


Unchained
worlds


Names Class


XP	LVL	♥
0	1	11
100	2	12
200	3	13

Hearts: 10 + 2 per level

Level 1

 Magic: Casting spells, reading runes, etc.

 Insight: vibe checks, notice emotions, pick up context clues.

 Perception: hearing, seeing, tasting, smelling, feeling.

Soul points: You have 7 soul points, and gain 3 with each following level. You may spend them to invoke true names.

Naming Magic: You may speak true names to craft and cast spells. How to do so:

1. Select one or more names (eg "Fire")
2. Describe a spell using the names (eg "I create a flame that casts 30ft of light for 8 hours.")
3. Keeper provides cost (eg "5 soul points")
4. Negotiate to finalize (costs may vary) (eg "what about 1 hour?", "1 point", "Deal")
5. Cast

You know 3 random words, and gain 2 more with each level.

Level 2

Blood magic: You may sacrifice 1 heart to regain D6 soulpoints. After using blood magic, you may not heal until you finish a rest.

Level 3

Signature spell: You may record one spell with a cost given by the Keeper. The spell is also translated to a mage spell. Mages may need material components to cast your spell.

List of True Names (D66)

- | | | |
|------------|---------------|-------------|
| 11. Spirit | 21. Create | 31. Taste |
| 12. Fire | 22. Transmute | 32. Touch |
| 13. Water | 23. Shape | 33. Smell |
| 14. Air | 24. Remove | 34. Sight |
| 15. Earth | 25. Project | 35. Sound |
| 16. Word | 26. Curse | 36. Thought |

41. Cold

42. Gravity

43. Lightning

44. Thunder

45. Light

46. Shadow

51. Wand

52. Cup

53. Sword

54. Coin

55. Arrow

56. Rope

61. Grow

62. Shrink

63. Blind

64. Release

65. Locate

66. Conceal