

NAME

LOOK

Names: Asim, Aziza, Ubaid, Abasi, Abayomi, Quisa, Rabiah, Rameses, Rashida, Rashidi, Jibade, Jumoke, Kafele, Kakra, Kambythet, Kaphiri, Nafretiri, Nafrini, Nafrit, Lisimba, Luzige, Madu, Masika, Maskini, Panahasi, Rehema, Remmao, Saa, Sabah, Sabola, Sagira

Aroma Of: Ancient Herbs, Befouled Flesh or Perfumed Meat
Dark Gray Skin, Leathery Brown Skin or Paper Thin Skin
Wrapped in: Fresh Applied Bandages, Dried Yellowing Linin, Soiled Cloth Strips or Nothing Covering The Flesh

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

ALIGNMENT

☐ NEUTRAL

Learn of the world's history and all that has transpired since you were first entombed.

☐ LAWFUL

Punish those who would defile the laws of mortals and gods.

☐ EVIL

Do unto those who you mistrust.

COURT STATUS

☐ ROYAL SORCERER

Once per session you can reroll a single dice when rolling for Invoke Heka.

☐ VISCOUNT

You get to pick any two extra pieces of starting equipment from the gear section.

☐ EMISSARY

You gain a +1 to all Defy Danger rolls when using charm and social grace.

☐ LECTOR PRIEST

You use +WIS instead of +INT for Invoke Heka, Parley and Spout Lore.

BONDS

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

_____ is captivated by my skills in Heka.

_____ is a sorcerer like myself, but their magic is different than mine. Perhaps I could learn from them?

There is no hope for _____ so long as they use their might instead of magic.

STARTING MOVES

EMBALMED AND ENTOMBED

You served as a great sorcerer and advisor in a kingdom nestled away in the heart of a now forgotten realm. You served your kingdom greatly and loyally until the end of your days. As your status demanded, you were embalmed, mummified and entombed in a burial temple so that you would enjoy a peaceful and undisturbed rest for all eternity as a reward for your faithful service.

It became apparent that eternity doesn't last nearly as long as one would expect when ambitious adventures cracked open your tomb and found you. They soon fled screaming once you sprang to life seconds later. Your ancient kingdom is gone and has faded beneath the sands. Without an obligation to your home, you have now set off into the world to spend the rest of eternity as a wandering sorcerer.

INVOKE HEKA (INT)

Whenever you would invoke the ancient art of Heka, roll +INT. *On a 10+, you choose one of the following sorceries to invoke as you channel Heka through you. *On a 7-9, as above, but the invocation of Heka causes chaos or distracts you from your surroundings:

- Shattering Blast: Deal your damage to anyone in the Near distance.
- Seeking Malice: Deal your damage -1 to anyone in the Far distance.
- Soul Crush: Deal your damage +1 to anyone in the Hand distance.
- Mend Flesh: Heal damage on a living person equal to your damage roll +1.
- Restore Features: Heal damage on an undead equal to your damage roll.
- Shade of Yearning: Briefly conjure up an image of what someone desires.
- Magnificent Garb: Have your clothes appear as any outfit until you use this move again.
- Gift Enhancement: A weapon you touch gets +1d4 forward to its next damage roll.
- Barrier Runes: So long as you don't move from where you casted this sorcery, you and anyone within the Close range of you get a +2 ongoing to armor.
- Uncanny Insight: The next time you would make a Spout Lore roll of 7+, you can ask about two topics instead of one.
- Rushed Reverberate: Have the effects of the next spell that targets you instead affect someone of your choice and someone of the GM's choice that are in range of the spell.

MORTAL TOOLS ARE BENEATH ME!

You get a -1 to all damage rolls made with physical weapons and a +1 to all damage rolls made for Invoke Heka.

UNLIVING

You are unaffected by all the constraints of living creatures, with no need to sleep or eat rations to heal damage. Healing magics of the living harm you instead of heal you. You cannot make Last Breath rolls and are simply destroyed when you reach 0 HP.

Current damage roll with all modifiers for Invoke Heka:

THE ENTOMBED SORCERER

LEVEL XP

GEAR

Your load is 5+STR. You start with robes of the high court (worn, 0 weight).

Choose your catalyst for invoking Heka:

- ☐ Chanter's scepter (reach, two-handed, add +1 to all damage rolls made with Invoke Heka, 3 weight)
- ☐ Blackglass wand (At the start of each session this item Holds 2. You may spend this Hold to reroll a damage dice rolled for Invoke Heka. Any unspent Hold this item has at the end of the session is lost, 2 weight)

You were known for:

- ☐ Being an endless font of knowledge (+1 to all Spout Lore rolls)
- ☐ Being a passionate orator (+1 to all Parley rolls)

ADVANCED MOVES

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

☐ IMBUED WITH HEKA

Increase your damage dice to a d6.

☐ INSTILLED WITH HEKA

Replaces: Imbued With Heka, Level 5 or higher.

Increase your damage dice to a d8.

☐ EMBALMED FAMILIAR

If you spend an entire day, 100 coins and possess a dead animal, you can mummify the creature and keep it as a familiar. Its mummification makes it too frail to fight, but you get a +1 ongoing to all Invoke Heka rolls while the familiar is within the Close distance of you. You can only have one familiar at a time.

☐ FAVORED SORCERY

Choose one of the options from the Invoke Heka move. Whenever you roll for Invoke Heka, and you are casting that option, you can add +1 to the roll.

☐ ACCOMPLISHED MAGICIAN

Choose any one spell from another class whose level is less than yours and add it to the list of spells from Invoke Heka.

☐ RAVELED IN THE STUFF

You start with bandages (slow, 3 uses, 0 weight). At the end of each session, replenish any spent uses of any bandages you are carrying.

☐ TENDING TO THIS FRAIL BODY

Bandages heal an additional 1d6 damage when used on you.

☐ A LIFETIME AGO

Whenever you would roll a 10+ on a Spout Lore roll about the kingdom you served long ago you get a +3 forward to your next roll and, if you roll a 12+, you also get to mark an XP.

☐ LEARNED IN CURSES

Add the following options to the Invoke Heka list:

- Eye for an Eye: You can deal your damage +2 to the next foe who damages you.
- Vocal Larceny: The victim of this sorcery can't speak or make any vocal noises until you use Invoke Heka again.
- Conjure Pests: A swarm of lesser rodents and bugs start flowing over the area until you use Invoke Heka again.
- Devastating End: You cast this sorcery on a dying creature and it detonates into a pillar of flames. Further effects may vary at the GM's discretion.
- Feastless Famine: Food and plants near you immediately spoil.
- Uncaring Torment: Deal your damage to everyone in the Near distance.

☐ ARCHIVIST

Whenever you spend downtime in a civilized settlement you may select any Route, Cantrip or spell that is otherwise free for any class to prepare as part of their spell selection and add it to your list of options for Invoke Heka.

Choose one:

- ☐ Scrollworked cane (close, 1 weight)
- ☐ Embalming fluid (undead heal 1d6 damage, 4 uses, 1 weight)
- ☐ Bag of books (5 uses, 1 weight)
- ☐ Antique rings (0 weight)
- ☐ 25 archaic coins

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

☐ FUELED BY HEKA

Replaces: Instilled With Heka, Level 8 or higher.

Increase your damage dice to a d10.

☐ SECOND TO NONE IN THE SECRET ART

Requires: Fueled By Heka

Add +2 to all damage rolls.

☐ A SORCERER WITHOUT PEER

Requires: Second To None In The Secret Art and Level 8 or higher

Add +2 to all damage rolls and all damage rolls you make have the Forceful tag.

☐ I KNOW HEKA BETTER THAN I KNOW MYSELF

Replaces: Favored Sorcery

Choose three of the options from the Invoke Heka move. Whenever you roll for Invoke Heka and you are casting one of those options, you can add a +1 to the roll.

☐ MASTER OF THE SECRET ARTS

Choose any one spell from another class whose level is less than yours and add it to the list of sorceries from Invoke Heka.

☐ CARRIER OF ANCIENT SICKNESSES

Whenever you would deal damage to a foe with a physical weapon you may choose any poison from the main rulebook to be inflicted upon the damaged foe.

☐ COMBINED HEKA

Whenever you roll a 12+ on Invoke Heka you can choose three sorceries to invoke instead of one.

☐ COLLEAGUES IN MAGIC

Requires: Archivist and Accomplished Magician

Get two moves from another class that can cast spells.

☐ TEACHER OF THE LOST ARTS

So long as you have this Advanced Move, any of your companions may take Invoke Heka as an Advanced Move in place of any Advanced Move they would normally gain.

☐ CREATE LESSER MUMMY

Requires: Raveled In The Stuff and Embalmed Familiar

You can infuse your Heka into a dead body you have ceremoniously prepared over several hours. Treat it as your character but with access to only the Basic Moves and the Unliving Starting Move. The mummy has a +1 modifier for all stats, 1 HP, and uses your damage dice. You can have a number of mummies under your control up to your level at any one time. Mummies only ever leave your control when they are destroyed or you dismiss them.