



THE ANOINTED

No mere bystander, you bear the chilling weight of secrets glimpsed beyond the mortal veil. Driven to unearth truths others fear to speak, you pierce hidden realities, forever marked by the burden of a destiny not your own. Remember, ignorance may seem like bliss, but the knowledge you wield is a double-edged sword. Choose wisely, Anointed.

THE ANOINTED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

VEIL OF THE COSMOS

When you probe someone to uncover hidden motivations, take +1.

Starting Treasures: Esoteric Knowledge, Toll the Dead, and Mastercraft Weapon.

Signature Move: You start with the Cosmic Revelation move.

COSMIC REVELATION

When you expose a mortal's mind to the incomprehensible vastness of divine knowledge, roll Awe. On a 10+, choose two. On a 7-9, choose one:

- They answer your questions with unflinching honesty.
- They remain coherent after the revelation.
- You gain deeper insight into their psyche.

On a 6-, the GM decides their traumatic reaction.

○ GIFTED: With *Undeniable Presence*, you can ask an additional question on a hit.

VEIL OF PORTENTS

When you analyze potential outcomes and make decisions based on nuanced predictions, take +1.

Starting Treasures: Truesight, Undeniable Presence, and Mastercraft Armor.

Signature Move: You start with the Fractures of Possibility move.

FRACTURES OF POSSIBILITY

When you reach into the threads of time, describe what you seek to witness, then roll Magia. The vision unfolds as a prismatic web of potential. On a 10+, you see one clear future. Take +1 ongoing as you navigate its contours. On a 7-9, the vision blurs, you catch fragmentary glimpses – take +1 forward when you act on these insights.

On a 6-, the timestreams fracture around you. The GM describes a prophecy that promises as much danger as hope, leaving you with more questions than answers.

VEIL OF SHADOWS

When you attempt to understand movement patterns and hidden connections, take +1.

Starting Treasures: Uncanny Senses, Ghostly Footfalls, and Mastercraft Tool.

Signature Move: You start with the Unfolding Route move.

UNFOLDING ROUTE

When you divine someone's path through arcane signs and mystical portents, roll Insight. If you possess an item or token connected to your quarry, take +1 to your roll.

On a 10+, you unveil a precise tapestry of movement: their current location, likely destination, and a significant detail about their recent journey. On a 7-9, you catch fragmented glimpses: either their current whereabouts, recent path, or a cryptic hint about their next move.

On a 6-, you receive only whispers – tantalizing but frustratingly incomplete fragments that demand further investigation.

○ GIFTED: With an *Awakened Companion*, you can simultaneously track and pursue other objectives while divining their path.

BACKGROUND QUESTIONS

- You had a vision, dream, or experience that shattered the veil of reality for you. What secrets did you witness?
- The weight of your knowledge can be crushing. How do you carry this burden?
- Unraveling hidden truths can lead down perilous paths. How far are you willing to go in your pursuit of knowledge?
- Who else shares your belief in the message you carry, or walks a similar path in search of hidden truths?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Reveal uncomfortable truths even when silence would be safer.
- Sacrifice personal comfort to preserve important knowledge.
- Shield others from truths they aren't prepared to handle.

Drive (pick 3):

- Share an unwelcome truth.
- Guide someone else's revelation.
- Interpret a prophetic sign.
- Make a sacrifice for truth.
- Preserve forbidden knowledge.

ADVANCED MOVES

At character creation, pick 2.

DIVINE RETRIBUTION

When you **Clash in Battle** against someone you know has committed an egregious offense, on a hit, you strike true, and they cannot easily escape your judgment. On a 7-9, you still expose a vital weakness or create an opportunity, even if you don't fully prevail.

- GIFTED: If you wield a mastercraft ranged weapon, you can choose to capture the target instead of inflicting harm, bringing them to face the consequences of their actions.

LIMINAL SHADOW

When you choose stillness, you fade from mortal perception. People may pass through your space, touch you, or speak nearby without registering your existence.

Any deliberate movement instantly breaks this invisibility, causing those around you to suddenly become aware of your presence.

- GIFTED: With Ripple in the Crowd or Ghostly Footfalls, you can make minor movements without revealing yourself.

DEATH MOVE

When you **die**, the veil shatters and ultimate truth floods your consciousness. Choose three pieces of hidden knowledge you've carried. Those present experience these truths as undeniable visions. Each witness holds 1-Truth. They can spend it during a crucial moment to gain perfect insight about their situation, as if rolling a 10+ on Recall Information. This vision carries your voice and perspective, but burdens them with 1 pressure as the weight of revelation takes its toll.

APOTHEOSIS

When you **consume Godlfesh**, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your knowledge takes physical form. Make three statements of absolute truth – each manifests visibly, becoming undeniably real to all who witness it. These revelations can reshape the physical world, expose deceptions, or force understanding upon others.

Consequences:

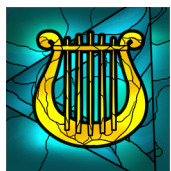
- Your body changes significantly.
- You take 1 pressure on a 13+ when you Recall Information.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you **Figure Someone Out**.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____ witnessed my first brush with divine revelation..
- _____ helps ground me when the weight of knowledge becomes too heavy.
- A vision showed me that _____ plays a crucial role in what's to come.
- _____ reminds me of who I was before my awakening.



THE FABLE

Kings tremble, and shadows bow, all before your captivating tales. Lies spin the truth, whispers ignite reality, and fate kneels to your silver tongue. Craft your narrative, shape destinies, and leave your mark on the world, one story at a time. Remember, Fable, even the most enchanting performances can hold hidden thorns.

THE FABLE'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

VERSE OF THE BEWILDER

When you swindle people to glean new information, take +1.

Starting Treasures: Guileful Grace, Eloquent Charmer, and Masterwork Armor.

Signature Move: You start with the Fascinate move.

FASCINATE

When you make eye contact to create a hypnotic effect, roll Awe. On a hit, the target falls under your influence, unable to move away or break eye contact. On a 10+, you can move around while maintaining the effect, but it ends if the target loses sight of you. On a 7-9, You must maintain direct eye contact.

VERSE OF THE CARNIVAL

When you read the mood and identifying the motives in a social event, take +1.

Starting Treasures: Awakened Companion, Flow State, and Masterwork Weapon (close).

Signature Move: You start with the Masquerade move.

MASQUERADE

When you integrate into a social gathering where you wouldn't normally belong, roll Magia. On a 10+, everyone assumes you're a natural part of the scene, whether a worker, server, or guest. On a 7-9, you'll need to do something to make it look like you belong. On a 6-, unexpected drama or obligations ensnare you, unless you want to blow your cover.

○ GIFTED: With *Guileful Grace*, take +1 for this roll.

VERSE OF THE REVELER

When you wield your social acumen to influence a crowd, take +1.

Starting Treasures: Enigma Engine, Inspiring Radiance, and Masterwork Instrument.

Signature Move: You start with the Bacchanalia move.

BACCHANALIA

Any festive gathering you join becomes exponentially more exuberant. Food and drink don't run out for the duration. When you attempt to influence the gathering with your own agenda, roll Resolve. On a 10+, people follow your lead, captivated by the heightened atmosphere. No one resists your suggestions directly. On 7-9, you can sway a few key individuals or temporarily calm a tense situation.

○ GIFTED: With a *Masterwork Instrument* you can start a revelry almost anywhere with just a few people.

BACKGROUND QUESTIONS

- Your captivating narratives haven't always had the intended effect. What did you learn from this experience?
- Not everyone is equally susceptible to your charms. Who are those that are particularly swayed by your stories?
- Do you believe in the power of truth, even when it's inconvenient or unpopular?
- What motivates you beyond the thrill of a captivating performance?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Act with dramatic flair even in dire circumstances.
- Help someone tell their story who normally stays silent.
- Step back to let someone else be the hero.


Drive (pick 3):

- Turn rivals against each other through clever words.
- Make someone question their loyalties.
- Learn a new form of artistic expression.
- Make someone powerful look foolish.
- Win over a hostile audience.

ADVANCED MOVES

At character creation, pick 2.

RALLYING CRY

When you **Provide Support**, you may roll  Awe instead of Bonds. If you do, on a hit, they take +2 instead of +1 to their next roll.

○ GIFTED: Your Inspiring Radiance is especially effective. The first time you provide support in a session, they gain a thread on any hit, not only on 10+.

SERENDIPITY

Fate smiles upon you, always guiding you through minor mishaps. Puddles miraculously vanish, rooms at crowded inns appear, and you effortlessly catch the attention of the right person. Minor threats tremble before your fortunate spirit. Any attack dealing only 1 damage (before armor) glances harmlessly off, leaving you unscathed.

DEATH MOVE

Death holds its breath. When you die, you steal the spotlight one last time. Weave a heart-wrenching monologue, strum a defiant song, or unleash any artistry that captivates the audience. During this performance, Recall Information, Sway Someone, and Provide Support awarded Godlike results, and your signature move guarantees a 10+. The captivated audience, including enemy characters, freezes until the performance ends. Take your final bow, Fable, for as the last note fades, the curtain falls.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You reach into the hearts of everyone present and lay bare their emotions. While they experience perfect empathy, you can see each person's greatest desire or goal. Choose one of them and will it into being – a great play, a painting – you make it real.

Consequences:

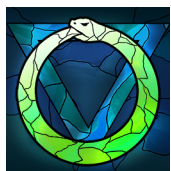
- Your body changes significantly.
- People flock to you wherever you go.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when Swaying Someone.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____ reminds me of a character from my favorite tale, for better or worse.
- I share a secret with _____ that could ruin both our reputations.
- My stories about _____ have made them more famous than they realize.
- I'm trying to change the ending of _____'s personal story.



THE HARRIER

The world's flaws itch at you, and you see the potential for growth hidden beneath. You nudge, prod, and even force change, knowing progress can be messy and unwelcome.

Embrace the chaos, Harrier, but remember: growth has consequences. Are you ready for the world you unleash?

THE HARRIER'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

ADAPTIVE MOMENTUM

When you gain the trust or confidence of others through your appearance or demeanor, take +1.

Starting Treasures: Undeniable Presence, Fluid Form, and Mastercraft Tool.

Signature Move: You start with the Living Canvas move.

LIVING CANVAS

Your appearance is a constantly adapting canvas, allowing you to seamlessly blend into any social situation. Your hair, makeup, and clothes shift and reform to be perfect for the given occasion, from casual to formal. Mimicking a recognizable uniform or outfit results in a mostly convincing appearance, but always with minor, telltale flaws.

○ GIFTED: With *Mimic Shroud*, you can use Living Canvas to convincingly resemble a specific person, including their outfit.

CHANGING MOMENTUM

When you exert influence over groups or organizations, take +1.

Starting Treasures: Mimic Shroud, Mark of the Order, and Mastercraft Weapon (ranged).

Signature Move: You start with the Catalyst move.

CATALYST

You fabricate a small but significant object or event designed to nudge a situation in a desired direction. This could be a forged document, a strategically placed item, or a carefully crafted rumor. Describe the catalyst and its intended effect. It works perfectly once.

○ GIFTED: With a *Enigma Engine*, the Catalyst works perfectly the first time. Afterward, you can use the object two more times, but each use requires you to **Steel Your Nerves**. On a success, the Catalyst functions, but you must describe an unforeseen complication that arises. On a failure, the Catalyst backfires, creating a new problem.

CRITICAL MOMENTUM

When you force a confrontation or create a high-stakes situation, take +1.

Starting Treasures: Enigma Engine, Sigil of Command, and Mastercraft Armor.

Signature Move: You start with the Calculated Risk move.

CALCULATED RISK

You present a daring plan, one that demands sacrifice but promises great reward. Instead of rolling **Plead Your Case**, each member can choose to take 1 unhealable damage (ignoring armor) to embrace the risk, granting them +1 ongoing to all rolls related to the plan. This ongoing bonus lasts until you all rest, at which point the damage is healed.

If you present the plan at the Haven, you can shoulder the risk yourself, taking 2 unhealable damage (ignoring armor) to grant the entire band the +1 ongoing bonus. This also lasts until you all rest.

BACKGROUND

QUESTIONS

- You witnessed an injustice, a stifling stagnation, or a missed opportunity for growth that compelled you to take action. What was this event?
- Those comfortable with the current order brand you a villain. How do you handle this label?
- Even in your relentless pursuit of change, are there lines you refuse to cross?
- What does a world sculpted by your vision look like?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Challenge stagnant traditions that harm more than help.
- Create chaos to reveal hidden truths and opportunities.
- Force growth through controlled destruction.

Drive (pick 3):


- Create an opportunity where others see only obstacles.
- Plant seeds of doubt in a follower of tradition.
- Take the blame for chaos that leads to growth.
- Turn a defender of order into an agent of change.
- Reveal the cost of maintaining false peace.

ADVANCED MOVES

At character creation, pick 2.

DANCE WITH DANGER

You're comfortable in dangerous situations. When you **Steel Your Nerves** to perform a risky action – sneaking, picking locks, or anything that puts you on the line – take +1.

○ GIFTED: With *Prestidigitation*, you can manipulate fate itself. Instead of the +1, roll  Magia.

THE VANISHING ACT

When you leave the scene of your own mischief, you slip away unnoticed. You're not invisible, but everyone's attention seems to be elsewhere.

○ GIFTED: With *Animal Form*, you can take a small souvenir with you as you depart. Its usefulness will become clear later.

DEATH MOVE

When you die, your restless spirit refuses to fade quietly. You become a catalyst, rippling outward to shake the foundations of order. Name one pillar of power, tradition, or belief that your passing will ultimately destroy. The GM will weave its inevitable collapse into the world's story. As your body fails, it dissolves into a swarm of glowing butterflies that scatter to the winds. Those touched by them find themselves forever changed, questioning the chains that bind them. Your death marks not an end, but the beginning of transformations you always fought to create.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You become a nexus of pure chaos. Name something that has long resisted change – a tradition, a hierarchy, or an immutable law. Describe how your presence unravels it completely, creating a chain reaction that forces everyone to adapt or break. Your allies can ride this wave of transformation, but your enemies must face its full destructive force.

Consequences:

- Your body changes significantly.
- You draw hostile attention from those who maintain order.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when trying to **Provide Support** or **Plead Your Case**.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____ helped me escape after I caused necessary chaos.
- _____ saw through my deception but kept my secret.
- My actions accidentally destroyed something precious to _____.
- I trust _____ to tell me when I've gone too far.



THE HAUNTED

Death's whispers haunt you, its secrets etched on your soul. You offer comfort and fear in equal measure, understanding the finality and beauty death holds. Memories of the departed cling to you like spectral tendrils, a burden both chilling and profound. Tread carefully, Haunted, for the secrets you carry are heavy indeed.

THE HAUNTED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

BOUND BY GUILT

When you discern the truth behind lies and deception, take +1.

Starting Treasures: Walking Corpse, Whispering Despair, and Mastercraft Weapon (choose: reach, or ranged).

Signature Move: You start with the Scales of Judgment move.

SCALES OF JUDGMENT

When you weigh the guilt or regret in someone's heart, roll Resolve. Declare your accusation or suspicion and study their soul. On a 10+, you discern the truth of their guilt or the depth of their remorse. On a 7-9, you sense the burden they carry, but the specifics remain clouded.

If they are innocent or bear no regret, you learn what truly weighs upon their conscience.

○ GIFTED: With *Toll the Dead*, you also gain insight into how they might atone for their misdeeds or find peace from their regrets.

BOUND TO MEMORIES

When you delve into the past, uncovering secrets or lost knowledge, take +1.

Starting Treasures: Psychometry, Shapechanger, and Mastercraft Tool.

Signature Move: You start with the Whispers from Beyond move.

WHISPERS FROM BEYOND

When you commune with the dead to seek answers, roll Awe. On a 10+, ask two questions. On a 7-9, ask one. On a miss, the spirit resists, you may take 1-pressure to compel them to answer, or accept their silence.

Having the deceased's remains grants you Favor when rolling. Contacting spirits remotely requires that you spend a thread .

○ GIFTED: With *Walking Corpse*, treat a 7-9 result as a 10+.

BOUND TO SILENCE

When you inspire fear or awe in others, causing them to hesitate or falter, take +1.

Starting Treasures: Ripple in the Crowd, Unquenchable Flame, and Mastercraft Armor.

Signature Move: You start with the Glimpse of Mortality move.

GLIMPSE OF MORTALITY

When you unleash the chilling echoes of mortality upon a small group, roll Prowess. On a 10+, the group is paralyzed by existential dread for the scene, lost in visions of their own demise. On a 7-9, the group is shaken and stunned, giving them pause for a minute or until someone snaps them out of it.

○ GIFTED: Using *Shapechanger* to take on an animal form, the group is likely to flee in terror.

BACKGROUND

QUESTIONS

- What brush with death irrevocably marked you?
- Your connection to the departed can be isolating. Do you seek solace in solitude, or struggle with the weight of the dead's pleas and memories?
- Your brush with death fundamentally changed your view on life. What changed?
- Despite your connection to the dead, an unlikely ally trusts you. Who is this person, and why do they believe in your ability to bridge the veil?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Bridge the gap between the living and dead.
- Find beauty in endings and help others accept death's role in life.
- Act as death's witness, marking significant endings.

Drive (pick 3):

- Help someone make peace with a departed loved one.
- Honor a dead person's unfulfilled wish.
- Face death to protect someone who fears it.
- Turn a place of death into one of remembrance.
- Mark a significant transition with proper ceremony.

ADVANCED MOVES

At character creation, pick 2.

KINDRED SPIRITS

You transform the fear of death into a celebration of life. Anyone who shares a drink, smoke, or other celebratory act with you heals 1 damage during your first toast. If they offer you a gift (drink, promise, food—your choice), they heal 2 damage instead.

○ GIFTED: With *Aura of Dread*, you can switch it to *Aura of Celebration* at will.

THE REAPER'S GAME

You can challenge anyone to a contest of skill, setting the terms (including stakes up to and including death). If they accept, the challenge is magically binding. Never challenge a Haunted when death is the wager.

SPECTRAL GUIDANCE

You are attuned to the lingering echoes of the departed. When you assess a tense situation, you can consult the spirits present, asking them questions as if they were living witnesses.

DEATH MOVE

When you die, the emotional weight of every loss and grief you've carried surges outward as a spectral weapon. Enemies near your body are overwhelmed by an intense wave of unresolved pain. Your final moment becomes a devastating act of protection, turning your accumulated sorrow into a force that shields those you care about. The site of your death becomes hallowed ground, marked by an unnatural stillness.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

In a moment of divine transformation, you become the bridge between life and death. Describe how you use your connection to death to transform a hopeless situation, suspending the natural order. Your intervention rewrites fate, turning inevitable tragedy into unexpected mercy.

Consequences:

- Your body changes significantly.
- Unresolved spirits are always drawn to you, preventing you from ever truly being alone.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take 1 Pressure on 13+ when you Assess a Tense Situation.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I helped _____ properly mourn a loved one when no one else would.
- _____ reminds me of someone I've lost, and I can't look away.
- I've seen _____ in a moment of profound vulnerability that others missed.
- A ritual I performed long ago created an unexpected link with _____.



THE MAGUS

Arcane whispers ignite your hunger for knowledge, power etched in symbols and secrets. Bend nature's fury, channel divine sparks, or dissect reality itself. But beware, Magus, power's a fickle flame. Each manipulation of fate echoes with consequence. Tread carefully, for brilliance and madness waltz close, and a single spell can shift the balance of destiny.

THE MAGUS' CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

BINDING WEAVE

When you restrict people's movement and manipulating their bodies, take +1.

Starting Treasures: Golem, Masterwork Armor, and Sharpened Intellect.

Signature Move: You start with the Mote of Translocation move.

MOTE OF TRANSLOCATION

When you spend a minute and focus on an object you previously marked, as long as it's in a stationary and safe location, you recall it. If the item is somewhere unfamiliar, in motion, or dangerous, roll Resolve. On a 10+, it's recalled with no issues. On a 7-9, you're disrupted. It arrives at a nearby location. You have a vague sense of where it is. On a miss, it goes somewhere fun and unexpected! You can only recall inanimate objects and the act itself is noisily

○ GIFTED: If you have a *Ritual Kit*, take +1 for this roll.

CELESTIAL WEAVE

When you use your abilities to bolster other's magical powers, take +1.

Starting Treasures: Familiar, Masterwork Weapon (close or ranged), and Shapechanger.

Signature Move: You start with the Counterspell move.

COUNTERSPELL

When you use your power to dispel an ongoing magical effect, roll Insight. On a 10+, you understand the effect well and dissolve it. On 7-9, it's disrupted for a short time but will reactivate later. On a miss, you think you're successful.

HARMONIC WEAVE

When you use your magical forces to innervate the life force of others, take +1.

Starting Treasures: Arcane Resilience, Mark of the Order, and Ritual Kit.

Signature Move: You start with the Invocations move.

INVOCATIONS

You can cast some simple magic that requires little to no effort on your part. Pick three invocations. They do not require a roll.

- Sleight-of-hand • Distract
- Empathize • Illuminate/extinguish
- Move small objects • Lock/unlock
- Other: _____

○ GIFTED: If you have a *Familiar*, it can cast your invocations.

BACKGROUND

QUESTIONS

- What first ignited your fascination with the arcane?
- You once faced the unintended consequences of your magic. What happened? What did you learn from this experience?
- Arcane magic comes at a cost. What toll does your pursuit of power take on you?
- Your arcane talents haven't gone unnoticed. Who is the rival who mistrusts your methods or goals? How did their actions push you to new heights of magical prowess?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Reveal the rational principles behind seemingly chaotic magic.
- Endanger yourself pursuing magical knowledge.
- Solve a problem through magical insight rather than brute force.


Drive (pick 3):

- Uncover the true nature of a divine relic.
- Channel magic beyond your normal limits.
- Clean up someone else's magical mistake.
- Guide someone away from dangerous magic.
- Exchange magical knowledge with a rival.

ADVANCED MOVES

At character creation, pick Thaumaturgy and 1 other.

THAUMATURGY

When you cast a spell, describe how it should work using the effects and cost you're willing to take. Roll  Magia. On 10+, pick 2 effects and 1 cost. On a 7-9, pick 1 effect and 1 cost. On a miss, pick 2 costs and the MC fills in the rest.


Effects:

- Instant casting • Hide something
- Reveal a secret • Deal 2 damage
- Deal 1 damage to a small group
- Communicate impossibly
- Restrict movement

Costs:

- Long casting time • Unwanted attention
- Take 2 damage • Short duration
- Something is hidden from you
- Inflict collateral damage
- Deal an ally 1 damage

EPHEMERAL ENCHANTMENT

When you Sway Someone, you may roll  Magia instead of Awe. If you do, eventually they will realize they were manipulated and will remember this experience.

WHISPERS OF SECRETS

You have a knack for uncovering hidden knowledge, a natural talent for unearthing and retaining knowledge that most wouldn't dare to seek or even know exists. When you recall information regarding secret, dangerous, or obscure topics, take a +1 to the roll.

○ GIFTED: If you have a Mark of the Order, roll with Favor instead of the +1.

DEATH MOVE

In a cataclysmic display, your mortal coil crumbles under the immense power of your accumulated magical treasures. When you die, the raw magic erupts, permanently warping the surrounding land into a reflection of your arcane legacy. Your body is consumed, leaving only a crater echoing with raw magical energy, the surrounding area becomes a testament to your legacy, forever warped by the unleashed magic.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You grasp the intricate threads of fate, pulling on one, severing another, and weaving them anew around your desire. Unleash a spell of legendary proportions, one that bends the course of events and leaves an indelible mark upon reality. Describe the intended outcome of your grand weave.

Consequences:

- Your body changes significantly.
- All Thaumaturgy draws unwanted attention.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Assess a Tense Situation.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I owe _____ for saving me from magical backlash.
- _____ carries an artifact I covet.
- _____ questions my methods but respects my results.
- I dream repeatedly of _____ and fire.



THE PRIMAL

Nature's fury flows in your veins, shaping your body into whispers of leaves, claws of fur, and living earth. Untamed wilds are your domain, their language your tongue, their power your weapon. Embrace life's raw force, defy the gods' hold, and carve your legend in the world's untamed heart.

THE PRIMAL'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

BLOOMING TAPESTRY

When you manipulate plants or crops to create new forms for your advantage, take +1.

Starting Treasures: Guardian Beast, Mockingbird, and Masterwork Armor.

Signature Move: You start with the move **Surge of Life** move.

SURGE OF LIFE

When you tap into your primal essence to accelerate natural healing, roll Magic. On a 10+, clear up to 4 marks across any combination of targets. On a 7-9, clear up to 3 marks. On a miss, you can mark 1 Pressure to clear 2 marks for one person.

○ GIFTED: If you have a *Flourishing Aura*, you can heal an additional mark on a hit.

FEROCIOUS TAPESTRY

When you blend into the environment and stay undetected, take +1.

Starting Treasures: Flourishing Aura, Masterwork Weapon (close), and Uncanny Senses.

Signature Move: You start with the move **Shapeshifter** move.

SHAPESHIFTER

You change your form to that of an animal or plant. For an unremarkable, harmless form, you just do it. When you transform into something formidable, roll Resolve.

On 10+, choose 2. On 7-9, choose 1, on a miss you shift, but it goes wrong. You have 3-power and revert back when exhausted:

- Pick another option when Clashing in Battle.
- Freely communicate with animals.
- Take +1 power when attacking.
- Take +1 power for protection.
- Take a hybrid form.

○ GIFTED: If you have a *Masterwork Armor*, it's still applied while transformed.

WHISPERING TAPESTRY

When you tame and handle animals or manipulate wild creatures, take +1.

Starting Treasures: Elemental, Masterwork Armor, and Unbreakable Resilience.

Signature Move: You start with the **Living Tide** move.

LIVING TIDE

You bring forth a swarm of insects, rats, spiders, or small birds, depending on the available environment, providing ongoing support or distraction. They act as one, following your commands with a hivemind-like collective intelligence. The swarm has 2-power and can be used to inflict damage and assist in other actions. It dissipates when exhausted.

BACKGROUND

QUESTIONS

- Your primal urges clash with human society. What form does your inner struggle take?
- You believe that the advance of civilization threatens the wild places. What emotions does this stir in you?
- A kindred spirit shares your connection to nature. Who are they and what binds you together?
- The wilderness has marked your body in visible ways. How has this transformation shaped your life?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Challenge the boundaries between human and wild.
- Follow instincts despite rational objections.
- Participate in the natural cycles of growth and decay.

Drive (pick 3):

- Heal a wounded landscape or creature.
- Transform at an inopportune time.
- Expose a Divine's violation of natural order.
- Show the beauty in what others fear.
- Restore a landscape corrupted by fallen god-essence.

ADVANCED MOVES

At character creation, pick 2.

BESTIAL FURY

Unleash your inner beast to enhance your close-quarters combat prowess and transform specific body parts like hands, feet, or even teeth, morphing them into claws, fangs, and talons. When you fight up close in melee combat, take 1 overflow ☉.

HUNTER'S FOCUS

You have unwavering focus and keen observational skills. When you assess a tense situation to locate or track someone, you may roll ☞ Resolve instead of Insight. If you do, ask one more question on a hit.

○ GIFTED: If you have Uncanny Senses it will take a remarkable supernatural feat to throw you off the trail.

WILD SPEECH

You can delve into the guttural dialogues of the wild and understand the emotions and basic intentions of local animals and plants. When you assess a tense situation, You can directly ask questions to nearby flora and fauna. while they are terrible conversationalists, they will offer limited yet honest answers within their understanding.

DEATH MOVE

When you die, the wilderness explodes with your final, defiant essence. Your body becomes a catalyst for ecological transformation, dissolving into a living monument that reshapes the surrounding landscape. Ancient seeds burst into impossible growth, dormant creatures awaken, and the land itself transforms into a wild sanctuary that challenges the ordered domains of the Divines. Your death creates a primal ecosystem that bears witness to the untamed spirit you embodied, with creatures and plants emerging as living guardians of your final legacy.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

You become a conduit for nature's raw power. You unleash the fury of the wilds to overcome impossible odds, commanding vines, beasts, and brambles to strike your foes and shield your allies. Your presence becomes a terrifying display of nature's might.

Consequences:

- Your body changes significantly.
- Wherever you go, animals flock to you.
- Reduce your Injuries track by 1
- Your damage penalties start after 2 marks
- Take Disfavor when you Sway Someone or Plead Your Case.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____ treats the natural world with careless disregard, and I must correct this.
- _____ understands the language of the wilds, but I hear them speak it with a clumsy tongue.
- _____ triggers a primal unease within me.
- I've sworn an oath to protect _____ from the dangers of the wilds.



THE SCARRED

Past battles etch your soul, shaping you with the weight of violence. Words fail, diplomacy crumbles, and action roars. But violence is a tool, not a tongue. Each blow is a calculated

echo of experience, etched in scars that whisper potential. Are you shield or storm, Scarred? Choose your path.

THE SCARRED'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

MARK OF THE FORGE

When you examine an enemy to identify weaknesses and vulnerabilities, take +1.

Starting Treasures: Bottomless Bag, Mastercraft Armor, and Mastercraft Weapon (ranged).

Signature Move: You start with the Strategist's Eye move.

STRATEGIST'S EYE

You possess a keen tactical mind to assess the battlefield and gain advantages in combat. When you analyze the situation of the battlefield, roll Insight. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold none or hold 1 and take 1 pressure. Spend a hold to:

- Take 1 damage (ignores armor) instead of a bandmate.
- Grant *Favor* to a bandmate when they clash in battle.
- You or a bandmate choose 1 more option when clashing in battle, even on a miss.

MARK OF THE RAM

When you use obstacles to disrupt enemy movements, take +1.

Starting Treasures: Colossal Might, Mastercraft Weapon (close), and Sigil of Command.

Signature Move: You start with the Breaching the Barricade move.

BREACHING THE BARRICADE

You have an extraordinary ability to push through physical barriers, fueled by your raw strength and momentum. When you move through a barrier that is exceptionally reinforced by magic or unique craftsmanship, roll Prowess. On 10+, you break through to the other side. On a 7-9, you break down the barrier but take 1 damage, ignoring armor. On a miss, choose: you take 1 damage and bounce off the barrier, or take 3 (ignores armor) and manage to blast through it. Your pride suffers as well as your body.

MARK OF SHARPNEEL

When you look through salvage and debris to find useful items or materials, take +1.

Starting Treasures: Mastercraft Weapon (reach or thrown), Mastercraft Shield, and Unbreakable Resilience.

Signature Move: You start with the Makeshift Mayhem move.

MAKESHIFT MAYHEM

You possess a knack for turning almost any physical object into a deadly weapon. This could be anything from a common household item like a playing card or a sturdy cloth to a more substantial tool like an oar. These makeshift weapons are temporary, meaning they are likely to break or become unusable after a single use. Gain 2-power with almost any physical object.

○ GIFTED: If you have a *Mastercraft Weapon*, your improvised weapons gain 1 additional power.

BACKGROUND

QUESTIONS

- A defining battle forged you into what you are today. Who was your opponent?
- The marks of your battles etch beyond your flesh. How do these deeper scars manifest, and how do you manage their influence on your daily life?
- While your combat prowess is undeniable, you possess another unique skill or quirk. What is this unique talent? How does it complement your combat abilities?
- A past battle left you burning with a desire for vengeance. Who wronged you? What drives your need for retribution?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Turn violence into protection.
- Prove your evolution beyond past defeats.
- Transform pain into purpose.

Drive (pick 3):

- Teach someone a lesson through combat.
- Honor an opponent's fighting style or technique.
- Show mercy when victory is certain.
- Use your experience to resolve a conflict peacefully.
- Face a fear born from a past battle.

ADVANCED MOVES


At character creation, pick 2.

BATTLE-TESTED

You bear a mark of your turbulent past. You have an additional box at the front of your Injury track. Mark this box first whenever you take damage. You can mark 4 injuries before taking -1 to all rolls. If you get to 7 injuries you die as usual.


○ GIFTED: If you have a *mastercraft shield*, you can burn it to ignore damage from an attack.

INTIMIDATING PRESENCE

When you sway someone using fear and the threat of impending violence, roll  Prowess instead of Awe, but don't expect them to like you afterward.

○ GIFTED: If you have a *sigil of command*, take +1 when swaying someone.

READ THE FURY

Your exceptional combat prowess allows you to gain insights into recent battles or opponents. When you assess a tense situation where a battle took place, or figure someone out with someone you just fought, roll  Prowess instead of the regular attribute. If you do, You lash out violently or cause unwarranted damage in the process.

DEATH MOVE

When you die, your battle scars ignite with unleashed power. Strike any enemy in sight with your maximum power, marking them permanently with your most defining scar. They will forever see fragments of the battles that shaped you, your final lesson etched into their flesh.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your scars pulse with divine power as every battle you've ever fought merges into perfect clarity. Describe how you achieve an impossible victory through pure martial perfection, turning your accumulated combat experience into a moment of transcendent strength.

Consequences:

- Your body changes significantly.
- You feel every wound that you inflict on others as phantom pain.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- You take 1 pressure on a 13+ when you Clash in Battle or Defend.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____ helped tend to my wounds after a devastating fight.
- I respect how _____ resolves conflicts without violence.
- I'm curious about _____'s unusual fighting technique.
- I've sworn to face _____ in honorable combat someday.



THE SHAPER

Clay, metal, or magic – your hands breathe life into creation. Tools in yours are not just for building, but shaping destinies. Craft wonders or unleash chaos, the world your canvas.

Embrace creation's power, unleash destruction's fury, and leave your mark on every piece you forge.

THE SHAPER'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

COGENT DESIGN

When you spend time in a human-made structure and act according to its nature, take +1.

Starting Treasures: Mastercraft Armor, Mastercraft Tool, and Unquenchable Flame.

Signature Move: You start with the Heart in the Stone move.

HEART IN THE STONE

When you touch an object to project your will into it, roll Insight. On a hit, you understand the nature of the object and anything that might deviate from it. On a 10+, you can control the object beyond its normal means. Take +1 ongoing while inhabiting it.

○ GIFTED: If you have *sharpened intellect* you retain your consciousness while inhabiting the object.

ETHEREAL DESIGN

When you interact with unfamiliar substances to determine their qualities or nature, take +1.

Starting Treasures: Awakened Companion, Sharpened Intellect, and Bottomless Bag.

Signature Move: You start with the Spiritcrafter move.

SPIRITCRAFTER

You carry supplies to prepare remedies for personal use. The stock has 3-power . Mark your stock to enhance your natural physique, gain acute senses, or fight maladies. You cannot clear your stock by regular means.

When you search for materials to resupply your stock, roll Magic. On a 10+, clear all of it. On 7-9, clear 1, and something goes wrong.

UNSEEN DESIGN

When you consult knowledge related to magical phenomena, take +1.

Starting Treasures: Mastercraft Weapon, Golem, and Esoteric Knowledge.

Signature Move: You start with the Enchant Components move.

ENCHANT COMPONENTS

When you enchant an object, describe what it should do, and roll Resolve. On a 10+, it does what you wanted well. On a 7-9, it's functional but has some quirks or hindrances. On a miss, it goes awry and does something unexpected and dangerous. The enchanted object has 2-power and is lost once exhausted.

○ GIFTED: If you have a *Mastercraft Tool*, the object gains +1-power.

BACKGROUND

QUESTIONS

- There was a time when your creative spark felt like a burden rather than a gift. Did this experience dampen your passion, or teach you a valuable lesson?
- You once honed your craft under a patron. Who were they, and what kind of creations did you produce during this time?
- You imbue your creations with more than just functionality. What message or feeling do you hope to evoke with your work?
- You once created something you regretted. How did it impact your approach to shaping the world through your art?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Create beauty from destruction.
- Sacrifice a cherished creation to protect others.
- Reveal hidden potential through your craft


Drive (pick 3):

- Craft a solution that overcome limitations.
- Study an unusual material or technique.
- Share your craft with someone.
- Transform a space to reflect its true potential.
- Expose a hidden flaw.


ADVANCED MOVES

At character creation, pick 2.

HEARTFORGED

When you clash in battle with a mastercrafted weapon that you made, you may roll  Resolve instead of Prowess. If you do, you cannot choose to *resist or avoid their blows*.

INSPIRED TINKERING

When you use your craft to improve a tool someone else is using for the scene, roll  Resolve. On a 10+, they get +1 ongoing when using this tool for the scene, On 7-9, they get a +1 forward for the next time they use this tool.

DEATH MOVE

When you die, your most significant creation becomes sentient, imbued with your essence and driven to complete your most profound unfinished goal. This artifact will seek out your allies or rivals, carrying your creative spirit forward with an intensity that ensures your impact continues to reshape the world even after your final breath.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Your creative potential erupts. You can instantly reshape a single object or environment in a way that defies conventional craftsmanship. Describe how your transformation reveals a profound truth about creation, transcending the object's previous form and showing the boundless potential of your artistic spirit.

Consequences:

- Your body changes significantly.
- Every object you touch subtly changes.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Empower.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- I created something for _____ that went terribly wrong.
- My latest project requires _____ as a crucial collaborator.
- I'm searching for a rare material and _____ might know its location.
- _____ challenges my creative methods, which both frustrates and inspires me.



THE TEMPEST

A tempest brews within, raw power yearning to erupt. Yet, a serene calm lingers in the eye, seeking to understand its own fury. You walk a harsh path of discipline, wrestling with emotions and unraveling human complexities. Control and chaos dance upon a knife's edge. Even the calmest eye can unleash a devastating storm.

THE TEMPEST'S CORPUS

At character creation, pick a corpus. Mark on your playbook sheets the corresponding signature move and list the treasures you receive.

CROWN OF THE MAELSTROM

When you use your speed and momentum to control the battlefield's flow, take +1.

Starting Treasures: Truesight, Arcane Sleight, and Mastercraft Weapon (choose: close, reach, or ranged).

Signature Move: You start with the Whirlwind's Embrace move.

WHIRLWIND'S EMBRACE

When you harness your inner tempest to surge across the battlefield, roll Resolve. On a 10+, your explosive entrance leaves enemies reeling – any ally who engages them acts with Favor. On a 7-9, the force of your arrival staggers both sides – choose an adjacent ally to gain +1 forward when they engage. On a miss, your momentum betrays you, leaving you exposed amidst your foes.

○ GIFTED: With *Phantom Step*, your tempestuous charge inflicts 2 damage to all enemies caught in your path.

CROWN OF THE THUNDERBOLT

When you channel destructive forces to break through obstacles or barriers, take +1.

Starting Treasures: Colossal Might, Phantom Step, and Mastercraft Armor.

Signature Move: You start with the Storm's Defiance move.

STORM'S DEFIANCE

When you unleash a thunderous challenge that shakes your enemies' resolve, roll Prowess. On a 10+, they fixate on you as the primary threat, you gain 1 overflow against them while they ignore your allies. On a 7-9, only the weakest or most impetuous foes focus on you – name them and Favor on your next move against those specific enemies. On a miss, your challenge draws unwanted attention from the most dangerous opponent.

○ GIFTED: With *Mastercraft Instrument*, your challenge resonates with divine power – mark pressure on your enemies' tracks when they first engage you.

CROWN OF THE VOID

When you use your psychic abilities to perceive or influence others' minds, take +1.

Starting Treasures: Fluid Form, Sharpened Intellect, and Mastercraft Instrument.

Signature Move: You start with the Mind's Edge move.

MIND'S EDGE

When you manifest a blade of pure psychic energy, it functions as a mastercraft weapon (close range) that ignores armor.

When clashing in battle with this blade, you may roll Resolve instead of Prowess. If you fill an enemy's damage track with your psychic blade, they fall unconscious rather than suffering lethal harm.

○ GIFTED: With a *mastercraft weapon*, your psychic blade can strike multiple targets within range – distribute your damage between them as you choose.

BACKGROUND QUESTIONS

- In the past, you lost control of your emotional power, causing collateral damage. What triggered the outburst? How did it affect the people or environment around you?
- Managing your inner turmoil is a constant battle. What techniques or disciplines do you utilize to maintain emotional control?
- Your tempestuous nature can be a barrier to forming deep connections with others. Do you feel isolated or misunderstood?
- You yearn to understand the root of your emotional tempest. How do you go about it?

NATURE AND DRIVES

At character creation, pick from the lists below or make your own.

Nature (pick 1):

- Shield others from the storm's fury.
- Become a conduit for controlled chaos.
- Dance between control and abandon.

Drive (pick 3):

- Protect someone vulnerable to emotional storms.
- Unleash the tempest for a righteous cause.
- Confront the root of inner turmoil.
- Teach another to navigate their own storms.
- Find a harmonious balance between passion and peace.


ADVANCED MOVES

At character creation, pick 2.


FURY UNBOUND

When magical effects would control your mind or instill fear, you may instead enter a focused rage. Ignore the magical influence, but you must attack the nearest enemy each turn until you either defeat the source of the magic or the effect would normally end. If you slay whatever caused the magical effect, you immediately break free of any remaining influence.

MANTRA OF HEALING

When you treat wounds through raw determination or unorthodox methods, roll  Resolve. On a 10+, you heal 2 damage on two different targets. On a 7-9, you heal 1 damage on two different targets.

SWEEPING STRIKE

When you violently clear a path through a group of enemies, roll  Prowess. On a 10+, your devastating strike deals 2 damage to each target and sends them sprawling. On a 7-9, the force of your attack knocks them off their feet, but they suffer no lasting harm.

DEATH MOVE

When you die, the tempest within erupts. Control shatters, and the raw power you contained explodes outward, consuming your body in a swirling vortex of raw emotion. The surrounding area is devastated – winds howl, earth trembles, and the air crackles with untamed energy. The landscape reflects your inner storm, forever marked by its passage. The emotional maelstrom lingers, a palpable echo of your turmoil, permanently influencing the emotions of all who remain, a testament to the tempest you embodied.

APOTHEOSIS

When you consume Godlfesh, mark the consumption track on your playbook, trigger the move, and pick a consequence.

Control shatters, power explodes. You become the storm, performing an impossible feat. The world mirrors your fury: air crackles, earth trembles, elements bend. The landscape transforms, a volatile reflection of the tempest you command.

Consequences:

- Your body changes significantly.
- People instinctively feel uneasy around you.
- Reduce your Injuries track by 1.
- Your damage penalties start after 2 marks.
- Take Disfavor when you Steel Your Nerves.

After you consume Godlfesh for the third time, your character is forever transformed. It will start manifesting as a new Divine. Make a new character.

BONDS

At character creation, fill at least one bond. You can pick from the listed below or create your own.

- _____'s emotional control is absolute. I envy and distrust it.
- I once confided in _____ about my past outburst.
- I feel responsible for _____'s emotional well-being, perhaps too much so.
- _____ challenges my belief that control is always necessary.