

NAME

RACE

LOOK

Choose one or write your own:

Flamel, Hecate, Morgana, Agorius, Hermes, Atlantes, Cassandra, Dresden, Esgalanu, Faust, Clarion, Damien, Circe, Vanessa, Serenth, Elspeth, Mirin, Cylden, Amarantes, Vanstromm, Blake, Walton, Dustan, Filomena, Emmerson, Vivian, Sandra, Valerian, Idris, Malachi

Choose one for each:

Gorgeous face, attractive face, flawed visage
Slender body, Appealing body, grotesque body
Revealing clothes, practical clothes, expensive clothes
Fated birthmark, curling horns, glowing eyes

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

DRIVE

What drives you to exploit your magical talent? Choose 1:

☐ DOMINATION

Use your power to frighten and control others.

☐ GREED

Use your power to get what you want, at someone else's expense.

☐ TEMPTATION

Tempt another to abandon their duties.

STARTING MOVES

You start with these moves:

EMPATH

You can always tell what an individual or group is feeling just by being near them, no matter how stoic they are. Emotionless things seem dead and flat to you. When you **study the Aura of a living being or a group acting together**, ask what emotion you sense they are feeling right now and their player will answer honestly.

TOUCH OF POWER

When you **use a touch of your Sorcerous power for a small effect within reach**, with minor, merely convenient consequences, it happens after a few moments of focusing an appropriate emotion on the task.

DARKEST HEART

When you **focus your dark and violent emotions on the flesh and blood of another within near range, with the intent to harm them**, roll+CHA. On a 10+, describe how your Sorcery hurts them and deal your class damage to them. On a 7-9, describe how your Sorcery causes them pain but causes no permanent harm.

Either way, your soul is stained from the violent use of your power. You are vulnerable to possession or spiritual attack. In addition, take +1 ongoing to using your Sorcery to hurt or dominate others, and -1 ongoing to use your Sorcery for any other purpose until you have had a chance to rest, calm down, and cleanse your aura.

ELEMENTAL SENTIMENT

Choose a primary element and an emotion that mirrors it. You may now control that element with your sorcery by focusing that emotion. When you **are overcome with the emotion, and channel it into a small amount of the element within near range**, roll+CHA. On a 10+, describe how your emotion is channeled into your element, and the effect it causes. On a 7-9, a being tied to the element takes notice of your meddling.

"When I am overcome with _____ My Sorcery affects the element of _____."

FEAR MY POWER!

When you use your sorcery to focus your confidence and conviction into your voice and speak of your power and knowledge in an impressive voice, roll+CHA. On a 10+, you have leverage to Parlay with anything that is magical in nature, even if you could not normally talk to it. On a 7-9, you will need to display your power before they believe you.

GUILTY CONSCIOUSNESS

When you focus your emotions of guilt and shame on another person, roll+WIS. On a 10+, you learn their greatest shame or guilt, and make them obsessed with it. Choose 1. On a 7-9, they also learn yours, the GM chooses 1:

- They act to cover up their greatest shame or guilt.
- They act to atone for their greatest shame or guilt.

SOULGAZER

When you **meet eyes with a being that has a soul for the first time and stare into their Soul**, roll+WIS. On a 10+, you get a glimpse of who they are at their core, add these questions to Discern Realities and ask 3, but answer 1 that the character's player asks. On a 7-9, add these questions, ask 2, but answer 2.

- What do you desire most?
- What do you fear most?
- What do you regret most?
- What are you most proud of?
- What or whom do you love above all else?

FOIBLE

Nothing ever works how you intend, choose the source of your misfortune:

☐ RAGE

When you **sacrifice a drop of your blood and use your Sorcery to harm another**, sacrifice D4 HP and treat your class damage dice as D10.

☐ TERROR

When you are **truly and deeply afraid**, you may channel that fear to another nearby who is not in control of the situation right now. They will freeze up, run away, or cower and sob, their player's choice.

☐ MELANCHOLY

When you **succumb to a deep melancholy over the hopelessness of your situation**, the world shares in your misery and depression. Choose one other individual present, they are overcome with lethargy or bad luck, causing them to constantly stumble or give up. When you feel a glimmer of hope, your melancholy passes, for now.

BONDS

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

I know _____ secretly wants what I have.

I will tempt _____, whatever it takes!

I have seen _____ at their most vulnerable.

_____ makes me so angry!

I can use _____'s feelings of friendship to my advantage.



THE SORCERER

LEVEL

XP

Your load is 6+STR. You start with an ornate Silver Dagger (hand) and Dungeon Rations (rations, 5 uses, 1 weight)

Choose 2:

- ☐ A Memento of love.
- ☐ Impressive Attire
- ☐ A precious Gem worth 100 Coin
- ☐ A bag of human knuckles. (1 weight)
- ☐ A small vial of softly glowing liquid. (0 weight, 3 uses, purpose unknown.)
- ☐ "Magic" herbs. (5 uses, 1 weight, mark 1 use to take +1 to a magical action, but look out for the side effects.)

ADVANCED MOVES

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

☐ COMPASSIONATE HEALING

When you **focus your compassion on another who is hurt or suffering and gently lay your hands on them**, roll+CHA. On a 10+, you heal them D6 HP. On a 7-9, you heal them D6 HP, but some of their hurt reflects back on you, take D4 HP damage.

☐ EMOTIVE EIDOLON

When you **pour the entirety of one of your emotions into creating an independent entity comprised entirely of that emotion**, describe how the entity appears and roll+CHA. On a 10+, it mostly acts as you wish, hold 3. On a 7-9, it's prone to acting according to its nature regardless of your wishes, but hold 2 anyway. Spend hold, 1 for 1, on the following:

- Order it to clear an obstacle according to its nature.
- Order it to interact with an entity according to its nature.
- Order it to investigate something nearby according to its nature.
- Order it to stop misbehaving and causing trouble.

The spirit is incorporeal and has powers related to the emotion it is made from. It uses your damage dice for any harm it causes or heals, and can be destroyed with a single strike. While the emotion is a separate entity, you can no longer feel or focus that emotion.

☐ SENTIMENTAL SPIRIT

Requires: Emotive Eidolon

When you **pour the entirety of the emotion tied to a primary element into creating an independent entity comprised of that emotion**, the spirit is also imbued with the power of that element. The spirit is made up of the element and has powers related to the emotion and element it is made from. It uses your damage dice for any harm it causes or heals, and can be destroyed with 2 strikes. While the emotion is a separate entity, you can no longer feel or focus that emotion.

☐ LOVING PROTECTION

When you **focus your love and desire to protect something into a person**, thing, or place, roll+CHA. On a 10+, choose 2. On a 7-9, choose 1:

- They are provided some protection by your love, they take +2 armor forward.
- They are warned the next time danger approaches or they are unaware of a threat.
- Others feel more inclined to treat them with kindness or consideration, making them feel welcome and safe.

☐ EMOTIONAL AMPLIFICATION

When you **use your Sorcery to amplify the emotions that another is currently feeling**, roll+CHA. On a 10+, they act on their heightened emotional state in a predictable or useful way, but they will feel emotionally drained afterward. On a 7-9, they will still act predictably or in a useful way, but both you and they feel emotionally drained after the ordeal, needing rest and comfort.

☐ SPITE TAKES MIGHT

When you **focus your spite and vengeance on someone who has significantly wronged or betrayed you**, wherever they may be, ask them what their greatest strength is and roll+CHA. On a 10+ they lose their greatest strength until you choose to return it or they make amends. On a 7-9, they only lose it for a short time.

☐ GREED OVER NEED

When you **focus your greed and envy for an object in the possession of another within near range**, roll+CHA. On a 10+, it appears in your hand, as though it should be yours. On a 7-9, it appears in your hand, but anyone that sees it knows you are a thief.

☐ TOE TAPPER

Choose any move from the Bard's list of moves up to your level. Alternatively, choose a move from any class as though you were one level lower.

☐ PSYCHEDELIC SORCERY

When you **expose yourself to a questionable hallucinatory substance, enter a catatonic state, and bring your hallucinations to life**, roll+CON. On a 10+, describe your bizarre hallucinations and what they do when they manifest. On a 7-9, describe your hallucinations, but the GM will add minor alterations and complications. On a 6-, it's a bad trip, the GM will describe what horrors you've exposed everyone to.

☐ LIGHTER THAN AIR

When you **focus your joy and laughter on yourself or another nearby**, you may use your Sorcery to make your target lighter than air, ignoring gravity, so long as you can maintain the good mood.

EMOTIONAL STORM

Your feelings have always been powerful, and now, in your last moments, they not only overwhelm you, but everyone and everything around you.

When you die, describe the emotion you are feeling in your passing. This emotion flows out of you in a manner befitting its nature, and affects everyone and everything around you. All nearby are overcome with similar feelings and must act on them. You also erupt in some physical magical display that befits your dying feelings. A thick melancholy miasma that causes decay and misery, A hot, raging inferno that burns everything nearby, A nurturing warm light that causes plants to grow and wounds to heal, describe how your dying emotion permanently changes the place of your death.

When you gain a level from 2-5, choose from these moves, or from the 2-5 advanced moves list:

☐ NOSTALGIC ILLUSION

When you **focus your nostalgic emotions on another person nearby to ensorcell them with illusions of their fondest memory**, roll+CHA. On a 10+, nothing short of causing them harm will shake them from their reverie. On a 7-9, anything that contradicts the illusion will break the spell.

☐ NURTURING NATURE

When you **focus your love and caring on any nearby plants**, roll+CHA. On a 10+, the plants quickly grow into gigantic, robust, healthy specimens. On a 7-9, the plants grow into normal-sized, healthy specimens, but it takes a while.

☐ DEEPLY SENTIMENTAL

Choose another primary element and an emotion that mirrors it. You may now control that element with your sorcery by focusing that emotion.

"When I am, overcome with _____ My Sorcery affects the element of _____."

☐ ARDENT MOTION

When you **focus your excitement and fervor into inanimate objects no larger than yourself within near range**, Roll+CHA. On a hit, they move as though animated with a life of their own. On a 10+, both. On a 7-9, choose 1:

- They follow your orders.
- They don't accidentally break anything or endanger anyone.

☐ TEMPEST TEMPER

When you **focus your Sorcery on the weather to make it reflect your emotional state**, roll+CHA. On a 10+, describe the effect your emotions have on the weather. On a 7-9, describe the effect, and the GM will describe a side-effect.

☐ GLOOM

When you **focus sadness and depression on the light around you**, you may use your Sorcery to conjure up a gloom that dampens light and joyful, excited emotions around you. Visibility will be reduced and those caught in your Gloom will need to struggle through sadness in order to act.

☐ SOUL TAMPERING

When you **have gazed into the soul of another and seen their deepest truths and use your Sorcery to change who they are at their core**, roll+CHA. On a 10+, you can permanently change one of their fundamental beliefs about themselves or what is right and wrong. On a 7-9 the tampering is flawed, choose 1:

- The change is temporary, the Gm will tell you when it ends.
- The change leaves a permanent scar on your soul, leaving a way in for dark things...
- The change has scarred them, they develop a madness from the trauma.

☐ PORTENTOUS DREAMING

When you **pass into a fitful sleep, your dreams are filled with symbolism and strange portents**, Roll+CHA. On a 10+, hold 3. On a 7-9, hold 1. When you speak of the strange portents in your dream and how they apply to a current situation, spend hold 1 for 1 on the following:

- A secret path is revealed.
- You are warned of an immediate threat just in time to act.
- A weakness is revealed.
- A solution to a puzzle becomes clear.

☐ POWER OVERWHELMING!

When you **gather all of your power and prepare to release it heedlessly to overpower your next act of Sorcery**, roll+CON. On a 10+, The power is great and consequences aren't severe. Describe the form your overwhelming power takes and choose 2. On a 7-9, it isn't as powerful as you hoped, or the consequences are dire, choose 1.

- The overwhelming power does not create a nasty side-effect
- You do not lose 2d4 HP as the magic tears through your body
- Your sorcery affects a larger area or more targets than usual
- You heighten your power even more and take an additional +1 on your next Sorcery roll.