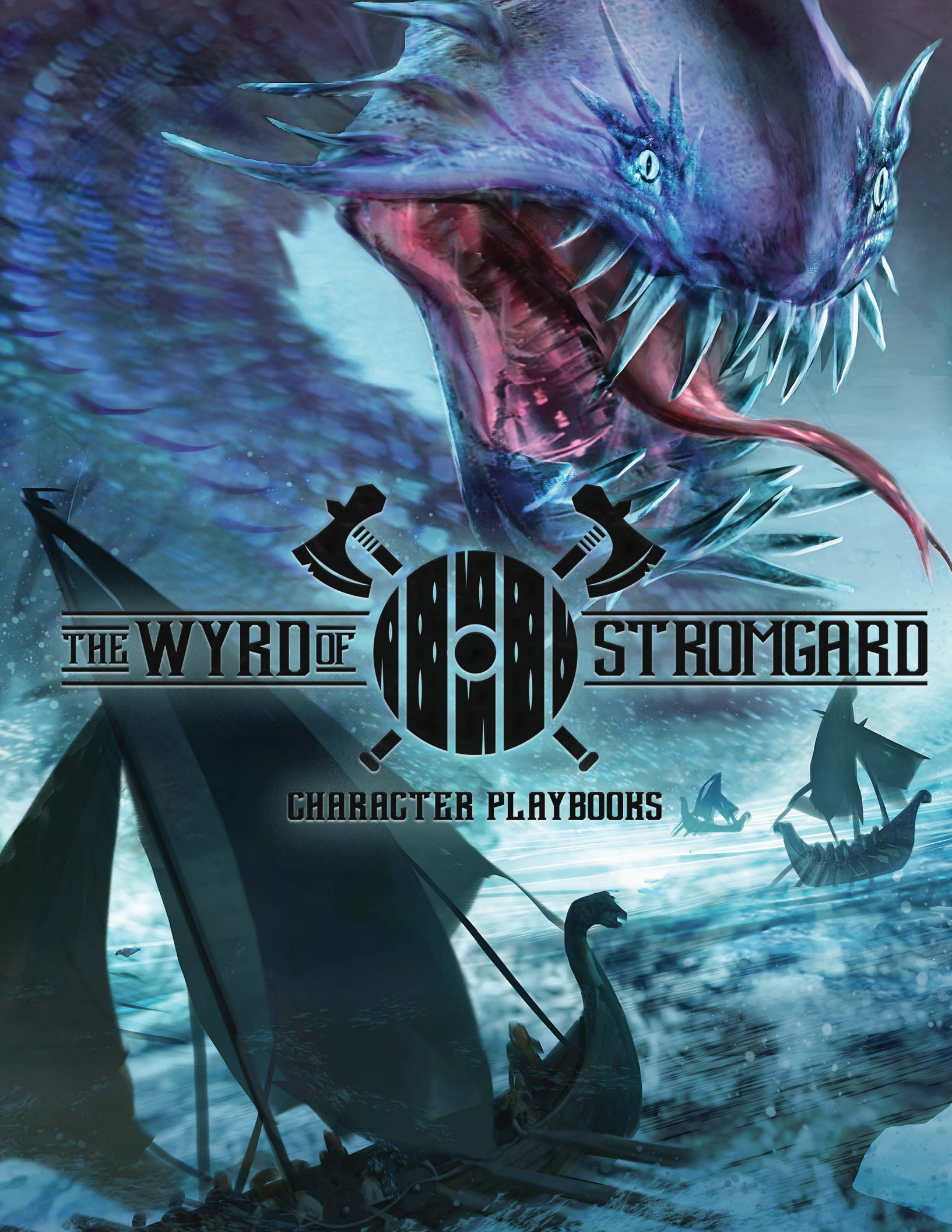




THE WYRD OF STROMGARD

CHARACTER PLAYBOOKS

THE PLAYBOOKS

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The Bearskin	3
The Skald	5
The Hunter	7
The Stormcaller	9
The Crone	11
The Fae	13
The Troll	15
The Alfir	17
The Dvergr	19
The Jötunnborn	21



COMPENDIUM CLASSES

ᚱᚶᚦᚱᚷᚱᚱ ᚱᚶᚦᚱᚷᚱᚱ

The Seidr	23
The Runecaster	24
The Fae-Touched	26
The Voyager	27
The Ulfhednar	28
The Unsavage	29
The Ghost Rider	30

THE BEARSKIN

BMFRYKIT



Level: XP:

Name:

Alignment

Choose your leaning

Neutral

Plunge recklessly ahead in spite of overwhelming danger.

Evil

Plunder a trophy from a bested foe.

Look:

Body: Hulking, sinewy, towering, ritualistic markings

Eyes: Piercing, intense, strangely colored, scarred shut

Hair: Loose and wild, mohawk, messily bound

Clothes: Furs and pelts, rough hewn cloak

Race:

Bonds

Explore with others before beginning or write your own

_____ is a coward. I will show them true valor.

_____ may not be like me but I think they will find their way to Valhalla with a noble death.

I do not have the patience for the way _____ clings to the bondage of civilization.

They may try to hide it but _____ fears me. For good reason.

Background

Choose your heritage

Bardic

You are one of Odin's Men and therefore privy to his wisdom as well as his strength. When you *Spout Lore* about signs or omens, take +1.

Dwarf-blooded

Your constitution is unmatched. You are immune to poison and hangover.

Not One for Words

You may use STR to intimidate instead of *Parley*.

Armor

HP

Max is 8+CON

Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Starting Moves

✂ Blood Rush

When you *succumb to a raging blood-lust*, hold 3. While berserking, you may spend hold, one for one, to choose:

- Add 1D6 extra damage to an attack; missed attacks while raging may result in collateral damage to other people/objects.
- Destroy or damage something an enemy is carrying.
- Take +1 forward when you bring your might to bear against an enemy or your surroundings or otherwise perform a feat of strength.
- Take no damage from the next successful melee attack against you.

Once you're out of hold, you become *Docile*. You may spend all of your hold to become *Docile* at any time to end the *Blood Rush*.

✂ Docile

When your *blood-lust fades*, you become docile. Take -1 ongoing to all actions and another *Blood Rush* cannot be triggered until after you *Make Camp*.

✂ No Trappings of Men

When you *cast off the burdens of civilization* by sleeping under the open sky and wearing only pelts or hides, take +1 armor

✂ Rampage

Roll +STR to bullrush through or destroy obstacles. On a 10+ you break through or destroy an object in your path. On a 7-9 you can only manage a lesser version of your intent. On a miss, you're put in a bad position.

✂ Shield Biter

When you *show your enemy your shield and bite it* to show that you do not fear pain or death in battle and aren't bound by their laws, your weapon gains the *Forceful* tag. Using your shield in battle as armor immediately removes this tag for the remainder of the encounter.

Starting Equipment

Max load is 8+STR

You start with:

- Pouch of Henbane (3 uses) (Provides +1 ARM during *Blood Rush* and -1 ARM during *Docile*)
- Ceremonial Shield (1 weight)

Choose a weapon:

- Two-handed axe (close, +1 damage, 2 weight)
- War spear (reach, +1 damage, 2 weight)

Choose a totem:

- Bear
- Wolf
- Boar
- Eagle
- Serpent
- Goat

Gold

Inventory

Advanced Moves 2-5

■ On the Eve of Battle

Perform a sacred demonstration in preparation for battle. The purification and subsequent anointment takes an hour. Ignore either: the effect *or* damage from the first attack made against you in your next fight.

■ Cunning

You may now add the following options to use during your *Blood Rush*:

- Strike them a blow so mighty that they're stunned.
- Draw all attention to yourself.

■ Blood Roar

When you scream like a bloodthirsty animal and charge into battle, demoralize the enemy combatant(s). Take +1 on the first attack you make per encounter.

■ Cold Blooded

You're incapable of being intimidated.

■ Odin's Men

Take a move from the *Skald* class.

■ Live to Fight

When you scream like a bloodthirsty animal and charge into battle, demoralize the enemy combatant(s). Take +1 on the first attack you make per encounter.

■ Unkillable

When you *take your Last Breath*, on a 10+ immediately return to consciousness with 1HP. Your *Blood Rush* immediately triggers, even if you were *Docile*.

■ Improved Blood Rush

Take +1 hold during *Blood Rush*.

■ Evil Eye

When you stare into the whites of your enemy's eyes, your bestial nature intimidates even their weapons, blunting them. Take +1 armor until the end of combat.

■ Beastkin

When you *call upon the spirit of your animal totem* and change your physical 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 tells you. You can take the physical form of your animal totem and any innate talents and weaknesses they have. When you run out of hold, you revert back to your natural form, or you can spend all your hold to revert back whenever you wish. The GM will describe 1 or more moves your animal form has. Spend hold to do these actions. You retain all of your normal stats during this time.

Advanced Moves 6-10

■ Fire Dance

Requires: On the Eve of Battle

Your ritual now incorporates an elaborate, wild dance and a large bonfire. You are immune to the destructive nature of fire while *Blood Rush* is active.

■ Blood Payment

Requires: Fire Dance

Your ritual is now perfected with an offering of your own blood. You are immune to the damage inflicted by bladed, slashing weapons while your *Blood Rush* is active.

■ Unleashed

You can now incorporate the following into your *Blood Rush* options:

- Your weapon gains the *Messy* tag

■ Greater Blood Rush

Replaces: Improved Blood Rush

Gain +2 hold when activating *Blood Rush*.

■ Berserker's Vigor

Replaces: Live to Fight

When you go into a rage and activate your *Blood Rush*, regain CON + 1D10 HP.

■ Well of Knowledge

Take one move from the *Skald* class.

■ Overpower

When you roll a 12+ on any *Defy Danger* roll, you turn the danger back on itself. The GM will describe how.

■ Chain Kill

Gain +1 hold with every subsequent kill during *Blood Rush*.



THE BEARSKIN

B M A R K I T

THE SKALD

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Level: XP:

Name:

Alignment

Choose your leaning

Look:

Body: Gangly, svelte, thick, sturdy

Eyes: Clever, bright, sharp, beguiling

Hair: Intricate braids, pulled high, shorn, loose

Clothes: Fur-lined cloak, buckskin tunic

Skald names: Bersi, Ingeborg, Bragi, Sigrith, Snorri, Brynhild, Elvindr, Vlasta, Egill, Galica, Kormakr, Blenda, Eilifr, Rani, Hallfredr, Ingrid, Einarr, Darby, Gunnalgur, Lamone, Sigvatr, Ragna, Ottar, Runa, Arnor, Selby, Njal, Soini, Tua, Helgi, Tove, Heimir, Thyra, Völsung

Race:

Neutral

Resolve a fight with words instead of bloodshed.

Chaotic

Deliberately delude someone for your own gain.

Bonds

Explore with others before beginning or write your own

_____ 's deeds are great and numerous. My songs will immortalize them.

_____ has a radical worldview that deserves further study.

_____ is more than who they say they are.

Background

Choose your heritage

Networker

When you reach out to another skald or bardic professional for information, take +1 forward when acting on their tip.

Mixed Blood

Choose a secondary culture and take a +1 to *Spout Lore* in matters that concern them.

Armor

HP

Max is 6+CON



D6

Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Starting Moves

✂ Historian

When you *visit a famous place*, or somewhere you've been before, ask the GM one of the following questions. The GM must answer truthfully.

- Is everything as it seems here?
- What is notable about this location's history?
- What do the people here value?
- What are the locals wary of?

✂ Mediary

Your occupation makes you a valued member of society. Until you give people a reason to mistrust you, they will tend to take you at your word. This will not keep already-hostile enemies from attacking you.

✂ Well-Timed Strikes

When you *Hack & Slash*, on a 7-9 take +1 armor forward. On a 10+ you still gain the +1 armor forward but an ally of your choice also gains +1 forward to attack the enemy.

✂ Cultural

You can communicate on a basic level with any culture or race.

✂ Recitation

When you *perform for a crowd of people*, roll +CHA. On a 10+ you influence the crowd's emotions, on a 7-9 choose one:

- The effect lasts longer than one minute but less than five.
- The effect is deeply moving and the crowd is stirred to intense reaction.
- The magic is subtle and the crowd isn't immediately aware of your manipulation when the effect wears off

✂ Direct

When you *make intense, direct eye contact* with someone in an appropriate setting, you may ask them what their true motivation is. The character will tell the truth even if they would have hidden it otherwise.

Starting Equipment

Max load is 9+STR

You start with:

A favor owed to you by a local noble, wealthy patron, or other prominent person for expert services rendered.

Choose a signature instrument:

- Panflute made of auroch horns and sheep bones
- Small horsehair harp with mysterious runes carved into the body.
- Metal lur, a long horn once used to marshal a great army

- A set of horn pipes, an heirloom of your family.

Choose a weapon:

- Bill Hook (reach, 2 weight)
- Heirloom short sword (close, 1 weight) and Wooden Shield (+1 armor, 2 weight)

Take your supplies:

- Adventuring Gear (x5 uses, 1 weight)
- Bandages (x3 uses, slow)
- Pouch of 5 gold coins

Gold

Inventory

Advanced Moves 2-5

Serenity Now

Recitation now affects animals

Divine Leverage

When you *take your Last Breath*, if you trigger a meeting with Death, make them an offer instead. If Death agrees, return to the living stabilized with 1HP.

Kenning

When you *use the same metaphor to describe yourself* or one of your allies in all of your tales, roll +CHA. On a 10+ choose an epithet to attach to yourself or the ally you sang about. People will treat it as though it is true until proven otherwise. On a 7-9, the effect is temporary, the GM will decide how long.

Traverse Tale

When you *spin an intricate tale* while you *Undertake a Perilous Journey*, cut the duration in half.

Well-timed Sidestep

Replaces: Well-timed Strikes

When you *Hack & Slash*, on a 7-9 take +2 armor forward. On a 10+ you still gain the +2 armor forward but an ally of your choice also gains +1 forward to attack the enemy.

Tilt Tactics

Single out an enemy and let loose on their insecurities. That enemy considers you its highest priority target.

Radical Leanings

When you *introduce a new idea* to an NPC roll +CHA. On a 10+ they think the idea was their own and take to it with fervor. On a 7-9 their passion fades in a day or so. On a miss, they respond negatively and take a hard stance against it.

Bolster

When you *bolster the courage of others* roll +CHA. On a 10+ they shake off all fear and

doubt, becoming brave instantly. On a 7-9 the effect is fleeting; they realize it is superficial and resort to cowardice. On a miss, they're cowed and terrified.

Slander

When you *ruthlessly insult* an NPC, roll +CHA. On a 10+ they make an extremely rash decision that will have lasting consequences. On a 7-9 you cross a line and they will have their revenge. On a miss, you've gone too far and they blow up here and now.

Double or Nothing

Whenever you're about to take damage, describe how you luckily avoid it and roll +DEX. On a 10+ you escape the danger and take no penalty. On a 7-9 you endure the blow you tried to avoid and you're committed to your daring but failed dodge. On a miss, you endure the blow and something else bad happens. The GM will tell you what.

Advanced Moves 6-10

Story and Song

When you *perform this song* roll +CHA. On a 10+ you can convince anyone who hears it that its lyrics are the literal truth. On a 7-9 you believe it too. On a miss, a memory of your own gets corrupted somehow.

Thu'um

Your word is a weapon. When you *shout your battle cry* at an enemy, roll +CHA. On a 10+ it deals 1D10 damage with the *Forceful* tag. On a 7-9 choose one:

- Roll damage twice and take the lower result.
- Take -1 ongoing to using *Thu'um* until you *Make Camp*.

- You draw unwelcome attention or put yourself in a spot.

Incite

Requires: Radical Leanings

You may now apply the effects of *Radical Leanings* to a group of people of 12 or fewer.

Evil Eye

When you enter into combat roll +CHA. On a 10+ hold 2, on a 7-9 hold 1. Spend hold to make eye contact with an NPC, who flinches or freezes and can't act or break the contact until you look away. On a miss, your enemies immediately identify you as their biggest threat.

Music Soothes the Savage Beast

Recitation now affects all creatures, including monsters.

Jack of All Trades

Take a move from another class.

Rules of Engagement

When you *give an enemy you have damaged the chance to escape* or surrender, roll +CHA. On a 10+, unless they are willing to die fighting you, they oblige. On a 7-9 they fear you and you take +1 armor against them for the remainder of the encounter.



THE SKALD

4K 8N8

THE HUNTER

H A T T M R



Level: XP:

Name:

Hunter names: Thorson, Ragni, Torben, Ruthulan, Tor, Nora, Ulf, Hildir, Vidar, Ylva, Viggo, Hlökk, Skögun, Geirskögun, Halla, Gunnbjorn, Ölrún, Bjarni, Helga, Leif, Sifka, Sigmund, Hergerd, Borghilde, Ingeld, Egil, Gudrun, Breca, Ogn, Haki, Solveig, Hama, Bara, Mördur, Dagmar

Race:

Bonds

Explore with others before beginning or write your own

_____ has insulted me and a Hunter never forgets.

_____ is weak and in need of protection from those that would exploit them for selfish gains.

_____ does not understand the true nature of the weak and the strong.

Alignment

Choose your leaning

Neutral

Do justice regardless of laws or personal risk.

Evil

Exact vengeance against someone or something that harmed you. Charge interest.

Background

Choose your heritage

Shamanic

You have a special hatred for the undead. When you hunt down and destroy anything abusing the natural cycle of life and death, take +1 ongoing against them.

Eagle-Eyed

Intangible obstructions like smoke or bad weather do not inhibit your ability to see in daylight.

Hardened

You require little in comfort. You regain full HP even when roughing it outdoors as long as you can get a few hours' sleep.

Starting Moves

✂ The Hunter's Mark

Hunters mark themselves during a secret initiation ritual.

Choose a gift:

■ Dark Vision

Thin geometric designs in black ink trail up the sides of your skull and down the length of your throat. They are imbued with a kind of warding magic that allows you to see clearly in the dark, both natural and magical.

■ Flame Soak

Curling flares in crimson are etched into the palms of your hands. The runic design soaks up to 1D8 fire damage inflicted by a single instance. Once you have absorbed the flame, you will need to take a long rest or *Make Camp* before you can use this ability again. You can also create small flames at your finger tips (about the size of a match's flame) for utility purposes like lighting a candle.

■ Water Breath

Rolling, undulating circular designs in cobalt blue are carved into your arms, shoulders, and chest. The sigils allow you to breathe water for 1D10 minutes, though once that is depleted you will need to take a long rest or *Make Camp* before you can use this boon again.

■ Feather Fall

Intricate feathers have been painstakingly stippled into your back and down your spine. When you fall from a height of 40ft or less, take no damage from impact.

✂ Fleet-Footed

When you *wear no armor*, take Armor equal to your DEX bonus.

✂ Insomniac

Take +1 to *Take Watch* rolls.

✂ True Sight

When you *Discern Realities* during combat, take +1.

Look:

Body: Lithe, sinewy, athletic

Eyes: Mismatched, hawkish, feral

Hair: Wild, adorned with small antlers or plants, messy plait

Clothes: Oversized cowl, ornamental mask



Armor



HP

Max is 6+CON



D8

Damage



STR

-1 Weak



DEX

-1 Shaky



CON

-1 Sick



INT

-1 Stunned



WIS

-1 Confused



CHA

-1 Scarred

Starting Equipment

Max load is 9+STR

You start with:

- A memento of your best kill. Describe it.
- Healing Poultices (5 uses, 0 weight)

Choose your armament:

- Short Bow (near, 2 weight), Quiver of Arrows (x5ammo, 1weight) and a Hunting Dagger (hand, 1weight)
- Club (close, 2 weight) and Stone Dagger (hand, 1 weight)
- Rough Halberd (reach, two-handed, 2 weight)

Gold

Inventory

Advanced Moves 2-5

Weathered

Take a move from the *Ranger* class.

Pay it Back

Take +1 ongoing to attacks against anything that successfully damages you.

Resourceful

When you *Make Camp*, provided you are in a suitable area, you can gather herbs to make one Healing Poultice per night.

Wild Hunt

When you *mark a target befitting of your skills*, add +1D4 damage on your first attack against it.

Knife in the Back

Take the *Thief* move *Backstab*.

Nimble

When you *take the most direct path* between two points, regardless of obstacles or structures in the way, roll +DEX. On a 7-9 you make it across but cannot use the same path back.

Catlike

When you *Defy Danger* DEX take +1.

Beat Feet

When you *run away from an enemy*, roll +DEX. On a 10+ you and your allies escape without a trace. On a 7-9 you can get away but your allies aren't able to follow the path you set as quietly.

Fast Learner

When you *see someone else successfully Defy Danger*, take a +1 to copy the action.

Eagle's Strike

When you *attack from above with intent to kill*, your attack damage counts as *Piercing* damage.

Advanced Moves 6-10

Those of the North

Take a move from the *Ranger* class list.

Feral

Take either the *Cheap Shot* OR *Shoot First* move from the *Thief* class list.

Tributes For the Horned Rider

If you *take time to mark your kills* in the name of the Wild Hunt after a conflict, take +1 forward.

Hard to Kill

Whenever you *suffer a debility* in combat take +1 against whatever caused it.

Paid in Spades

Requires: Pay it Back

During a battle you can choose to take an extra 1D4 damage on a hit (ignoring armor) to add your level to the damage dealt on your next successful attack to anything that has already damaged you.

Grounded

You are deeply rooted in the tangible experiences of the world and are immune to thought probing, mind control, and other unnatural influences.

Feline Grace

Replaces: Catlike

When you *Defy Danger* DEX take +2.

Deader

Mark your target. Even if they escape you they will be known to other Hunters and will find no rest anywhere.



THE HUNTER

H A T T M R

THE STORMCALLER

Y A P R M K A T M R



Level:

XP:

Name:

Stormcaller names: Agnar, Hagbarðr, Dröfn, Haco, Dúfa, Höðbroddr, Hrönn, Ragnarr, Kólga, Starkaðr, Unn, Caldor, Uðr, Carr, An, Staan, Reed, Stigr, Gráinne, Sutherlund, Muirisc, Yudit, Furatha, Kylda, Brenna, Iona, Halvdan, Visäte, Gunnborga, Öpir, Frögärd, Ösby

Race:

Bonds

Explore with others before beginning or write your own

_____ fundamentally misunderstands the nature of my power.

I share a secret with _____ that could upset the balance of power.

I must protect _____ from the destructive realities of the world.

Alignment

Choose your leaning

Neutral

Disregard a figure of authority.

Evil

Use your powers to enforce the law.

Look:

Eyes: Unseeing, sunken, shadowed

Hair: Long and tousled, unevenly shorn, strangely colored

Clothes: Well-crafted robes, dyed kyrtil, shaggy cloak with ornamental pin

Armor

HP

Max is 4+CON

Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Background

Choose your heritage

Grey-Elvish

You can walk through snow or mud or other malleable surfaces without leaving tracks.

Störmson

You cannot be hindered by rain or snow while moving under your own power.

Apt Student

When you *Spout Lore* about the natural world (like weather or geography) or the finer points of arcane workings, take +1.

Starting Moves

✗ Biting Words

When you *deliberately escalate a situation* that leads to a fight, you can attack first.

✗ Ice Weapon

Like any good mage, you've learned to harness your powers for offensive purposes. When you conjure a weapon of ice, roll+WIS. You can use your WIS as STR or DEX when attacking with this weapon. This weapon always has the *Touch*, *Dangerous*, and *x3 Uses* tags. Each attack counts as a use. On a 10+ choose two of the following tags to add. On a 7-9 choose one.

- *Hand*
- *Thrown/Near*
- +1 Damage
- Remove the *Dangerous* tag

✗ Brittle

Your icy aura degrades blade edges. When you *take damage from an enemy attack* they will suffer 1D4 reduced damage on their next hit against any target.

✗ Fragile

You can weaken an object small enough to hold in your hand to the point where it will fracture and break if it is moved. You can break it yourself or choose to leave it for someone else to shatter.

✗ Ice in the Veins

You're immune to the effects of magical and nonmagical cold. Weapons or the weight of an ice floe will still hurt but the coldness itself does nothing

✗ Glass Cannon

Gain +1 damage to attacks while wearing no armor.

Starting Equipment

Max load is 7+STR

You start with:

- Dungeon Rations (5 uses, 1 weight), a Stone Dagger (hand 1 weight), and a pouch of Poultices and Herbs (2 uses, 1 weight)

Gold

Inventory

Advanced Moves 2-5

- **Shield**
When you *magically brace yourself for an attack* against a person, place, or thing, roll +WIS. On a 10+ hold 3, on a 7-9 hold 1, on a miss in addition to whatever the GM tells you—something goes terribly wrong. As long as you're braced and concentrating, spend hold, 1 for 1, to do the following:
 - Raise a wall of ice to absorb half of the attack's damage or effect.
 - A blast of icy wind leaves the assailant vulnerable to an ally's attack, giving them +1 forward.
 - Make a show of crackling energy and thunder, directing the enemy's attention and attack to yourself.
 - Raise jagged lances of ice from thin air to deal damage to the enemy equal to your level.
- **Lightning Step**
You can teleport to any *Near* location. This also produces a deafening thunderclap that can be heard for miles.
- **Improved Ice Weapon**
You may now choose to add the following tags when creating an *Ice Weapon*:
 - *Messy*
 - *Forceful*
 - *Reach*
 - *Thrown/Far*
- **Blast**
When you *create a blast of freezing wind* that tears through the area for about a minute, roll +WIS. On a 10+ choose two effects, on a 7-9 choose one.
 - Cold enough to slow enemy movement by half.
 - Strong enough to cause light damage to homes and ships.
 - Whips up snow/dirt to obscure visibility.
 - Pushes one object your size or smaller towards or away from you.
- **Stormcall**
With one hour of meditation, create a blizzard or torrential rainstorm that lasts for 1D4 days. Even out of season, precipitation will impede travel and moor boats.
- **Shaper**
When you wish to *create something*, roll +WIS. On a 7-9, choose what price you pay to build your structure.
 - It takes an hour to make
 - It is extremely fragile
 - It collapses without active concentration
 - No one you do not have a bond with can touch it without it melting.
- **Immobilize**
When you *grab someone with thick ice* that bursts from the ground, roll +WIS. On a 7-9, choose what price to pay.
 - The restraints are extremely fragile and won't hold for long against struggling
 - The restraints must be maintained with active concentration
 - The restraints can only hold two limbs
 - The restraints slow them or monopolize their attention for a moment but do not hold them.

Advanced Moves 6-10

- **Freezing Blast**
Requires: Blast
You can now add ice shards to *Blast* that cause 1D4 damage to anyone caught in the gust as an effect.
- **Frozen Hide**
Add +1 Armor.
- **Fractured Prison**
Requires: Immobilize
When you *Immobilize* someone you may now choose to deal them 1D4 damage as an effect.
- **Lightning Strike**
Requires: Lightning Step
If you choose, you may now teleport through enemies that are in your available zone, dealing 1D4 damage to each.
- **To the Bone**
Through advanced harnessing of destructive natural forces, your *Ice Weapon* now permanently takes on the *Ignores Armor* tag.
- **Construct**
When you take time to create a figure made from ice and snow, treat it as a character that only has access to basic moves, has a +0 modifier for all stats, HP equal to your own level, and has a damage die of D6. Roll +WIS to issue orders to the construct. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1 in addition to whatever else the GM says.
 - Its damage die increases to 1D8
 - +1 HP per level
 - It has 1 armor
 - It has the *Large* and *Reach* tags
 - One stat has a +2 modifier
 - You can see and hear anything it sees or hears.
- **Frozen Solid**
When you freeze any living creature (up to *Large* size) solid, roll +WIS. On a 10+ the creature is completely frozen. On a 7-9 deal 1D6 damage and they regain their mobility after 1 minute.

THE STORMCALLER

↑↑↑ RAKFTMR

THE CRONE

h r t m



Level: XP:

Look:

Body: Crooked, weathered, youthful
Eyes: Stone cold, glittering, yellowed
Hair: Covered, long and tangled, wiry
Clothes: Layers upon layers, many pouches and bags, wide brimmed and battered hat

 **Armor**

HP

Max is 8+CON



D4 Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Name:

Crone names: Ufkel, Aella, Beyla, Byggvir, Fitela, Eldir, Glenr, Himinglæva, Eistla, Angantyr, Kahina, Folcwalding, Sarra, Heiðrekr, Oya, Hjalmar, Lethsa, Svafírami, Ithothel, Eilo, Sinfjötli, Mithna, Gudrun, Andrasta, Ivar, Nemaë, Gangleri, Skuld, Göndul, Asmund, Asta, Vaer

Race:

Bonds

Explore with others before beginning or write your own

_____ has a curse on them but not from me.

I know what haunts _____'s nightmares.

_____ has a sickness coming to them that I may be able to prevent.

Alignment

Choose your leaning

Chaotic

Intimidate or scare your way out of a direct confrontation.

Evil

Terrify someone into doing something against their will.

Background

Choose your heritage

Wiseperson

People might be intimidated by you but they also know that you have vast knowledge and experience. Take +1 to *Parley* if you use this as leverage.

Wyrd-Magicks

A widely held belief is that to say something out loud gives it a kind of power. Take +1 whenever you *Spout Lore* about the arcane or mythical.

Starting Moves

✖ **Curse**

When you *suffer an insult or slight from someone and curse them*, roll +INT. On a 7-9 choose one effect below. On a 10+ the curse manifests in an additional, unexpected way. No matter the roll, you may choose whether the effects manifest immediately or at a later point in time.

- Blight the land
- Sicken livestock
- Cause illness
- Cause recurring nightmares
- Cause the target to be haunted by a restless spirit
- Cause an extended unlucky period

✖ **Energy Delay**

When you use your powers to alter the natural energy of something- inertia, force, mass, etc- by absorbing it, describe how. At a later time, you will have to release the pent up energy in some manner, usually at a destructive cost to yourself. You can hold on to one unique force at a time. Force output must match its original direction relative to you. A stab wound that is delayed will still be a fresh, open wound when the energy is released, just as a powerful crushing force will still crush downward when released.

✖ **Phantom Touch**

When you summon a phantasmal extension of

your arm and hand, roll +INT. On a 10+ it can interact with physical objects just like a real limb in a radius of about 10 feet.

✖ **Mystic Rites**

When you draw on leylines, natural magic, or the correct components to construct a specific arcane effect, tell the GM what you're trying to accomplish. The GM will give you 1-4 of the following stipulations as your magic takes hold:

- It will take a long time to complete
- First, you must _____
- You will require the assistance of someone
- It will take a hefty sacrifice
- The best you can do is a lesser version that is unreliable or limited somehow
- There is a dangerous risk that comes with the spell
- It attracts the attention of something dangerous

✖ **Jedi Mind Trick**

When you implant a suggestion on someone, roll +CHA. On a 10+ they repeat the suggestion and believe it for one minute and they will be confused as to where the idea came from once the spell ends. On a 7-9 they will remember your face and what you did after the spell fades.

Starting Equipment

Max load is 6+STR

You start with:

- Dungeon Rations (5 uses, 1 weight) and a pouch of Poultices and Herbs (2 uses, 1 weight)

Choose a weapon:

- Ragged Broom (two-handed, 1 weight)
- Homemade Staff (two-handed, 1 weight)
- Gnarled Tree Branch (two-handed, 1 weight)

You also start with a collection of **Ritual Components** (0 weight, 7 uses).

Any time you need common items for spellweaving you can expend one use to pull it from your collection, with the GM's agreement (they may request that you obtain something more unusual). You may replenish your uses by collecting, bartering, or buying magically interesting materials with the GM's approval.

Gold

Inventory

Advanced Moves 2-5

Empath

Choose an item of importance you own. When someone else holds it you can gain the general impressions of their thoughts.

Sleepwalker

When you obtain and burn a lock of hair from your victim, you may briefly take control of them when they next sleep. This includes clumsy or heavy walking, slurred speech, and general impressions of emotions. Anything that would normally wake a person will jar your victim out of the trance and the spell ends.

Medium

When you sit in meditation under the open night sky and call out to the ethereal realm to speak with a spirit, roll +CHA. On a 10+ you find the spirit you were looking for and may ask it three questions. On a 7-9 you locate the spirit but can only get vague information from them.

No Mortal Barrier

When you attempt to unlock a nonmagical lock with your powers, roll +INT. On a 7-9 you manage to undo it but it draws unwanted

attention.

Willingly Sacrificed

A willing ally may choose to give you 1D4 healing at the cost of 1D4 damage to themselves.

Face Stealer

When you take on the face of another, roll +CHA. On a 10+ you copy their face perfectly, though your body and voice remain your own.

Finder

When you speak the full and true name of a person, place, or thing to the wind at exactly noon, roll +INT. On a 10+ you will have a dream of the thing's exact location that night. On a 7-9 you gain a vague or cryptic impression.

Swarm

At your command, a mass of small vermin materialize at your feet. Once summoned, the animals behave as their devouring instinct demands and will frenzy on any food source within sight. Healthy creatures larger than a dog that get caught in the swarm take 1D4

damage. Creatures smaller risk being eaten alive.

Nightshade

Cause unnatural darkness to fill a confined space for up to five minutes.

Aura Sight

All living things give off a faint aura. With some concentration, you can see their forms in any darkness, natural or otherwise.

Dominate

When you wish to control a creature of animal intelligence or lower and it is within your direct line of sight, roll +INT. On a 10+ hold 3, on a 7-9 hold 1. You may spend hold, one for one, to do the following. When you take damage as your animal host or to your own body while dominating, add an extra 1D4 damage.

- Move to a new place
- Make a loud noise
- Retrieve a small object (smaller than the creature itself)
- Attack a target
- Behave unnaturally to draw attention.

Advanced Moves 6-10

Death Wail

When you throw your head back and shriek at the top of your lungs, roll +CHA. On a 10+ angry spirits join to form a hellish cacophony that causes enemies to flee in terror.

Overwhelm Mind

Requires: Dominate

You may now control human targets and add the following conditions to your available pool:

- Speak a handful of simple phrases
- Target does not realize they were influenced after the spell has worn off.

Flux

When you bend time itself to make an enemy suffer a previously successful attack a second time, roll +INT. On a 10+ deal the damage from your last successful attack a second time. On a 7-9 deal the damage a second time and take 1D6 damage yourself.

Sacrificial Lamb

Replaces: Willingly Sacrificed

A willing participant can now choose to heal you for 1D6 at the cost of 1D4 damage to themselves.

Body Snatcher

Requires: Face Stealer

When you take on the full appearance of another, roll +CHA. On a 10+ you look and sound exactly like them, though your movements and mannerisms are still your own.

Voidtouch

When you are in a dark place and summon the very shadows to attack, roll +CHA. On a 10+, shadowy figures leap from the darkness and deal 1D10 damage before melting away again.



THE CRONE

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Starting Equipment

Max load is 7+STR

You start with:

- Adventuring Gear (5 uses, 1 weight) and 1 Healing Potion.

Choose a weapon:

- Oak Staff (close, two-handed, 1 weight)
- Painted Rod (hand, 1 weight)

Choose one:

- Holy Oil, for blessing or anointing (0 weight)
- Flask of Wickedly Strong Alcohol (1 weight)

Gold

Inventory

Advanced Moves 2-5

Tricksy

You always have leverage during *Parley*.

Prank

When you *play a prank on a gormless bystander* that causes immense distress or hilarity, mark EXP.

Charming

When you *tell someone to do something* that they are hesitant or reluctant to do, roll +CHA. On a 10+ the subject is in a delicate hypnotic state and will oblige your request unless it directly contradicts their morals. On a 7-9 the subject will still do what you ask but it will know that you are influencing them.

Dream Reader

When you *stare at a sleeping person*, roll +WIS. On a 10+ you gain clear images of their dreams as well as a sense of whether or not they have dreamed the same dream before. On a 7-9 the images are vague and abstract.

Blood Promise

A willing ally may choose to give you 1D4 healing at the cost of 1D4 damage to

themselves.

Fairy Gold

When you *pay for goods and services with fake currency* that turns into worthless material in a day, roll +CHA. On a miss, they immediately notice you're not good for cash and you'll face the consequences of trying to pull a fast one.

Partake

When you *offer food to someone* and they acquiesce, they heal 1D6. However, they are now beholden to you for a favor or else they'll take a debility.

True Name

When you *know someone's full and true name*, take a +1 against them.

Drain

When you *slow mortals down by feeding off their energy*, roll +WIS. On a 10+ heal 1D4 damage and all targets in a 10ft radius move as though heavily encumbered and exhausted. On a 7-9, one target you touch will be slowed.

Minor Illusion

When you *bend reality itself to your will*, roll +CHA. On a 10+ gain 3 hold. On a 7-9 gain 2. Spend hold, one for one, on the following:

- Illusion can be seen
- Illusion can be heard
- Illusion can be smelled
- Illusion can be touched or touch something
- Illusion lasts longer than one minute
- Illusion can affect up to five targets.

Blend

When you *craft a new look for yourself* and describe how you cover your Tell, roll +CHA. On a 10+ the disguise will fool anyone who isn't specifically wizened in the ways of fae or on the lookout for you specifically. On a 7-9 the disguise will fool anyone who does not give you more than a precursory glance. This will not alter your smell, voice, size, or mannerisms.

Mortal Pawns

When you *Aid or Interfere* with a mortal they take a +1 or -1 to their next action as well, respectively.

Advanced Moves 6-10

Compelling

Replaces: Charming

When you *bend someone to your will* and command them to do something, roll +CHA. On a 10+ they obey your orders even if it goes against their alignment. On a 7-9 they obey but they are aware of your influence and will regain themselves once their task is complete.

Reaching Illusion

Requires: Minor Illusion

Increase the limitation of your illusion from five targets to a total of fifteen.

Conceal

When you *hold still in relative shadow*, you cannot be seen by nonmagical means.

Malleable Form

Requires: Blend

You may now choose to add the following conditions to your total pool for creating disguises.

- Your Tell is concealed
- Your voice matches your target
- You accurately impersonate someone you've never seen

- Change size for free, if necessary.

Loaded Bargain

When you *strike a deal with someone*, roll +CHA. On a 10+ you exploit the terms so that you greatly benefit from the arrangement and they do not. The GM will help you decide how.



THE FAE

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THE TROLL

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Level: XP:

Name:

Alignment

Choose your leaning

Neutral

Continuously eat, even when it's not necessary.

Evil

Specifically target the weak and helpless while rampaging or feeding.

Look:

Body: Huge, hairy, knuckle-dragger, spindly, fair

Eyes: Beady, feral, soft

Hair: Bald, matted, shiny

Clothes: Rotted rags, scavenged scraps, whole and well-kept

Background

Choose your heritage

Passably Human

You're able to blend in to most human settlements as long as they can overlook your nocturnal lifestyle, long tufted tail, and hairy feet. Take +1 to CON and -1 to both WIS and INT.

Intermediary

At first glance, you're obviously inhuman, standing nearly seven and a half feet all and weighing more than a fully grown bull. But you have two arms, two legs, and only one head so interacting with others isn't impossible. Take +1 to CON and -1 to WIS.

Monstrous

You're just over eight feet tall, your body is solid like a rock wall. You've got huge, predatory teeth, a vicious face, and angry, feral eyes. People lay one look at you and flee screaming. Take +2 to CON, but -2 to both WIS and INT.

Bonds

Explore with others before beginning or write your own

_____ has made me think hard about my life.

_____ is just another dirty squatter taking up troll-land.

_____ plays fancy and civilized by they're no better than me.

Armor

HP
Max is 10+CON

D10 Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Starting Moves

✧ Governed by Light

Trolls suffer petrification when exposed to sunlight- it is their greatest weakness. As time flows, the following things can happen:

During Daylight

- If exposed to direct sunlight, troll flesh will turn to stone permanently. The warmth of the sun's rays feel like an acid burn and the painful effect will radiate up the victim's entire body.
- A troll's regenerative power does not work on sun-petrified areas.
- Sunlight petrifies almost instantly and petrified limbs cannot be regenerated, even if they are hacked off.

During the Night

- Treat any failure on a *Take Watch* roll as an automatic 7-9. If your party members fail a *Take Watch* roll, even if you were not elected to *Take Watch*, roll+CON. On a 10+, treat it as though you had been actively *Taking Watch*.
- Fire and lightning inspire a special wariness in you. Take -1 forward while operating around either.

✧ Regenerate

You have an available pool of HP that you can pull from to heal yourself whenever you choose. Your pool total is equal to your CON score. When you deplete these points, go into a feeding frenzy to curb

your hunger. The frenzy lasts until you have fully restored your regeneration pool by gorging yourself with *Hunger* feedings.

✧ Hunger

You have an insatiable appetite that must be fed. Doing so restores an amount equal to your CON modifier to your total available regeneration pool. Any time you wish to feed, choose one:

➤ Rock

Consuming rocks sates your hunger. The higher the value- enchanted jewels, stones of a holy building, etc- the less you need to consume. Typically, 100lbs of mundane or common material constitutes a feeding. Each feeding restores you CON modifier to your total available regeneration pool.

➤ Flesh

You're nightmare fuel at its most rudimentary. When you consume the flesh of someone, take +1 ongoing against any who saw the act. One adult human is one feeding. Each feeding restores your CON modifier to your total available regeneration pool.

✧ Darkvision

You can see in the dark perfectly, magical darkness is still a hindrance.

✧ Impenetrable Hide

Your natural armor is +2

Starting Equipment

Max load is 10+STR

Choose your weapon:

- Heavy Club (Forceful, +1 damage, close, 2 weight)
- Sling (near, 1 weight) and Heavy Stones (x5 ammo, 2 weight)

Choose one:

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

Gold

Inventory

Advanced Moves 2-5

■ Bergtanging

When you *take back land from humanity* for Troll-kind, take +1 forward against your victims, in either attack actions or *Parley*.

■ Familial Bonds

When you *appeal to another troll for aid*, roll +CON. On a 10+ you can ask them three questions. On a 7-9 ask two. If the troll you ask doesn't already know, they can return to you in a day or two with some pertinent information.

■ Brute

When performing a feat of brute strength, take +1.

■ Monster

When you *Parley* with any non-troll, you can use STR to intimidate.

■ Dense

Mind control intended for targets of human intelligence or greater doesn't work on you.

■ Surprisingly Agile

Take +1 to *Defy Danger* DEX rolls.

■ Sack

Target the strongest or most threatening fighter amongst your enemies and take +1 to attack rolls when you charge straight at them.

■ Unstoppable force

When you *attack three different targets in succession*, roll 1D6 extra damage on the fourth.

■ Filthy

You're immune to naturally occurring filth and diseases.

■ Leathery Hide

Take +1 Armor.

■ Bite

When you get close enough to *grab someone smaller than you* and sink your nasty teeth into them, deal damage and mark off one feeding. If you finish an enemy off with *Bite*, heal 1D4.

Advanced Moves 6-10

■ Critical Hit

When you *Hack & Slash*, on a 10+ roll damage a second time.

■ Sharp Sense

You can't be taken by surprise.

■ Barrage

When you *Hack & Slash* with at least three targets within reach, hit all of them for full weapon damage.

■ Wide Swing

When you *Hack & Slash*, even on a miss you still deal 1D4 damage.

■ Smash

When you *strike a creature of Small or Tiny*

size, you flatten it into the ground on a 10+. If it had a corporeal body, you kill it instantly.

■ Meat Tank

Take +1 Armor

■ Shield Breaker

When you *specifically target the shield of an opposing warrior*, roll +STR. On a 10+, you break their shield, rendering it unusable and leaving your enemy vulnerable. On a 7-9, you knock it aside, opening them up to an attack from one of your allies- they will be able to regain themselves after that.

■ Never Tell Me the Odds

When you *attack an enemy that clearly outpaces you* and pay no mind to your chances of suc-

cess, add your CON modifier to your damage done against them.

■ Wrecking Ball

A heavy blow from your fists deals +1 damage and takes the *Messy* tag.



THE TROLL

↑ R ↓

THE ALFIR

ALFIR



Level:

XP:

Name:

Alignment

Choose your leaning

Lawful

Control- through diplomacy- those too helpless to control themselves.

Neutral

Find a way to enforce order out of chaos.

Bonds

Explore with others before beginning or write your own

_____’s ways are trite but charming. I could teach them a lot.

It turns out _____ is quite gifted in the arts.

_____ would benefit greatly from learning proper oration.

Look:

Body: Slender, willowy, soft, muscular

Eyes: Soulful, sparkling, unearthly

Hair: Swept back, braided, adorned with flowers

Clothes: Flowing furs, fine cloth, well-made leathers

Background

Choose your heritage

Celestial

Your home is in Alfheim, not on the mundane realm of Midgard. Your superiors, however, believe that you would benefit from mortal interactions. Take +1 to *Parley* rolls in formal settings but -1 to *Discern Realities* rolls during crises.

Promised

You live for some greater purpose and your clan is eagerly setting you through trials to prove that you are ready. Take +1 to all *Spout Lore* rolls about anything involving Alfir society.

Silver-tongued

You’re a gifted diplomat and a persuasive force. Take +1 to *Parley* against anyone caught in a petty mortal squabble.

Starting Moves

✕ Prestidigitation

Your kind rarely deign to do mundane tasks by hand. Instead, whenever you need to complete a simple task- light a candle, dry clothing, style hair, pack a bag, etc- you can simply do it with your innate magic.

✕ Ethereal

You’re always surrounded by a faint golden or silvery glow. It isn’t enough to light a dark place but it does make your true nature difficult to hide. Take +1 forward with any pious mortal, especially mortal elves, who sees it.

✕ Divine Touch

When you *lay your bare palms on someone* who is sick or hurt, roll +WIS. On a 10+ heal 1D6 or cure a sickness. On a 7-9, heal 1D4.

✕ Fair

You are not bound to a physical form the same way mortals are. You can freely display you age, gender, sex, hair, and eye color in any way you please. Mortals will invariably find you otherworldly and beautiful still.

✕ Connections

Your regular dealings with the gods and goddesses of the realms have forged you some reliable connections. When you wish to petition a god or goddess for information, prepare an appropriate gift and roll +CHA. On a 10+ your gift was well received and the deity provides you with a little guidance. On a 7-9, the deity still offers some direction but you lose social standing with them and won’t be able to call in any favors with them without an extravagant gesture or tribute.

✕ Aether Sense

You can sense magical signatures from a radius of about 25 feet. When you wish to discern what type of magic it is, roll +WIS. On a 10+ the GM will tell you the general nature of it. On a 7-9, the GM will give you a detail or two about it.

✕ Alfeimborn

You do not need to sleep.

Armor

HP

Max is 8+CON

D6 Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Starting Equipment

Max load is 7+STR

You start with:

- Adventuring Gear (5 uses, 1 weight) and 10 coins.

Choose a weapon:

- Elven Bow (near, far, 1 weight) and Quiver of Elfshot Arrows (x5 ammo, +1 piercing, 1 weight)
- Curved Saber (close, +1 damage, 1 weight)

Choose your armor:

- Finely crafted Leather Armor (1 armor, 1 weight)
- Polished Shield (1 armor, 2 weight)

Gold

Inventory

Advanced Moves 2-5

Divine Visage

Some of the more rustic areas of Midgard still worship Alfir as true gods. When you enter a small, remote stading, roll +CHA. On a 10+ the villagers treat you as a living deity. They'll honor you with sacrificial livestock, feasting, and singing as much as their resources allow. On a 7-9 you make an impression but the villagers are either too insular to trust or too intimidated to find this a joyous occasion.

Dealing Fate

When you *consider strategy and tactics before battle*, roll +WIS. On a 10+ your weapon deals +1 damage for the next combat encounter. On a 7-9 deal +1 damage on your first attack roll.

Óswane

You can speak telepathically into the mind of anyone you have a bond with inside a radius of about 10ft.

Celestial Armament

When you *say a blessing over your arms and armor* before battle, roll +WIS. On a 10+ gain +1 armor for the next combat encounter. On a 7-9 reduce the damage of the first successful attack against you by 1D4.

Crusade

Your presence on the battlefield greatly encourages morale in your allies. Anyone fighting with you against a common enemy takes +1 forward to attacks until you take damage.

Moldable Essence

Your form isn't as rigid as a mortal's. When you wish to alter your physical form, roll +WIS. On a 10+ gain 3 hold, on a 7-9 gain 2. You may choose to activate effects in sequence or simultaneously. Spend hold, one for one, on the following:

- Light as a feather
- Stiff as a statue
- Heavy as a horse

- Small as a house cat

- Big as a bear

- Effects last longer than 1 minute but less than 5

Secret Siphon

When you *draw in energy from living things* around you like plants, animals, or people, replenish 1D6 health as long as your presence is secret. Sentient creatures do not take damage from this, but they may feel fatigued and may suffer the consequences.

Justicar

When you *suspect someone is lying to you*, roll +WIS. On a 10+ you sense their overarching motivation and whether or not they are trying to deceive you. On a 7-9 you can tell if they are being generally honest or not, but cannot get their motivation, purpose, or other mitigating factors.

Advanced Moves 6-10

Blind

When you *release a blast of pure light*, roll +WIS. On a 10+ you blind anyone caught by surprise for one minute. On a 7-9 you still catch your intended targets but you also blind yourself for a second.

Jötun Hunter

When you *identify and pursue any Jötun*, roll +WIS. On a 10+ gain +1 forward against the creature until it dies. On a 7-9 deal +2 damage on your first strike to it.

Wider Óswane

Replaces: Óswane

You can now speak telepathically into the mind of anyone you have a bond with, regardless of distance.

Miracle

When you *perform a divine miracle* to heal the

sick or wounded they heal +2D8.

Song of Seasons

When you *alter the natural world to benefit your passing*, roll +CHA. On a 10+ hold 3, on a 7-9 hold 2. Spend hold, one for one, on the following:

- Snow drifts melt
- Mountain passes become usable
- Plants bloom or die / migratory animals change course
- Blizzards cause snow to pile up
- Ships are iced into ports
- The song's effects last for several days, giving secondary effects more foothold
- The song's effects last for several weeks, causing havoc to crops, trade, and resource management.

Mindreader

When you *wish to read the thoughts at the*

forefront of your target's mind, concentrate and make direct eye contact with them. Then roll +WIS. On a 10+ you get a clear snapshot of what is occupying most of their active through. On a 7-9 the vision is very hazy and you're only able to discern a few scant thoughts.

Semi-Eternal Mind

When you *meet someone you've met before*, you may take +1 forward against them as long as you have spent a long time apart.

Earthly Divine

When you *first meet with someone who has already 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 and the GM will tell you one.



THE ALFIR

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THE DVERGR

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Level: XP:

Look:

Body: Craggy, ore veins, crystal formations, smooth

Eyes: Pure white, solid black, gem-like

Hair: Wiry, thick braids or ringlets, mossy

Clothes: Cap w/wide brim, helm with visor, thick smithy's apron and gloves.

Armor

HP

Max is 6+CON

D8

Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Name:

Dvergr names: Neth, Ivald, Mótsognir, Kleo, Durinn, Thubrann, Nýi, Maeve, Niði, Halva, Norðri, Hamme, Suðri, Runa, Austri, Bo, Vestri, Era, Alþjófr, Laifa, Suna, Náinn, Aras, Nipingr, Bera, Dáinn, Drifa, Án, Finna, Anarr, Halladora, Veigr, Vindalfr, Lithr, Vith, Nýráðr, Reginn, Ráðsviðr, Silkisif, Erikr, Thyrrh, Thorbjorn, Aslaug

Background

Choose your heritage

Asher Clan

The natural ash in your body absorbs and neutralizes poisons.

Irönbörn Clan

Your sharp mind is too strong to be bent to the whims of fleeting Midgardians. Illusions have no effect on you when created by a mortal.

Vatnsberi Clan

Water flows through your body like blood and you cannot succumb to magical paralysis.

Skýr Clan

Your knowledge of the arcane keeps magical mind control or manipulation from taking hold in you.

Alignment

Choose your leaning

Lawful

Pursue an opportunity to broaden your knowledge for the benefit of your people.

Neutral

Reclaim stolen artifacts for your people.

Bonds

Explore with others before beginning or write your own

_____ has promised me something of value for my assistance.

_____ and I have learned to appreciate each other over time and I regard them closely.

_____’s tactic of attacking the enemy head on is cute but they’ll live longer if they learn some discretion.

Starting Moves

✂ Adapted Vision

After ages of living in the dark, your people’s eyes can no longer stand the intensity of the sun. In natural sunlight, you are severely hindered by the painful glare. On the other hand, you can see in total darkness just fine, magical or otherwise.

✂ Born of Stone

Your body is made of earth, rock, and lines of jagged crystal. You have natural +2 armor.

✂ Metallurgy

With a few resources, you can make minor repairs to arms and armor with a few hours of uninterrupted concentration. These skills also cover the creation of small items like simple ornaments, jewelry, fixtures, nails, horseshoes, etc...

✂ Stone Flesh

Magic has difficulty permeating your stone hide. Take +1 ongoing against any spellcasters targeting you with magic.

✂ Prospect

When you *spend time surveying your natural surroundings* and soil composition, roll +WIS. On a

10+ choose 2, on a 7-9 choose 1. On a miss, you give an incorrect assessment.

- The general health of the soil; whether it is fertile or barren, whether it has been packed down or dug up recently, etc.
- What living creatures make their home here.
- What natural resources are in the area
- What kind of ore is near

✂ Sentinel

You do not need to eat or sleep. If a move tells you to mark and consume a ration, ignore it.

Starting Equipment

Max load is 11+STR

You start with:

- Dungeon Rations (5 uses, 1 weight) and a pouch of Gold Ore (~20 coins' worth)

Choose a weapon:

- Maul (close, +1 damage, 2 weight)
- Pickaxe (close, Piercing, 1 weight)

Choose your armor:

- Fine Chain Shirt (1 armor, 1 weight)
- Iron Breastplate (2 armor, 2 weight)

Gold

Inventory

Advanced Moves 2-5

■ Forge of the Gods

Take +1 to *Spout Lore* roles concerning the divine.

■ Emissary

Contact with other clans has offered the opportunity to learn. Choose another background move.

■ Power in Words

Dvergr treat their promises with absolute solemnity. Take +1 forward when you're acting to satisfy a debt or promise you made with someone you have a bond with.

■ Smithy

You can now create basic arms and armor. The GM will help you determine what stat bonuses, if any, apply to your creations. You can also make more substantial repairs to

arms and armor. Broken or shattered swords, deformed spears, punctured armor, etc, are as good as new in your skilled hands- so long as you have raw materials, safety, and time in which to work.

■ Hoard

Dvergr have deep feelings of possession for Dvergr-made items that find their way into the hands of mortals. Take +1 against anyone who tries to prevent you from taking a rightful prize.

■ Darkling

When you *stay still and quiet in a rocky setting*, you cannot be seen by nonmagical means.

■ Fire-Forged

You feel no pain from fires and magical fire causes 1D4 less damage on attacks.

■ Acid Touch

When you *secrete acidic liquid from your fingertips*, roll +STR. On a 10+ the acid is potent enough to cause 1D4 damage to nonmagical living entities and significant damage to metal, wood, and stone.

■ Direction Sense

As long as you can see unimpeded by sunlight, you never lose your way.

Advanced Moves 6-10

■ Fracture Point

When you *hit their most obvious weakpoint* with all of your might, roll +WIS. On a 10+ you break through their defenses in a way others can take advantage of. On a 7-9 deal damage with the Piercing tag. On a miss, take -1 against the target until the end of the encounter.

■ Compel Truth

Dvergr hate lies more than almost anything else. When you verbally challenge someone's truthfulness in front of witnesses, roll +WIS. On a 10+, they are compelled to speak the truth. On a 7-9 they cannot lie but are not obligated to speak. No matter the result, the spell wears off after a few minutes or when the target leaves your immediate presence.

■ Dig

Your life underground has made you adept at creating sturdy tunnels in a fraction of the time it would take overlanders. You can dig a four foot wide tunnel under a fortress wall in a matter of hours, create small underground alcoves for shelter in a few minutes, etc.

■ Master Smith

Replaces: Smithy

In addition to making comprehensive repairs to arms and armor, you can now work on magical items. With research, materials, and time, plus access to a forge, you can fuse broken items back together again or recharge their innate spells.

■ Volcanic Bomb

When you *heat up your core and eject a molten*

hot blob of liquid rock at an enemy, roll weapon damage against your target and deal half of that result as splash damage to any other targets within ten feet of the primary at a cost of 1D6 damage to yourself.

■ Appraising Eye

When dealing with mortal merchants in any matters concerning fine metals or utilitarian alloys, roll +WIS. On a 10+ the bargain is beneficial to you and decidedly less for the merchant. On a 7-9 your opposition is much less concerned about offending you but ultimately cedes to a reasonably fair trade weighted a little in your favor.



THE DVERGR

MMRXR

THE JÖTUNNBORN

1P ↑ N ↑ B ↓ R ↑



Level: XP:

Look:

Body: Bluish flesh, natural markings, abnormally tall or heavy.

Eyes: Blood red, predatory, feral, crystalline

Hair: Shaved sides, top knot, wild tangles

Clothes: Warrior's garb, little coverage, ragged furs

Name:

Jötunnborn names: Offa, Rerir, Sörli, Hathir, Lothor, Brithard, Anaan, Arne, Finn, Sten, Arvid, Embla, Endr, Kory, Kare, Yrsa, Revna, Eira, Beorhtric, Hiordus, Magnus, Ninga, Kveld, Nefr, Gagnráðr, Ahhoth, Hunding, Yasante, Hæmingr, Aminatu, Högne, Tinthu, Hothbrodd, Helema, Sima

Background

Choose your heritage

Iron Forest

Whenever you wish to interact with wild, nonmagical animals, they are inclined to trust you until you prove to be a threat.

My Big Fat Jöttnar Wedding

Despite the sometimes violent hatred between both groups, the rampant intermarrying of gods and Jöttnar left a ripe opportunity for your clan to exploit. You are betrothed to a lesser Aesir deity. Describe them and what this union can offer you.

Full-Blooded Monster

You were born of Ymir's sweat and you refuse to let the Aesir make you docile. You have permanent, monstrous features like claws, enormous fangs, extra heads, towering height that exceeds 8 feet, etc.

Alignment

Choose your leaning

Good

Teach someone about a harsh reality to help them survive.

Neutral

Oppose the gods' oppressive control over you.

Evil

Shake someone's faith in the gods by whatever means necessary.

Bonds

Explore with others before beginning or write your own

_____ must get stronger if they are going to survive.

_____ is weak because they have never known true hardship.

_____ is all too eager to bend in subservience.

I must watch my back around _____.

Starting Moves

✂ Strength of Gods

No matter what your current form looks like, the strength of giants courses through you. Add +1 to your STR modifier.

✂ Grudge

When you *swear vengeance upon someone* who's wronged you because of your heritage, write a new bond for it. Take +1 forward against them until the bond resolves, one way or another.

✂ Bad Blood

Any time you enter a new settlement- or one that does not take kindly to strange frost giants- perform the basic move *Outstanding Warrants*.

✂ Sacred Vengeance

When you *fell an enemy you have a Grudge-bond with and eat them*, you consume your enemy's mind and knowledge- not just their blood and bone. In addition to any useful information you may glean (the GM will tell you), you also gain a one-time-use skill or power from your meal. The GM will create a special move for you.

✂ Tracking

When you *catch the scent of someone* and have a belonging of theirs, roll +INT. On a 10+ pick 3, on a 7-9 pick two:

- The trail is fresh
- The trail is discernible even in crowded places
- You can pick up traces of emotive pheromone in the scent, telling you if the target was scared, angry, etc...
- You can pick up a secondary scent from the target, or instance fresh blood from a wound or the smell of horses
- You can discern whether or not magical energy interacted with your target at some point along the trail.
- You can tell whether the trail exits the current plane but you will have trouble following it across realms.

✂ Unloved

Unless you're among Jöttnar or other persecuted communities, you can use your very presence as leverage during *Parley*.

✂ Thick Skin

Gain +1 armor

Armor

HP

Max is 8+CON

Damage

STR

-1 Weak

DEX

-1 Shaky

CON

-1 Sick

INT

-1 Stunned

WIS

-1 Confused

CHA

-1 Scarred

Starting Equipment

Max load is 10+STR

You start with:

- Dungeon Rations (5 uses, 1 weight) and a concealed, improvised Shiv (hand, 1 weight)

Choose a weapon:

- Battleaxe (close, 1 weight)
- Iron Sword (close, +1 damage, 1 weight)

Choose your armor:

- Old Leathers (1 armor, 1 weight)
- Mismatched Chainmail (1 armor, 2 weight)

Gold

Inventory

Advanced Moves 2-5

Astral Traveler

You might not be welcome on the Bifrost but with some planning and scouting, you can always find an alternate way to any of the Nine Realms.

Questionably Merciful

When you *fight with a rival or enemy but refrain from finishing them off*, take +1 forward against them.

Pack Mentality

When someone defers to your advice or orders, they get +1 forward when they follow your word, reinforcing your 'alpha wolf' tendencies.

Ancient Knowledge

Jötnar barely age and the passage of time has imparted vast knowledge to you. Whenever

you *Discern Realities*, you can use your INT instead of WIS.

Sturdy

Ignore the *Clumsy* tag on armor.

Quick Instincts

When you *trust your gut and rely on your instincts* to outpace your enemies, take +1 to *Defy Danger* INT rolls.

Dominant

When you *inflict damage on a target in plain view of those weaker than you*, take +1 on your next *Hack & Slash* roll.

Form Unbound

You cannot hide your Jötnar heritage but you can change your features and sex at will to mimic the appearance of other humanoids.

First Blood

When you are the *first to deal damage* in an encounter, deal an extra 1D4 damage.

Magic & Mystery

When you *Spout Lore* about gods, realms, or other magical and historical lore, take +1.

Calculated

When you *confront a foe with a predetermined battle plan*, add your INT modifier to the damage you deal on each strike so long as things are going exactly according to your plan.

Advanced Moves 6-10

Alfar Hunter

When you *identify and pursue any Alfar*, roll +WIS. On a 10+ gain +1 forward against the creature until it dies. On a 7-9 deal +2 damage on your first strike to it.

Bloodthirsty

Requires: First Blood

You can now add the *Forceful* or *Messy* tag to your first strike.

Pack Hunting

Requires: Calculated

If they also follow your predetermined battle plan, your allies may now add their INT

modifiers to their damage rolls.

Magebane

When you *target an ongoing spell* that is currently active, roll +INT. On a 10+ the spell is dispelled or canceled, on a 7-9 you weaken its effects.

Hone

When in combat, all 10+ rolls have an unexpected benefit. The GM will describe it.

Astral Tracking

Requires: Astral Traveler

You can now track targets across different planes and realms as one of your *Astral Tracking* parameters.



THE JÖTUNNBORN

1 2 3 4 5 6 7 8 9 10

THE SEIÐR

4 M I N R

Associated with spinning thread and tantric sex rituals, the Seiðr were usually (but not always) women who had the gift of foresight. They were both intimidating and revered as powerful mystics who could at once deliver you to your fate and also burden you with terrible truths. The Seiðr themselves carry a heavy burden as well, their powers keep them from being able to live normal lives and they will be eternally sought, praised, and damned for their magic.

When you drink from a well of knowledge and gain divine insight, you make take this move:

■ Read Wyrð

When you wish to consult your oracular powers, roll +WIS. On a 7-9 you receive a vision of what is likely to pass, on a 10+ you may ask the GM one clarifying question.

For every additional level you reach, you may choose one:

■ Well Read

When you *Spout Lore* about the divine or mystical, take +1

■ Secret Finder

When you *Discern Realities* to uncover a lie, take +1

■ Threads of Fate

When you accomplish an alignment goal in combat take +1 forward.

■ Face of the Divine:

When you wish to speak for the gods, assume the appearance of one so long as your goals align. Roll+WIS to take the physical form of a god, on a 10+ those who see it are convinced you are the real deal, on a 7-9 the effect is temporary and your audience will realize what you've done as soon as it wears off.

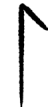


THE RUNECASTER I

R A T M I F H T M R

The Runecaster boasts the rare gift of literacy and has learned use runes to tap into the magic of creation. This mystical ability comes from the Norns, the terrifying keepers of fate, at once beautiful and horrifying. Usually at some astronomical cost, a Norn will impart the secrets (where the word 'rune' itself comes from) to a willing and respectful pupil. A Runecaster weaves spells with wit and skill, etching them into tablets or stones to serve as powerful amulets or even as deadly traps.

When you pay the heavy price required by a Norn (or other divine keeper of fate) you gain access to this list of runes.

	Gold		Pain		Ice		Sun
	Livestock		Gift		Season		Person
	Giant		Joy		Possession		Water
	Divine		Beginning		Death		Gods
	Justice		Storm		Mystery		Horse
	Journey		Need		Elk		Day

You also take this move:

■ Inscribe

When you *alter the flow of reality*, roll +WIS. on a 7-9 you can inscribe one rune into a surface to cause a subtle effect with a cost. Tell the GM what you hope to achieve. On a 10+ you can perform the subtle magic at no cost.



THE RUNECASTER II

R A T M K F H T M R

For each additional level you reach, you may choose one:

■ Add Rune

You may now add an additional rune when you *Inscribe*. You may keep taking this move as you level up and the effect stacks.

■ Bar Entry

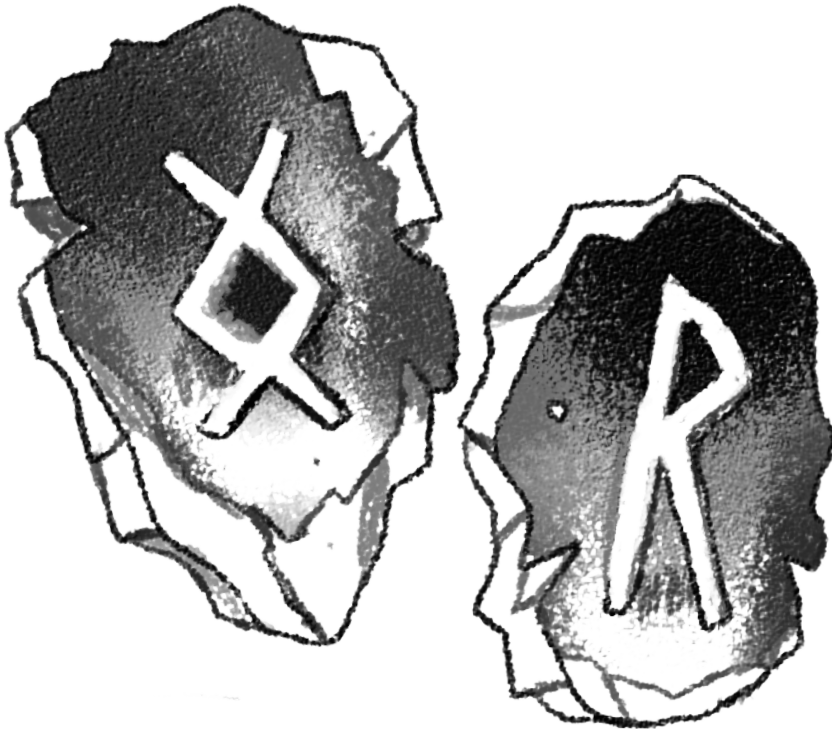
When you carve a complex systems of runic wardings on a portal, no one you wish to keep out will be able to cross the threshold.

■ Devil's Cage

When you lure someone into standing within a runic circle (concealed or otherwise) they become trapped inside the borders by an invisible, intangible wall until the rune itself is damaged or broken.

■ Unwitting Activation:

When you inscribe runes you may choose to have them activate when they are read by an unsuspecting victim/beneficiary. They do not need to be spoken aloud, simply that they are read makes the effect real.



THE FAE-TOUCHED

Ɽ ⱦ Ⱨ ⱨ Ⱪ ⱪ ⱬ Ɑ Ɱ Ɐ Ɒ ⱱ Ⱳ ⱳ ⱴ Ⱶ ⱶ ⱷ ⱸ ⱹ ⱺ ⱻ ⱼ ⱽ Ȿ Ɀ ⱽ Ɀ

There is a saying that only fools and the desperate broker deals with the fae. They unerringly benefit from each deal they make. Those who are bound to the fae are magically marked and sometimes take on fae-like characteristics from their dealings with them. Inevitably, there comes a time for those bound to a bargain to pay the price, however, and this is when fae sometimes show their true colors.

When you enter into a contract with a fae, in addition to the terms of the bargain, take the following:

■ **Accord**

Add a new bond describing your relationship to a fae and describe the physical mark the connection has left on your body (no shadow, color blind, etc). Any fae that see it recognize that you have had dealings with their kind before, for better or worse.

■ **Fair Price**

When you *Aid* (or *Interfere*) with another player, change the result to +2 if the player agrees to the price you demand.

For every additional level you reach, you may choose one:

■ **Bound to the Earth**

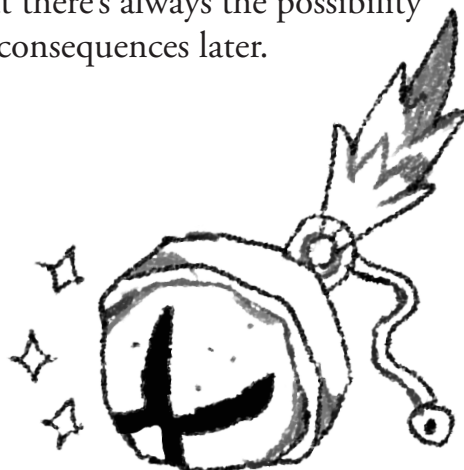
In any natural setting like a forest or open field, take +1 to any *Discern Realities* rolls performed there.

■ **Flighty**

You're prone to lashing out when someone directly insults you thanks to the influence of the Fae, but take +1 ongoing against anyone who pays you blatant disrespect.

■ **High Court**

When you are about to take your *Last Breath*, you may give up that move permanently in order to call upon the Fae Court for assistance once. This is automatically a partial success. They will do what they can to remove you from imminent danger and stabilize you but there's always the possibility of far-reaching consequences later.



THE VOYAGER

P Y A X M R

Some voyagers pillage and loot their way to the ends of the earth, some strike up strong and beneficial relationships with powerful, far-flung ports and unknown peoples. One thing is for certain, though, the voyager is one who has accepted their place in the natural world- at the whim of the elements and cosmic forces- and yet chooses to venture forth despite these great uncontrollable unknowns.

When you gain command of your own ship and the crew to man it, choose one of the following:

■ Conscript

Desperate times, desperate measures and all that. When you make port, roll +STR to *conscript local sailors* into your service. On a 10+ you gain 2 + your STR modifier people who are reasonably competent. On a 7-9, you gain 2 sailors who are passably competent. You may treat Conscripted as though they are recruits, though you will take a -1 to CHA rolls involving them. Remember that conscripted sailors are there against their will and are prone to mutinies if they suffer further mistreatment.

■ Sea Voyage

Use *Undertake a Perilous Journey* to quantify a sea voyage, including naming three 'officer' roles- the quartermaster, the trailblazer, and the scout. Roll that move like normal except that for every 5 recruits you have manning your ship(s), you can add +1 to any officer roll.

Each time you level up, you may choose one:

■ Monster Hunter

Little is more exhilarating than chasing down and dragging back a colossal catch. With a little time and good weather, you can always find signs of a sea monster.

■ Win Them Over

You've seen strange lands and strange people with strange goods and customs. Whenever you make port, roll +CHA. On a 10+ the locals treat you as an honored friend and ply you with gifts and free trading until you give them a reason to dislike you. On a 7-9, they're wary but can still be convinced to trade with a show of kindness or interesting gift. You'll have a very hard time using *Win Them Over* and *Conscript* in the same port, but it's not impossible, strictly speaking.



THE ULFHEDNAR

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There's no animal more dangerous than one who is hurt or one who is protecting young. The Bearskin with someone to protect becomes an Úlfhéðnar- wolf-hooded. The Bearskin's natural talents do not lend themselves to defensive fighting, so the berserker must be driven to great need before taking their solemn vow of guardianship.

When a *Bearskin* vows to try and use their frenzied strength to protect a specific charge, take the following:

■ **Sworn**

When you put yourself in between a threat and the person you've sworn to shield, roll +STR. On a 10+ the enemy realizes you're the biggest threat to them and you shift their attention away from who you're protecting. On a 7-9, you take the damage intended for your charge. On a miss, you've just revealed your biggest weakness to the enemy.

Each time you level up, you may choose one:

■ **Oathkeeper**

When you take your *Last Breath* and your charge is still alive *and* in immediate danger *and* the result is a miss, treat it as a 7-9. Death will have a hefty bargain for you but they'll let you try to fulfill your oath.

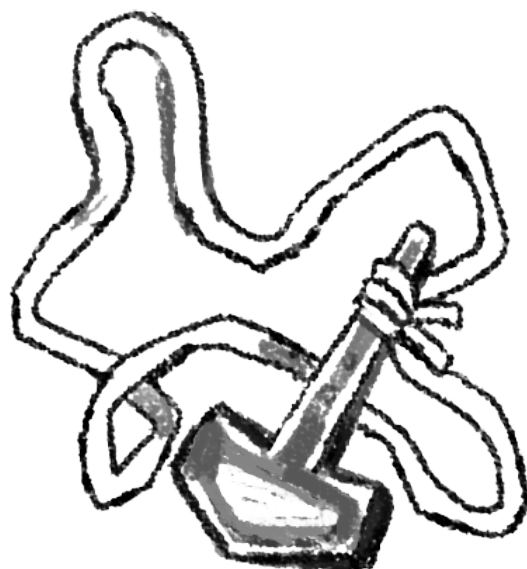
■ **Frenzy**

When your charge takes damage from an attack, your blood-lust rockets to previously unheard of level of violence and triggers a *Bloodrush* automatically. Anything between you and the source of damage- including your charge or other allies- will take 1D6 damage for being in the way. If you hurt your charge in the chaos you immediately

shift back to a *Docile* state and cannot use another *Bloodrush* until you *Make Camp*. This supersedes any moves that can reactivate a *Bloodrush*.

■ **Lion Tamer**

When you are in a *Docile* state, spending time with your charge while they are safe and uninjured will let you regain the ability to activate *Bloodrush* after a short rest.



THE UNSAVAGE

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Not all those branded cowardly are gormless. Sometimes they are cunning, using their social standing as leverage, as merely another tool. People will believe them weak and nonthreatening... which makes some of these people more dangerous than any blade arm. No longer beholden to the expectations of society, the Unsavage enjoys untold freedom and the distinct ability to leverage the very systemic ideals once invoked to other them.

When you publicly disregard the conventions of honor to your own benefit and show no shame, take the following:

■ Holmgang

In any settlement, someone may demand an honor-duel with you. You can refuse at the risk of more poor treatment and -1 to *Outstanding Warrants* when you return. You can also accept and fight the challenger, fully armed, with intent to incapacitate. If you win, take +1 forward to *Parley* rolls in this location and the loser must offer up recompense for the insult (the GM will decide what).

For every additional level you reach, you may choose one:

■ Ergi

You've been branded as docile and spineless which makes others think you're an easy target. Prove them wrong or play it to your benefit. Because of your reputation, fighters and soldier types will always be willing to believe that you will need protection in combat.

■ No Tales of Cowards

You've gained the reputation for putting your life above the valor of dying in battle. When using your experience evaluating the danger of a given situation, take +1 to *Discern Realities* rolls.

■ Outdweller

Odin was once branded as Ergi too and this makes him sympathetic to your standing. When you are threatened with immediate, mortal danger, you can call out to Odin to preserve your life, healing 1D8 damage instantly. Once you are in relative safety, prepare an honorary sacrifice thanking him or prepare to face his wrath. This ability cannot be triggered again until the sacrifice has been seen to.



THE GHOST RIDER

X H V H T R I M R

While Hunters worship the Wild Hunt and spend their lives trying to gain access to it, anyone with a strong enough sense of justice and a disregard for conventional means can earn their place. The Horned Rider only wants to see sentences carried out and that misdeeds are paid for in blood.

When you earn your place in the Wild Hunt as a phantom vigilante, take the following:

■ Moonlight Rider

Under moonlight, your body takes on a spectral fire and your face goes skeletal. The sight of you in this form will send almost anyone fleeing and it inspires terror in any who see it. Take +2 to all *Parley* rolls in this form using your intimidation as leverage.

■ Posse

When you summon the specters of ghostly hunters to frighten or intimidate, take +1 against any who lay eyes on them. The spirits cannot physically interact with the world but they will scare the piss out of anyone or anything that sees them.

Each time you level up, you may choose one:

■ Draw it Out

In a way, you're an assassin but you're not out for a silent kill and a clean getaway. You're an executioner and you want this to be a spectacle. Mark your target before a combat encounter. Once you're attacking them, do an additional 1D4 damage on successful *Hack & Slash* rolls against them in an effort to maximize the pain of each hit and get them squealing.

■ Known to All

When you make a show of dragging your victim to the eager hunting party, you can use the terror it inspired as leverage in any *Parley* attempt made in this location or against any who witnessed it.

