

The Monster

Level:

Name: _____

Reanimated: Tyce, Roche, Balthassar, Amia, Caitlyn, Bine, Lyric, Jule, Ives

Dark fairytale: Shadowend, Firefair, Frostgrin, Duke in white, The Elfred, Straindancer, Pale one

Cursed: Accalia, Wilde, Leo, Eris, Hex, Anwir, Dolion, Enyo, Hadeon

Alignment

☐ Good

Do not harm others even when you feel you must.

☐ Chaotic

Don't worry about your cost.

☐ Evil

Kill others even when you have the opportunity to spare them.



Starting Moves

Monstrous

You are a monster, you have power beyond what any normal person could dream of. Choose two starting powers.

- ☐ **Incredible strength:** Your strength is incredible, making you able to lift average sized people like it's nothing and bigger creatures or objects with much less effort.
- ☐ **Numb:** You barely feel their attacks, you barely feel anything at all. Even when you're supposed to be in incredible pain or afraid you can act completely normally. No defy danger necessary.
- ☐ **Wings:** You have wings and can fly. (What do they look like? Are they feathered or more bat-like? Maybe they're more spectral?)
- ☐ **Preternatural speed:** you can move at speeds professional sprinters can only dream of. Catching up to anyone trying to run from you is child's play. Catching a horse however may be a little more challenging.
- ☐ **Immortal:** You do not age and can come back to life with 1D6HP once per day without rolling last breath. (Describe how you cheat death, is it more magical or physical? Is it one last shock going through your body? Is it one last rush of blood? Or is it that you already have a deal with death?)

The Cost

The power you have is not free, no power ever is. Choose two costs.

- ☐ **Insatiable thirst:** You start with 5 lifeforce. Whenever a move asks you to **consume a dungeon ration** you **consume a life force instead**. The only way to **obtain lifeforce is to kill a living being**. An intelligent being gives 3 lifeforce. A medium sized non-intelligent being gives 1 lifeforce. When a move asks you to consume a lifeforce and you have none you lash out wildly attacking the most appetizing thing you can find until you get lifeforce. (Is your lifeforce blood? Is it spirit? Is it bone?)
- ☐ **Disgusting appearance:** You are **clearly a monster**. Whether it's the stitches in your skin, your deformities and bumps, or the gaping maw that is your mouth. Something about you makes certain that people see you for what you are. Take -2 to **CHA rolls** for anything other than getting people to run away from you.
- ☐ **Sun vulnerability:** The **sun burns your skin for 1D6 damage ignoring armor** every time it touches you. Clothes help but you still feel weakened just being in the sun. You **take a -1 to every move you make in direct sunlight**.
- ☐ **Iron bane:** Iron repels you. You **cannot touch it** and **iron weapons deal double damage to you**.
- ☐ **Moonlight madness:** Nights with particularly bright moons make it difficult for you to think straight. Roll **defy danger with WIS**. Rolling a 10+ will result in **no change**. Rolling a 7-9 will result in **bestial changes** according to your monstrous powers but you will **have difficulty controlling yourself**. Rolling a 6- will **transform you fully into a bestial form**, describe it and until the night ends or someone snaps you out of it you are a **GM controlled character**. It does not matter if you can see the moon or not.
- ☐ **Invite only:** You may **never enter a civilized space without the express permission of someone who lives inside that space**.

I don't need to run

When you are not seen by anyone and **use mysterious means to get where you need to be** Roll+WIS. On a 10+ you may appear anywhere you can see in a near distance as long as no-one is currently looking at that place. On a 7-9 you get close to where you wanted to be but you put yourself or others in a spot.

Natural weapons

Your appendages count as weapons with 2 of the following tags, you pick these when creating the character: (1 piercing, forceful, messy, precise, stun, magical)

Note: Magical weapons can hit and damage things that otherwise might not be hurt by mundane weaponry.

XP:



(Next level at __+current level)

Look

Hair: Patched on, Supernaturally perfect, Messy, or _____

Eyes: Mismatched, Mysterious, Empty sockets, or _____

Body: Ragged, Boney, Average, or _____

Clothes: Fancy Garments, Nondescript, Bandages, or _____

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



Strength: Weak ☐ -1



Intelligence: Stunned ☐ -1



Dexterity: Shaky ☐ -1



Wisdom: Confused ☐ -1



Constitution: Sick ☐ -1



Charisma: Scarred ☐ -1

HP Max:

HP:

Max HP = 8 + Constitution

Damage: D8 +

Armor:

Tags:

Race

☐ Reanimated

You were brought back to life. Or a version of life. You have this power and cost as additional options.

- ☐ **Deadkin:** When you **resurrect an undead** roll+WIS. On a 10+ you have control of it. On a 7-9 it is a thinking thing like you.
- ☐ **Master:** The person that resurrected you is out there somewhere and you know that if they command you, you won't be able to say no.

☐ Dark fairytale

You have been around longer than most monsters. Come up with a fairytale told about you to scare children. When you **enter a civilization** roll+CHA. On a hit everyone has heard your tale. On a 10+ Someone powerful wants to appease you.

☐ Cursed

You have been infected by a curse. When you **harm someone with your natural weapons** roll. On a 10+ they are infected with your curse and will eventually share your fate without intervention. On a 7-9 they are infected but will not survive the transformation.



Bonds

_____ doesn't like me... I don't like them either. I don't like them at all.

I scare _____, They are right to be afraid.

_____ see's me as more than a monster. I hope they are right.

I'm pretty sure _____ still doesn't know what I am. How am I supposed to tell them? Do I even want to?

Gear

You start with:

A custom set of armor (1 armor)

Dungeon rations (5 uses, 1 weight), Uses left: ☐ ☐ ☐ ☐ ☐

Choose 2:

☐ **Ring that glows in the presence of** _____ (Magical, 0 weight)

☐ **Ritual Dagger** (Hand, Magical 1 weight)

☐ **Pin** (Hand, -3 damage, 0 weight)

& **Poppets** (3 ammo, magical, hair needed, 1 weight), Ammo left: ☐ ☐ ☐

☐ **Adventuring gear** (5 uses, 1 weight), Uses left: ☐ ☐ ☐ ☐ ☐

☐ **Never wilting flower** (magical, 0 weight)

Coin: _____ Load: _____ / _____

(100 coin = 1 weight) (Your Load is 6+STR)

_____	_____
_____	_____
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_____ : ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ _____ : ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Advanced Moves (Level 2+)

☐ Mirror monster

When you **travel through a reflection** roll+CON. On a hit you may name someone and appear from the next reflection that person is in. On a 10+ they are terrified or mesmerized (GMs choice), take a +1 forward to the next 3 moves made against them. On a 7-9 you either lose something to the reflection or something else comes out of the reflection with you.

☐ ☐ Limb growth (you can take this move twice)

☐ **Extra arms:** You mutate an extra two arms somewhere on your body giving you +1 to rolls made using all four arms or just enabling you to hold more weapons.

☐ **Extra legs:** You mutate an extra pair of legs on your body giving you a +4 to Load and giving you a +1 to rolls made to change direction quickly or run.

☐ Won't stay down...Mostly

When you **roll Last breath** you roll with 3D6 and take the best 2 +CON but if you ever roll beneath a 10+ you are gone permanently. No resurrection, god, or demon can bring you back from where you've gone.

☐ Memories from before

You remember a time before. It's vague but it's there in the back of your mind. **Pick a move from a class no one else has chosen.** Your level is treated as one lower for choosing this move.

☐ More monstrous

Select another **power** from monstrous and another **cost**.

☐ Danse Macabre

When you **dance an elegant dance** roll+CHA. On a 10+ people around you will be enchanted and fascinated by your strange dance. They will be afraid of you and yet drawn to you. On a 7-9 only one person is put under your spell.

☐ Diseased touch

When you **touch someone with ill intent** roll+CON. On a 10+ the person will be afflicted by 1 of these diseases.

- Difficulty moving their joints
- Painful blisters
- Blinding headaches

On a 7-9 the diseases will be weaker and temporary.

☐ Chain the beast

When you **purposely hold yourself back** roll+CHA. On a 10+ It will be easy to see you are restraining yourself and those around you will be terrified of you unleashing your full power. On a 7-9 only those who are particularly observant can tell you are restraining yourself.

☐ Feed the beast

When you **consume a helpless being while it's alive** roll+CON. On a 10+ you consume it and heal 2D6 damage. On a 7-9 there is a complication. (The creature fights, or the creature was important to someone, or the creature was deadlier than you thought.)

☐ Play with your food

When you **embarrass your opponent** roll+CHA. On a hit their followers abandon them. On a 10+ Some of their followers will want to follow you instead.

Advanced Moves (Level 6+)

☐ A real monster

When you **kill someone and keep a piece of them.** You gain a move related to the person you killed as long as you have that piece on you. Work out what the move is with the GM. To activate the move you must **display the piece proudly.**

☐ I have no weaknesses

You've found ways to take advantage of your weaknesses.

☐ **Powerful thirst:** Whenever you consume lifeforce you gain 3 hold. You can spend these hold at any time to give +1 to a roll. You cannot have more than 3 hold at any time.

☐ **Fascinating appearance:** There will always be one person in a town who will be fascinated with your appearance. They will become a follower if you ask them with the cost: examine you in great detail.

☐ **Better at night:** Your daytime vulnerability has made you more effective at night. You take +1 to any move made in direct moonlight.

☐ **Magnetic:** When you **repel iron** roll+CON. On a 10+ the iron is repelled from your body.. On a 7-9 both you and the iron move away from each other.

☐ **Controlled madness:** You may now roll+WIS at will. On a 10+ you transform fully into a bestial form and have perfect control. On a 7-9 you will partially transform. On a 6- you will give in to the madness.

☐ **Convincing:** Take +2 to parlay when trying to enter a space.

☐ Supernatural diseases

Requires: Diseased touch

Add these **supernatural diseases** to the list of afflictions you can apply with diseased touch.

- Disturbing visions that seem too real.
- Rapidly rotting skin.
- A cursed supernatural being will chase them until they are dead or cured.

☐ Wish to be better

You may **ignore the penalties of your weakness** if you are currently trying to **help someone else.**

☐ FREAK

You have a **unique mutation** (a mouth stitched in your stomach, shark scale skin, a body made of paper). Work with the GM to **create a move for this mutation.**

☐ Lonely heart

When you **feel alone or betrayed,** upgrade one power permanently. You may only upgrade a power you already have.

☐ **Incredible strength:** Your pain allows you to lift and even volly heavy objects such as a boulder, a tree, or another creature. Your damage die becomes a D12.

☐ **Numb:** You retreat further into your numbness. No mind affecting spell or effect can touch you. You shrug off physical damage too. Whenever you are damaged roll 2D4 and heal that much.

☐ **Wings:** You have never felt like more of a freak and your body mutates as if to confirm what you are. Your wings grow harmful spikes, steel feathers, or disturbing bulges that you can hack n' slash and volly with. When you do so roll damage twice and take the higher result.

☐ **Preternatural speed:** Your fear of being alone allows you to run faster than you ever have. You are a blur to anyone trying to monitor you. Whenever you defy danger with DEX roll twice and take the better result.

☐ **Immortal:** You know you are alone and you know you always will be. You cannot die but everyone else can and will. When you roll last breath and roll less than a 7+ you do not die. You are instead put into a hibernation or transfer (depending on your method of immortality) period of a month.

☐ Monster of my own

When you **make another person into a monster** roll+INT. On a 10+ they are a lesser version of you and are forced to serve you but are free to misconstrue any order you give them and run away if you do not treat them carefully. On a 7-9 the GM will choose 1

- They are much stronger than you expected, you will have difficulty controlling them.
- The process was too much for them. They are little more than a mindless husk now.

☐ Wasn't always like this

Requires: Memories from before

You have uncovered more about your past and connected more with the person you were before. **Choose another move from a different class or two moves from the class you selected before.**