

NAME

LOOK

You once were like them, optimistic and blind. You were oblivious to the truth that lurked in the stars. Whether it was ambition, greed, or sheer luck, you somehow made contact with an incredible being from far beyond our ken. You were touched by it and filled with immense power...a power that threatens to drown the world in madness.

Sunken Eyes, Blackened Eyes, Wild Eyes
Bald Head, Slicked Hair, Long Hood
Cultist Robes, Tattered Suit, Pulsing Tattoos
Asymmetrical Body, Corpulent Body, Unnaturally Perfect Body

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

☐ **FEARMONGER**

Spread true horror using your actions and appearance.

☐ **FITTING IN**

Play yourself off as a normal member of society after doing something horrible or terrifying.

☐ **INCUBUS**

Sway an innocent person to your patron's ideology.

☐ **REDEMPTION**

Save someone or something despite your patron's urgings.

STARTING MOVES

GIFT OF THE STARS

Your patron smiles upon you, changing your body to combat your foes. **When you call on your patron to twist your body into a horrific shape**, roll+CHA. *On a 10+, choose 2 aberrations. The change will last for a short time (or until the end of a battle). While mutated, your class damage becomes d6. *On a 7-9, also choose one:

- The aberration lasts far longer than it should, horrifying anyone who sees it
- The transformation is horribly painful; take d4 damage
- Your aberration only lasts for a quick moment. After that, you may not use this move again until you can rest for some time.

Aberrations:

- Tentacles (reach)
- Bone Spines (thrown, near, take d4 damage when you would reduce your ammo)
- Cruel Hooks (messy)
- Fine Claws (precise)
- Unholy Strength (+1 damage)
- Crushing Impact (forceful)
- Razor Spikes (piercing 1)
- Your Patron's Unique Gift

UNKNOWABLE MASTER (CHA)

At any time, you may ask the GM, "What would my patron have me do?" The GM will answer honestly, giving cryptic advice on how to carry out the demands stated. Take +1 Forward when acting on this advice. If you reject their advice or hesitate when the opportunity presents itself, you anger your patron. Your flesh is warped and you are marked as a failure until you can reaffirm your loyalty.

WHISPERED MADNESS (CHA)

When you choose a nearby sentient creature and whisper in an alien language to it, roll+CHA. *On a 10+, you shatter their feeble sanity until you leave their presence. Choose one. *On a 7-9, pick one, but it wears off quickly. *On a 6-, the GM chooses one to apply against you.

- Whip the target into a frenzy so that they attack everyone nearby.
- Makes the target incredibly frightened so that they run screaming.
- Make the target drop their weapons and begin babbling incoherently.

WE ARE LEGION (CHA)

When you enter a place of civilization for the first time, roll+CHA. *On a 12+, the cult of your patron is flourishing and holds several positions of power. *On a 10+, they are lacking in power, but are still established. On a 7-9, they are struggling. The more power a local sect has, the more they are able to assist you in carrying out your patron's will...

PATRON

Choose your race, then choose the patron that has blessed (or cursed) your existence...

☐ **THE LORD OF STARS**

Cultists of the Lord of Stars can easily pass themselves off as "holy."

When you roll a 7-9 on We Are Legion, treat it as a 10+. Also gain the "Body of Light" aberration. Lord of Stars cultists seek to rise in power and corrupt from within.

- Body of Light (burning, blinding)

☐ **THE LIFEGIVER**

The Lifegiver spreads his gifts to all. **When you use the Gift of the Stars move and roll a 7-9**, choose a creature that you can see. That creature also gains your aberration and suffers your consequence. Also gain the Urge to Meld aberration. Lifegiver cultists seek to spread their patron's unique "gifts" to all.

- Urge to Meld (when you kill something, gain CON hit points)

☐ **THE WHISPERER OF SECRETS**

The Whisperer knows all. **When you look deep into someone's soul**, you may pull their darkest secret from them. Whisperer cultists are brokers of knowledge; they seek to learn that which is unknowable.

BONDS

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

_____ is altogether sane. How?

_____ is on the breaking point of madness.

_____ once fought the agents of my patron.

_____ believes me to be a rambling fool! They will know the truth soon enough...



THE VOIDTOUCHED

LEVEL XP

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a token of your patron that you cannot get rid of (0 weight). Describe it. You start with something else. Choose 2:

- ☐ A sacrificial dagger (hand, close, 1 weight)
- ☐ Light leather armor (1-armor)
- ☐ Knowledge of a cult near you
- ☐ A token of your former life (use once per day to heal d4, 0-weight)
- ☐ A tome of forbidden knowledge (as a bag of books once per day, take d4 damage per use, 1-weight)

ADVANCED MOVES

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

☐ FORCE OF PERSONALITY

When under the effects of the Gift of the Stars move, you may Hack and Slash with CHA instead of STR.

☐ CONSORT OF SHADOWS

When you use Gift of the Stars, instead of choosing aberrations, you may manifest the form of the Shadow-Walker. Shadows seem to spread from your body. As long as this aberration affects you, most people shrink from you and try to avoid you.

☐ HELLFIRE FROM ABOVE

When you use Gift of the Stars, instead of choosing aberrations, you may manifest the form of the Star-Shaker. The veins in your neck and face grow black and seem to pulse as you speak. When speaking to a crowd, you find it easy to scare them senseless.

☐ THE PERSON I USED TO KNOW

Take a move from another class that nobody else is using. Treat your level as one lower for choosing it.

☐ BROKER OF NIGHTMARES

You learn the language of the aberrants, and can now speak with and Parley with them.

☐ THE SPACE BETWEEN STARS

Choose a patron besides your own. You gain their aberration as well. In addition, when you use Gift of the Stars, your damage die becomes d8.

☐ TERRIFY

When you scare someone into doing something, roll+CHA. *On a 10+, choose 3.

*On a 7-9, choose 2.

*They'll never speak of what they've done.

*They'll go above and beyond the call of duty.

*They'll escape the notice of anyone not directly involved.

*They'll tell you immediately if anything goes wrong, such that you'll have enough time to act.

☐ RESIST THE UNKNOWNABLE

If you take this move, you cannot take Loyal Worshipper.

When you help someone cope with their madness, your own madness is less of a burden. You may ignore your patron's commands and advice until the next time you commune without consequence.

☐ LOYAL WORSHIPPER

If you take this move, you cannot take Resist the Unknowable.

When you throw a settlement into panic, your patron smiles upon you. The cult in this settlement grows stronger, rising into more positions of power. If you leave and come back later, the cult will have a much stronger presence, and will lavish gifts upon you for what you have done.

☐ IT IS A GOOD PAIN!

When you take damage, you may take an additional d4 damage to gain an additional aberration.

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

☐ CONSORT OF SHADOWS

When you use Gift of the Stars, instead of choosing aberrations, you may manifest the form of the Nightmare-Bringer. Your fingers grow distended and withered. When you touch a person's temple, skin-to-skin, you appear in their nightmares as a horrible creature, and can implant a suggestion or Parley whilst there.

☐ THE CHOSEN

Choose one of the aberrations. You permanently gain this trait. As a chosen, the local cults will show you more respect, and will do large tasks without asking for favors, as long as they think it furthers your patron's agenda.

☐ AMBITION FULFILLED

When you encounter an overly-ambitious person, you may use the gift of your patron as leverage, as long as you pitch it the right way. When asked to pay up, you do so; that person feels the might of your patron. However, after they fulfill your request, they will soon mutate, either mentally or physically. Either way, everyone close to them will know you had a hand in it.

☐ THESE MEMORIES ARE NOT MINE

Take a move from another class that nobody else is using. Treat your level as one lower for choosing it.

☐ FACE OF MADNESS

When you roll a 6- on Whispered Madness, you can still choose an option as if you rolled a 7-9 (you're still also affected by an option).

☐ TWISTED PERFECTION

From now on, when you use Gift of the Stars, choose 4 aberrations instead of 3.

☐ THROW OFF THESE SHACKLES

Requires: Resist the Unknowable

When you help remove a local cult, you become a force of good in the area. Darkness and pain seep away and your patron's influence dwindles. However, neither the cult nor your patron will be happy about it. When you leave the area, mark experience.

☐ AVATAR OF MADNESS

Requires: Loyal Worshipper

When you corrupt an important official, you become a force of darkness in the area. Your patron's influence grows, corrupting the wildlife to be more feral and changing the citizens to be more vicious and cruel. With enough time and help, rituals to bring your patron to this world begin. When you leave the area, mark experience.

☐ TWISTED REFLECTION

When you craft a monster out of a target's shadows, roll+INT. *On a 10+, the creature is bound to your target and will hound it until either one is dead. Strikes from the beast do no damage, but torment the target's mind instead. *On a 7-9, the shadowbeast is unstable, flickering in and out of reality before eventually disappearing for good. *On a 6-, the beast is a too-real image of your target; it attacks you instead.

☐ POX

When you linger in a place of civilization, your patron's influence will begin to creep into the real world. Sickness spreads and the populace becomes more shift and angry. Stay long enough and the city itself will twist and change. The only way to reverse this is to leave. Using this move can be a very, very powerful source of leverage to the right person.