Playkit Plus

Version 1.3.1 View Changelog

Design and Additions by Jason Shea Dungeon World by Sage LaTorra & Adam Koebel

Google Doc Playbook Template available for use! (CC-BY) (Also in Letter size)

- 2 <u>Basic & Special Moves</u>
- 4 <u>Hirelings</u>
- 5 Equipment
- 6 <u>Barbarian</u>
- 8 Bard
- 10 Cleric
- 14 **Druid**
- 16 Fighter
- 18 Immolator
- 20 Paladin
- 22 <u>Ranger</u>
- 24 **Thief**
- 26 Wizard
- 30 <u>GM</u>
- 31 <u>Steading Generator</u>
- 32 Instant NPCs
- **33** Fronts
- 34 Fronts (Alternate)





Contact: LaughingGnoll@gmail.com

Thanks to everyone from the G+ Tavern and r/DungeonWorld who provided feedback, especially Dylan Knight and Jordan Depew

Using other playbooks but still want to use the new races, alignments, and bonds?

Here's a <u>table reference!</u>

Design and Additions by Jason Shea (CC-BY) Creative Commons Attribution 4.0 International License

Dungeon World by Sage LaTorra & Adam Koebel (CC-BY) Creative Commons Attribution 3.0 Unported License

Basic Moves

Hack & Slash

When you **attack an enemy in melee**, roll+STR.

*On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack.

*On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

If the enemy is unaware or defenseless, just deal your damage instead of rolling.

Discern Realities

When you closely study a situation or person, roll+WIS.

*On a 10+, ask the GM 3 questions from the list below.

*On a 7-9, ask 1.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

Take +1 forward when acting on the answers.

Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT.

*On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation.

*On a 7–9, the GM will only tell you something interesting—it's on you to make it useful.

The GM might ask you "How do you know this?" Tell them the truth, now.

Volley

When you take aim and shoot at an enemy at range, roll+DEX.

*On a 10+, you have a clear shot: deal your damage.

*On a 7–9, deal your damage, and choose 1:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

Parley

When you have leverage on a GM Character (NPC) and manipulate them, roll+CHA. Leverage is something they need or want.

*On a 10+, they do what you ask, as long as you first promise to do what they ask.

*On a 7–9, they will do what you ask, but need some concrete assurance of your promise, right now.

Leverage can be positive or negative, but it is always more than mere sweet talk—it has to have substance. Also, keep in mind that you can break your promise, but that may have consequences later on.

Aid or Interfere

When you **help or hinder another Player Character**, roll+Bond (the number of times their name is written in your bonds).

*On a 10+, they take +1 or -2 to their roll, your choice.

*On a 7–9, they still get a modifier, but you also expose yourself to danger, retribution, or cost.

 $Bonuses\ and\ penalties\ from\ this\ move\ don't\ stack.$

Defend

When you stand in defense of a person, item, or location under attack, roll+CON.

*On a 10+, hold 3.

*On a 7-9, hold 1.

As long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

Once you are no longer close enough to the target to reasonably defend it, or take your attention off defense (like going on the offensive), you lose your hold. Note that you can Defend yourself.

Defy Danger

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX $\,$
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

*On a 10+, you do what you set out to, the threat doesn't come to bear.

*On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

Special Moves

Make Camp

When you **settle in to rest** consume a ration. If you're somewhere dangerous decide the watch order as well. If you have enough XP you may level up.

When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

If you're somewhere civilized, like an inn or a house, you still Make Camp.

Take Watch

When you're on watch and something approaches the camp roll+WIS.

*On a 10+, you're able to wake the camp and prepare a response, everyone in the camp takes +1 forward.

*On a 7–9, you react just a moment too late; your companions in camp are awake but haven't had time to prepare. They have weapons and armor but little else.

*On a 6-, whatever lurks outside the campfire's light has the drop on you.

Supply

When you **go to buy something with gold on hand**, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+CHA.

*On a 10+, you find what you're looking for at a fair price.

*On a 7–9, you'll have to pay more or settle for something that's not exactly what you wanted, but close.

Carouse

When you **return triumphant and throw a big party**, spend 100 coins and roll +1 for every extra 100 coins spent.

*On a 10+, choose 3.

*On a 7-9, choose 1.

*On a 6-, you still choose 1, but things get really out of hand (the GM will say how).

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

Bolster

When you **spend your leisure time in study, meditation, or hard practice,** if you prepare...

*for at least a week, hold 1 Prep.

*for at least a month, hold 3 Prep instead.

When **your preparation pays off** spend 1 Prep for a +1 to any roll. You can only spend 1 Prep per roll.

Recover

When you **do nothing but rest in comfort and safety** after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

Encumbrance

When you make a move while carrying weight that exceeds your Load,

*if it is only 1 or 2 over, take -1 to your roll.

*If it is 3 or more over your Load, choose 1:

- drop at least 1 weight and roll at -1
- automatically fail (treat your roll as 6-)

Special Moves

Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster.

If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6.

Each character with a job to do rolls+WIS. *On a 10+, The...

- Quartermaster reduces the number of rations required by one
- Trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much)
- Scout will spot any trouble quick enough to let you get the drop on it

*On a 7–9, each role performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

A journey between two places is measured in rations, with 1 ration being consumed for each day of travel. Each job rolls only once for the entire journey.

If you are out exploring the land instead of traveling to a particular location, don't use this move, but Make Camp along the way.

Outstanding Warrants

When you return to a civilized place in which you've caused trouble before, roll+CHA.

*On a 10+, word has spread of your deeds and everyone recognizes you.

*On a 7–9, as above, and the GM chooses a complication:

- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

End of Session

When you **reach the end of a session**, choose one of your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP.

Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

Last Breath

When **you're dying** you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are).

*On a 10+, you've cheated Death—you're in a bad spot but you're still alive

*On a 7–9, Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you.

*On 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

When you escape death you are stable at 0 HP, but unconscious until you receive healing.

Level Up

When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, you can reflect on your experiences and hone your skills.

- Subtract your current level+7 from your XP.
- Increase your level by 1.
- Choose a new advanced move from your class.
- If you are the wizard, you also get to add a new spell to your spellbook.
- Choose one of your stats and increase it by 1 (this may change your modifier).
 Changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

Quick Reference

Using Cover

Characters can gain temporary armor by using their surroundings to block damage:

Partial Cover grants +1 Armor Major Cover grants +2 Armor

Writing New Bonds

Pick something that happened last session that changes how your character thinks or feels about another player character, and say what action you'll take because if it.

Debilities

Weak (STR): You can't exert much force. Maybe it's just fatigue and injury, or maybe your strength was drained by magic.

Shaky (DEX): You're unsteady on your feet and you've got a shake in your hands.

Sick (CON): Something just isn't right inside. Maybe you've got a disease or a wasting illness. Maybe you just drank too much ale last night and it's coming back to haunt you.

Stunned (INT): That last knock to the head shook something loose. Brain not work so good.

Confused (WIS): Ears ringing. Vision blurred. You're more than a little out of

Scarred (CHA): It may not be permanent, but for now you don't look so good.

Weapon Ranges

Hand: It's useful for attacking something within your reach, no further.

Close: It's useful for attacking something at arm's reach plus a foot or two.

Reach: It's useful for attacking something that's several feet away — maybe as far as ten.

Near: It's useful for attacking if you can see the whites of their eyes.

Far: It's useful for attacking something in shouting distance.

Changing Alignment

As a character's viewpoints change you may choose to alter the condition you meet to fulfill your alignment or change to a different alignment entirely. The rulebook contains generic alignment options beyond those your class provides.

Stats Chart

Stat Score	Modifier	Stat Score	Modifier
1-3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		
	1-3 4-5 6-8	1-3 -3 4-5 -2 6-8 -1	1-3 -3 13-15 4-5 -2 16-17 6-8 -1 18

Tags Glossary

Ammo - An abstract representation of how much ammunition is left, when it's gone you're out

Applied - Needs to be consumed to take effect, or otherwise carefully applied

n Armor - Subtract n from damage you take, doesn't stack with other 'n armor'

+n Armor - as 'n Armor', but can stack with n & +n Awkward - It's unwieldy and tough to use

Clumsy - It's tough to move around with. -1 ongoing while using it. This penalty is cumulative

Dangerous - Unsafe: take the proper precautions or the GM may invoke consequences **Forceful** - It can knock someone back a pace,

Forceful - It can knock someone back a pace, maybe even off their feet

Ignores Armor - Armor won't reduce the damage **Messy** - It does damage in a particularly destructive way, ripping people and things apart

n Piercing - Treat target as if it had n less armor Precise - You can Hack & Slash with +DEX Ration - It's food.

Reload - After you attack with it, it takes more

than a moment to reset for another attack **Slow** - It takes a minute or more to use

Stun - It dazes the target instead of reducing HP **Thrown** - You can Volley with it, but it has no

ammo so it's gone until you recover it **Touch** - It's used by touching it to the target's skin **Two-Handed** - You need both hands to use it well **Worn** - To use it, you have to be wearing it

n Uses - Can be used n times before it runs out something in shouting distance.

Moves & Rules

Order Hireling

When a hireling finds themselves in a dangerous, degrading, or just flatout crazy situation due to your orders, roll+Loyalty.

*On a 10+ they stand firm and carry out the order.

*On a 7–9 they do it for now, but come back with serious demands later. Meet them, or the hireling quits on the worst terms.

Recruit

When you put out word that you're looking to hire help, roll. If you make it known...

...that your pay is generous, take +1

...what you're setting out to do, take +1 ...that they'll get a share of whatever you find, take +1

If you have a useful reputation around these parts, take +1

*On a 10+, you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along.

*On a 7–9, you'll have to settle for someone close to what you want or turn them away.

*On a 6-, someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to recruit.

Hireling Quality

Hirelings start with a number of points to distribute across their loyalty and skills based on what type of steading they were recruited

Villages — 2–5 points **Keeps** — 5–8 points

Gain or Lose Allegiance

When you offer a hireling a bonus or show them special kindness, take +1 Loyalty forward with them.

When you treat your hireling with disrespect, take -1 Loyalty forward with

When you achieve a great deed with the help of a hireling, they gain 1 Loyalty.

When you suffer great failure or defeat with a hireling by your side, they lose 1 Loyalty.

Paying Hirelings

All hirelings come with a cost that the GM will tell you. Common costs are:

• The Thrill of Victory

• Fame and Glory

Money

Debauchery

• Uncovered Knowledge • Good Performed

When it has been an unreasonably long time since a hireling was paid, they take -1 Loyalty ongoing until their cost is met.

Hirelings

Name:

Cost:	Loyalty:
Skill:	Points:
Notes:	
Name:	
Cost	Lovalty

Skill:	Points:
Notes:	

Skill: _____ Points: ____

Points:

Skill: _____

Quick Reference

Adept

A weak mage, able to boost the spells of others.

Arcane Assistance

When an adept aids in the casting of a spell of lower level than their skill, the spell's effects have greater range, duration, or potency, but any negative effects incurred from the casting are focused on the adept first. The exact effects of the adept is up to the GM according to the situation and the spell, though they will tell the player before the spell is cast.

Burglar

Burglars have illicit talents, especially with traps.

Experimental Trap Disarming

When a burglar leads the way they can detect traps almost in time. If a trap would be sprung while a burglar is leading the way the burglar suffers the full effects but the players get +skill against the trap and add the burglar's skill to their armor against the trap. Most traps leave a burglar in need of immediate healing. If the players Make Camp near the trap, the burglar can disarm it by the time camp is broken.

Minstrel

They bring cheer, and a keen knack for haggling.

A Hero's Welcome

When you enter a place of food, drink, or entertainment with a minstrel you will be treated as a friend by everyone present (unless your actions prove otherwise). You also subtract the minstrel's skill from all prices in town.

Protector

Protectors stand between their employer and

Sentry

When a protector stands between you and an attack you increase your armor against that attack by the defender's skill, then reduce their skill by 1 until they receive healing or have time to mend.

Intervene

When a protector helps you defy danger you may opt to take +1 from their aid. If you do you cannot get a 10+ result, a 10+ instead counts as a 7-9.

Priest

Low ranking clergy, able to call upon minor aid.

Ministry

When you make camp with a priest if you would normally heal you heal +skill HP.

First Aid

When a priest staunches your wounds heal 2×skill HP. You take -1 forward as their healing is painful and distracting.

Warrior

Handy with a weapon, but not a master of one.

When you **deal damage while a warrior aids you** add their skill to the damage done. If your attack results in consequences (like a counter attack) the man-at-arms takes the brunt of it.

Name:	
Cost:	Loyalty:
Skill:	Points:
Notes:	

Tracker

Knows the secrets of following a trail.

When a tracker is given time to study a trail while Making Camp, when camp is broken they can follow the trail to the next major change in terrain, travel, or weather.

Guide

When a tracker leads the way you automatically succeed on any Perilous Journey of a distance (in rations) lower than the tracker's skill.

Dungeon Gear

Adventuring Gear 5 uses, 1 weight, 20 coins Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.

Bandages 3 uses, slow, 0 weight, 5 coins When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.

Poultices and Herbs 2 uses, slow, 1 weight, 10 coins When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.

Antitoxin 0 weight, 10 coins When you drink antitoxin, you're cured of one poison affecting you.

Healing Potion 0 weight, 50 coins When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.

Keg of Dwarven Stout 4 weight, 10 coins When you open a keg of dwarven stout and let everyone drink freely, take +1 to your Carouse roll. If you drink a whole keg yourself, you are very, very drunk.

Bag of Books 5 uses, 2 weight, 10 coins When your bag of books contains just the right book for the subject you're spouting lore on, consult the book, mark off a use, and take +1 to your roll.

Halfling Pipeleaf 6 uses, 0 weight, 5 coins When you share halfling pipeleaf with someone, expend two uses and take +1 forward to parley with them.

Dungeon Rations Ration, 5 uses, 1 weight, 3 coins Not tasty, but not bad either

Personal Feast Ration, 1 use, 1 weight, 10 coins Ostentatious to say the least.

Elven Bread Ration, 7 uses, 1 weight, 10 coins Only the greatest of elf-friends are treated to this rare delicacy.

Dwarven Hardtack Requires Dwarf, ration, 7 uses, Dwarves say it tastes like home. Everyone else 1 weight, 3 coins says it tastes like home, if home is a hog farm, and on fire.

Poisons

Oil of Tagit Dangerous, applied, 0 weight, 15 coins The target falls into a light sleep.

Bloodweed Dangerous, touch, 0 weight, 12 coins Until cured, whenever the afflicted rolls damage, they roll an additional d4 and subtract that result from their normal damage.

Goldenroot Dangerous, applied, 0 weight, 20 coins The target treats the next creature they see as a trusted ally, until proved otherwise.

Serpent's Tears Dangerous, touch, 0 weight, 10 coins Anyone dealing damage against the target rolls twice and takes the better result.

Transport

Cart and Donkey	load 20, 50 coins
Horse	load 10, 75 coins
Warhorse	load 12, 400 coins
Wagon	load 40, 150 coins
Barge	load 15, 50 coins
River boat	load 20, 150 coins
Merchant ship	. load 200, 5,000 coins
War ship	load 100, 20,000 coins
Passage on a safe route	1 coin
Passage on a tough route	10 coins
Passage on a dangerous route	100 coins

Weapons

Equipment

Weapons vary: e.g. 'dull sword' -1 damage, 'masterwork knife' +1 damage

X

Ragged Bow	near, 2 weight, 15 coins
Fine Bow	near, far, 2 weight, 60 coins
Hunter's Bow	near, far, 1 weight, 100 coins
Crossbownear, +1	damage, reload, 3 weight, 35 coins
Bundle of Arrows	3 ammo, 1 weight, 1 coin
Elven Arrows	4 ammo, 1 weight, 20 coins
Club, Shillelagh	close, 2 weight, 1 coin
Staff	close, two-handed, 1 weight, 1 coin
Dagger, Shiv, Knife	hand, 1 weight, 2 coins
Throwing Dagger	thrown, near, 0 weight, 1 coin
Short Sword, Axe, Warhammer,	Mace close, 1 weight, 8 coins
Long Sword, Battle Axe, Flail clo	ose, +1 damage, 2 weight, 15 coins
Spear rea	ch, thrown, near, 1 weight, 5 coins
Halberdreach, +1 dam	age, two-handed, 2 weight, 9 coins
Rapier	close, precise, 1 weight, 25 coins
Dueling Rapier close, 1 p	piercing, precise, 2 weight, 50 coins

Armor



Leather, Chainmail	1 armor, worn, 1 weight, 10 coins
Scale Mail	2 armor, worn, clumsy, 3 weight, 50 coins
Plate	3 armor, worn, clumsy, 4 weight, 350 coins
Shield	+1 armor, 2 weight, 15 coins

Services



Healing from a chirurgeon	5 coins
Repairs to a mundane item25	5% of the item's cost
A custom item from a blacksmith	Base Item + 50 coins
An evening of song and dance	. 18-Charisma coins
A night's "companionship"	. 20-Charisma coins
A week's stay at a peasant inn	. 14-Charisma coins
A week's stay at a civilized inn	30-Charisma coins
A week's stay at the fanciest inn in town	. 43-Charisma coins
A week's unskilled mundane labor	10 coins
A month's pay for enlistment in an army	30 coins
Escort for a day along a bandit-infested road	20 coins
Escort for a day along a monster-infested road	54 coins
A run-of-the-mill killing	5 coins
An assassination	120 coins
A month's prayers for the departed	1 coin

Meals



A hearty meal for one	1	coin
A poor meal for a family	1	coin
A feast15 coins per I	эe	rson

Bribes

Peasant dowry 20-Charisma coins
Governmental 50-Charisma coins
Compelling 80-Charisma coins
"Protection" for a small business
100-Charisma coins

An offer you can't refuse

Gifts and Finery ≌

Peasant gift	1 coin
Fine gift	55 coins
Noble gift	200 coins
Ring or cameo .	75 coins
Finery	105 coins
Fine tapestry	350+ coins

..... 500-Charisma coins Kingly Crown 5,000 coins

The Barbarian	Level:	XP:	(Ne:	xt level at _+current level)
Name:		Look		
Given Name: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, S. Fafnir, Qua, Sacer, Vercingeto, Barbozar, Frael, Thra-raxes, Sillius, SI Title: the Glorious, the Hungry, the Irascible, the Undefeated, the Glu Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the	ha-Sheena, Khamisi uttonous, Foesmasher,	BODY: Mighty thews, Lor EYES: Tormented, Haunt DECORATION: Tattoos, CLOTHES: Silks, Scaveng	ted, Wild, Shrouded, or _ Bejeweled, Unmarred, o	r
Alignment		Assign to your state	s: 16 (+2), 15 (+1), 13 (+	1), 12 (+0), 9 (+0), 8 (-1)
☐ Chaotic Eschew a convention of the civilized world.		STR		NT O
☐ Neutral Teach someone the ways of your people.			Veak □ -1 Intelli	igence: Stunned □ -1
☐ Euil Abandon someone weaker than you to their fate.		DEX		VIS •
		Dexterity: Sh	naky 🗆 -1 Wisdo	om: Confused 🗆 -1
		CON		HA •
Starting Moves			Sick □ -1 Charis	sma: Scarred □ -1
Choose one of these to start with:				
☐ Full Plate and Packing Steel		HP Max:	HP:	
You ignore the clumsy tag on armor you wear.		Max HP = 8 + Consti	itution	
☐ Unencumbered, Unharmed So long as you are below your Load and neither wear shield, take +1 armor.	armor nor carry a	Damage:	D10 + /	Armor:
You also start with all of these:		Tags:		
Musclebound While you wield a weapon it gains the forceful and mess	sy tags.	Race		
What Are You Waiting For?! When you cry out a challenge to your enemies, roll+Cotreat you as the most obvious threat to be dealt with and companions, take +2 damage ongoing against them. *Or (the weakest or most foolhardy among them) fall prey to Herculean Appetites	d ignore your n a 7–9 only a few o your taunting.	Outsider You may be elf, dwar people are not from session, the GM will a homeland, why you them, mark XP. Exam • Who/What drove you • What are you honor	around here. At the ask you something left, or what you left ple questions: u from your homeland	beginning of each about your the behind. If you answer d and stalks you still?
Others may content themselves with just a taste of wine, servant or two, but you want more. Choose two appetite Pure destruction Power over others Mortal pleasures Conquest Riches and property Fame and glory		what are you honor people? What custom of you though it is taboo in	r people have you sw	
While pursuing one of your appetites if you would roll of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die will also introduce a complication or danger that comes a heedless pursuits.	of the pair, the GM	Bonds I'll learn stronger is puny		Max Bonds: 4 order to become hem when things get
The Upper Hand When you take your Last Breath, take +1. *On a 7–9 yo Death for your life, instead of the other way around. If De be returned to life. If not, you die.		rough. I'll show that	's mystical arts my hunger for glory	s are not to be trusted. v, together we'll make

Gear	Coin: Load: /		
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Dagger (hand, 1 weight) Token from your travels or homeland:	(100 coin = 1 weight) (Your Load is 8+STR)		
Choose your weapon: Axe (close, 1 weight) and Shield (+1 armor, 2 weight) Battered Greatsword (close, two-handed, +1 damage, 2 weight) Choose one:			
□ Chainmail (worn, 1 armor, 1 weight) □ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □ & Dungeon Rations (ration, 5 uses, 1 weight), Uses left: □ □ □ □ □			
Advanced Marca (Land 9-)	:000000:000000		
Advanced Moves (Level 2+)			
☐ Smash! When you Hack & Slash , on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.	 ☐ Khan of Khans Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment. ☐ Samson 		
☐ Eye for Weakness When you Discern Realities add "What here is weak or vulnerable?" to the list of questions you can ask.	You may take a debility to immediately break free of any physical or mental restraint.		
☐ My Love for You is Like a Truck When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.	☐ Indestructible Hunger When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.		
☐ Still Hungry Choose an additional appetite.	☐ What is Best in Life At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the		
☐ On the Move When you Defy a Danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.	lamentations of their kinfolk mark XP. Appetite for Destruction		
☐ Usurper When you prove yourself superior to a person in power , take +1 forward with their followers, underlings, and hangers on.	Take a move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.		
☐ Wide-Wanderer You've travelled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.			
Advanced Moves (Level 6+)			
☐ A Good Day to Die As long as you have less than your CON in current HP (or 1, whichever is higher) take +1 ongoing.	☐ The One Who Knocks When you Defy Danger , on a 12+ you turn the danger back on itself, the GM will describe how.		
☐ Mark of Might When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.	☐ For the Blood God You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value—gold, blood, bones or the like. When you sacrifice those things as per your rites and rituals, roll+WIS. *On a 10+ the GM will grant you insight into your current trouble or a boon to help you. *On		
War Cry When you enter battle with a show of force (a shout, a rallying cry, a battle dance), roll +CHA. *On a 10+ both. *On a 7-9 one or the other. • Your allies are rallied and take +1 forward. • Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)	a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. *On a 6-, you earn the ire of the fickle spirits. Healthy Distrust Whenever the unclean magic wielded by mortal men causes you to Defy Danger, treat any result of 6- as a 7-9.		
More! Always More! When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.	☐ Kill 'Em All Requires: Appetite for Destruction Take another move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.		

$\hfill\Box$ $\hfill\Box$ $\hfill\Box$ $\hfill\Box$ $\hfill\Box$ (Next level at _+current level) Name: Look Elf: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagolir EYES: Knowing, Fiery, Joyous, or Human: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Charlotte, Lily, Ramonde HAIR: Fancy, Wild, Stylish Cap, or CLOTHES: Finery, Travelling, Poor, or Halfling: Webley, Ellory, Gavis, Theodore, Amaryllis, Filbert, Mayweather, Poppy, Keane Dwarf: Meredda, Kosil, Bolir Rullya, Kurgan, Tobur, Albreathe, Sagnus, Bricla BODY: Fit, Well-Fed, Thin, or Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Perform your art to aid someone else. □ Neutral Weak □ -1 Stunned 🗆 -1 Avoid a conflict or defuse a tense situation. ☐ Chaotic Spur others to significant and unplanned decisive action. Shaky 🗆 -1 Confused □ -1 **Starting Moves** Sick 🗆 -1 Scarred -1 **Arcane Art** When you weave a performance into a spell, choose an ally and an effect: HP Max: HP: • Heal 1d8 damage Max HP = 6 + Constitution • +1d4 forward to damage • Their mind is shaken clear of one enchantment • The next time someone successfully assists the target with aid, they get Damage: D6 + Armor: +2 instead of +1 Then roll+CHA. *On a 10+, the ally gets the selected effect. *On a 7-9, your Tags: spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice. Race **Bardic Lore** Choose an area of expertise: ☐ Spells and Magicks When you enter an important location (your call), you can ☐ The Dead and Undead ask the GM for one fact from the history of that location. ☐ Grand Histories of the Known World ☐ A Bestiary of Creatures Unusual ☐ The Planar Spheres When you first enter a civilized settlement, someone who ☐ Legends of Heroes Past respects the value of minstrels will take you in as their guest. ☐ Gods and Their Servants When you first encounter an important creature, location, or item (your People find you nonthreatening. When you use Charming and call) covered by your bardic lore, you can ask the GM any one question **Open** ask two questions, but only answer one. about it; the GM will answer truthfully. The GM may then ask you what tale, Dwarf song, or legend you heard that information in. In addition to whatever expertise you pick for Bardic Lore, you **Charming and Open** also know of the Renowned Craftsmen and Their Works. When you speak frankly with someone, you can ask their player a question from the list below (the GM is also a player). They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully). • Whom do you serve? • What do you wish I would do? **Bonds** Max Bonds: 6 How can I get you to __ What are you really feeling right now? I won't waste my music on 's tone-deaf ears. • What do you most desire? 's no hero like the song's claim, but I'll help them A Port in the Storm _the butt of my jokes—is out for my blood; I'll When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then. have to make amends while I still can. I'll convince ___ to let me sing of their sordid past. lacks social grace, but I'll smooth their rough edges. I can't let find out I've been blabbing their secrets.

Level:

The Bard

Gear	Coin:	Load: /	
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Your personal instrument (0 weight), choose one: Your father's mandolin, repaired	(100 coin = 1 weight) (Your Load is Choose one: Adventuring gear (5 uses, 1 weight), Uses left: Bandages (3 uses, slow, 0 weight) heals 4 HP, Uses left: Bandages (3 uses, slow, 0 weight) heals 4 HP, Uses left:		
A fine lute, a gift from a nobleThe pipes with which you courted your first loveA stolen horn	□ Halfling Pipeleaf (6 uses, 0 weight) shared, Uses left: □ □ □ □ □ □ 3 Coins		
□ A fiddle, never before played□ A songbook in a forgotten tongue□			
Choose your clothing: Leather Armor (1 armor, 1 weight) Ostentatious Clothes (0 weight) Choose your armament: Rapier (close, precise, 1 weight)			
□ Worn Bow (near, 2 weight), Short Sword (close, 1 weight), & Bundle of Arrows (3 ammo, 1 weight), Ammo left: □ □ □			
	:	:	
Advanced Moves (Level 2+)			
☐ Healing Song When you heal with Arcane Art, you heal +1d8 damage.	☐ Duelist's Parry When you Hack & Slash, you take +1 a	armor forward.	
☐ Vicious Cacophony When you grant bonus damage with Arcane Art, you grant an extra +1d4 damage.	☐ Bamboozle When you Parley with someone, on a with them.	a 7+ you also take +1 forward	
☐ It Goes to Eleven When you unleash a crazed performance (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+CHA. *On a 10+ the target attacks their nearest ally in range. *On a 7-9 they attack their nearest ally, but you also draw their attention and ire.	☐ Multiclass Dabbler Get one move from another class. Treat your level as one lower choosing the move.		
☐ Metal Hurlant When you shout with great force or play a shattering note choose a target and roll+CON. *On a 10+ the target takes 1d10 damage and is deafened for a few minutes. *On a 7–9 you still damage your target, but it's out of control: the GM will choose an additional target nearby.	☐ Multiclass Initiate Get one move from another class. Treachoosing the move.	at your level as one lower for	
☐ Eldritch Tones Your arcane art is strong: choose two effects instead of one.			
☐ A Little Help From My Friends When you successfully Aid someone you take +1 forward as well.			
Advanced Moves (Level 6+)			
☐ Healing Chorus Replaces: Healing Song When you heal with Arcane Art, you heal +2d8 damage.	☐ Unforgettable Face When you meet someone again who time (your call), take +1 forward again		
☐ Vicious Blast Replaces: Vicious Cacophony When you grant bonus damage with Arcane Art, you grant an extra	☐ Devious When you use Charming and Open youlnerable to me?" Your subject may n		
+2d4 damage. Con Replaces: Bamboozle When you Parley with someone, on a 7+ you also take +1 forward with	☐ An Ear for Magic When you hear an enemy cast a spel of the spell and its effects. Take +1 for answers.	I the GM will tell you the name ward when acting on the	
them and get to ask their player one question which they must answer truthfully.	☐ Duelist's Block Replaces: Duelist's Parry		
☐ Reputation When you first meet someone who's heard songs about you, roll+CHA. *On a 10+, tell the GM two things they've heard about you. *On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.	When you Hack & Slash, you take +2 a Multiclass Master Get one move from another class. Treather the property of the series of		
☐ Eldritch Chord Replaces: Eldritch Tones When you use Arcane Art, you choose two effects. You also get to choose one of those effects to double.	choosing the move.		

The Cleric	Leve	l: XP:		(Next level at _+current level)
Name:		Look		
Dwarf: Durga, Aelfar, Gerda, Rurgosl Human: Wesley, Brinton, Sara, Hawti Halfling: Ansel, Keris, Mayse, Emmer,	n, Bjorn, Drummond, Helga, Siggrun, Freya horn, Elise, Clarke, Lenore, Piotr, Dahlia . Caradoc, Mendel, Deryn, Eira, Penrose rine, Oberas, Naerdrel, Amanth, Seransus, Isilda	EYES: Kind, Sharp, Sad, o HAIR: Tonsure, Strange, L ROBES: Ornate, Roughsp BODY: Thin, Knobby, Flat	Bald, or oun, Commoner's	 Tunic, or
Alignment		Assign to your stats	s: 16 (+2), 15 (+1)), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
☐ Good Endanger yourself to heal anot	her.	STR		INT •
□ Lawful Endanger yourself following the	e precepts of your church or god.	Strength: We	eak □ -1	Intelligence: Stunned □ -1
□ Evil	e precepts or your church or god.	DEV		VA/IC
Harm another to prove the sup	periority of your church or god.	DEX Dexterity: Sh.	aky 🗆 -1	Wisdom: Confused 🗆 -1
		CON		CHA •
Starting Moves		Constitution:	Sick □ -1	Charisma: Scarred 🗆 -1
Deity You serve and worship some d Deity's Name:	eity or power which grants you spells.	HP Max:	HP:	
(e.g. Helferth, Sucellus, Zorica	, Devani, The Traveler, or Krugon the Bleak)			
Choose your deity's domain: Healing and Restoration Bloody Conquest Civilization	 □ What Lies Beneath □ Knowledge and Hidden Things □ The Downtrodden and Forgotten □ 	Damage: I	D6 +	Armor:
Your religion is cultish andYour religion has importan	ligion: sanctity of suffering, add Petition: Suffer insular, add Petition: Gaining Secrets it sacrificial rites, add Petition: Offering al by combat, add Petition: Personal Vict	ory 🗆 Dwarf	ne. When you	Commune you are also
Turn Undead		granted a special vers which only works on s		of the Unspeaking as a rote
protection, roll+WIS. *On a 7+ brandish your holy symbol, no 10+, you also momentarily daz undead to flee. Aggression bre	nbol aloft and call on your deity for , so long as you continue to pray and undead may come within reach of you. *C e intelligent undead and cause mindless aks the effects and they are able to act as y still find ways to harry you from afar. The	□ Human Your faith is diverse. Generalls Yre □ Halfling Ambrosial food and definitions	Choose a wiza drink are part (
Divine Guidance		addition to your religi Delights .	ion's petition,	you can Petition: Epicurean
When you petition your deity you are granted some useful k domain. The GM will tell you w	according to the precept of your religion nowledge or boon related to your deity's hat.	Nature is imbued with		ou gain the rote Bestial
 communion with your deity, Lose any spells already gra Are granted all of your rote Are granted new spells of y 		Bonds		Max Bonds: 4 to tempt me, but I will not
Cast a Spell		fail my deity's test!		·
When you unleash a spell gra 10+, the spell is successfully ca you may cast it again. *On a 7-	nted to you by your deity, roll+WIS. *On st and your deity does not revoke the spel 9, the spell is cast, but choose one: ntion or put yourself in a spot. The GM will	, so confession. I must safeguard tell pleasures.	from	rt by hearing their the world's corrupting vickedness to the true path.
 Your casting distances you spell until the next time you After you cast it, the spell is 	from your deity—take -1 ongoing to cast a u commune. s revoked by your deity. You cannot cast th une and have it granted to you.		_ 11 OIII UICII W	nacconess to the true path.

Gear	Coin: Load	d: /	
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Symbol of the Divine (0 weight):	(100 coin = 1 weight) (Yo	our Load is 10+STR)	
Choose your defenses: Chainmail (worn, 1 armor, 1 weight) Shield (+1 armor, 2 weight)			
Choose your armament: Warhammer (close, 1 weight)			
 □ Mace (close, 1 weight) □ Staff (close, two-handed, 1 weight) & Bandages (3 uses, slow, 0 weight) heals 4 HP, Uses left: □ □ □ 			
Choose one: Adventuring Gear (5 uses, 1 weight), Uses left: Bungeon Rations (ration, 5 uses, 1 weight), Uses left: Healing Potion (0 weight), drink to heal 10 HP or one debility			
Treaming Focion (a weight), armit to hear form of one debining	:	000000	
Advanced Moves (Level 2+)			
· · · · · ·	Origon for Cridence		
□ Divine Intervention When you Commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage. Hold Left: □	☐ Orison for Guidance When you sacrifice something of value to your desity tells you what it would have your hark 1 XP. ☐ Invigorate	l eity and pray for ou do. If you do it,	
☐ Penitent	When you heal someone they take +2 forward to t	:heir damage.	
When you take damage and embrace the pain , you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.	□ Empower		
☐ First Aid	When you Cast a Spell , on a 10+ you have the opti from the 7–9 list. If you do, you may choose one of		
Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.			
☐ Serenity When you Cast a Spell you ignore the first -1 penalty from ongoing spells.			
☐ The Scales of Life and Death When someone takes their Last Breath in your presence, they take +1 to the roll.	☐ Chosen One		
☐ Devoted Healer When you heal someone else of damage , add your level to the amount of damage healed.			
Advanced Moves (Level 6+)			
☐ Greater Empower	□ Providence		
Requires: Empower When you Cast a Spell, on a 10–11 you have the option of choosing from	Replaces: Serenity You ignore the -1 penalty from two spells you main	ntain	
the 7–9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free. • The spell's effects are doubled • The spell's targets are doubled	☐ Divine Invincibility Replaces: Divine Intervention When you Commune you gain 2 hold and lose any had. Spend that hold when you or an ally takes dar	hold you already	
Replaces: Penitent When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to Cast a Spell and	your deity, who intervenes with an appropriate ma sudden gust of wind, a lucky slip, a burst of light) ard damage. Hold Left: Reaper	nifestation (a	
add your level to any damage done or healed by the spell. Anointed	When you take time after a conflict to dedicate		
Requires: Chosen One Choose one spell in addition to the one you picked for Chosen One. You	your deity and deal with the dead, take +1 forward Divine Armor	ra.	
are granted that spell as if it was one level lower. Grantor First Aid	Replaces: Divine Protection When you wear no armor or shield you get 3 armor	r.	
☐ Greater First Aid Requires: First Aid	☐ Multiclass Dabbler		
Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.	Get one move from another class. Treat your level choosing the move.	as one lower for	
☐ Apotheosis			
The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.			

Cleric Spells

Rotes

Every time you Commune, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

□ Light

Rote

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

☐ Stone Speech (Dwarf Only)

Special Rote

With a touch you speak to the spirits within rock and stone. The non-living stone you touch answers three questions you pose, as best it can.

□ Sanctify

Rote

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

☐ Beastial Tongues (Elf Only)

Special Rote - Ongoing

The grunts, barks, chirps, and calls of the creatures of the wild are as language, though you can only listen, not speak them yourself. While this spell is ongoing you take -1 to cast a spell.

□ Guidance

Rote

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

1st Level Spells

□ Bless

1st Level - Ongoing

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

☐ Speak With Dead

1st Level

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

☐ Magic Weapon

1st Level - Ongoing

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

☐ Detect Alignment

1st Leve

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

□ Sanctuaru

1st Level

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

□ Cause Fear

1st Level - Ongoing

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

Cure Light Wounds

1st Level

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

3rd Level Spells

□ Resurrection

3rd Level

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must get help from _
- It will require a lot of money
- You must sacrifice ____ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

☐ Hold Person

3rd Level

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

☐ Animate Dead

3rd Level - Ongoing

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

□ Darkness

3rd Level - Ongoing

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

□ Cure Moderate Wounds

3rd Level

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

Zombie		HP:
STR:	DEX:	CON:
INT:	WIS:	CHA:
⊒ Doesn't app ⊒ Functioning		left: 🗆 🗆 🗆 🗅

Other Important details:

Cleric Spells

5th Level Spells		
☐ True Seeing 5th Level - Ongoing Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell. ☐ Divination 5th Level Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.	☐ Revelation 5th Level Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward. ☐ Contagion 5th Level - Ongoing Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell. ☐ Cure Critical Wounds 5th Level Heal an ally you touch of 3d8 damage.	Trap Soul 5th Level You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed. □ Words of the Unspeaking 5th Level With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.
74b Laval Cualla		
7th Level Spells		
☐ Word of Recall 7th Level Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell. ☐ Heal 7th Level Touch an ally and you may heal their damage a number of points up to your maximum HP.	☐ Mark of Death 7th Level Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them. ☐ Control Weather 7th Level Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.	☐ Sever 7th Level - Ongoing Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell. ☐ Harm 7th Level Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.
9th Level Spells		
□ Storm of Vengeance 9th Level Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come. □ Repair 9th Level - [type, if any] - Ongoing Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are	Divine Presence 9th Level - Ongoing Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell. □ Plague 9th Level - Ongoing Name a city, town, encampment, or other place where people live. As long as this spell	The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it. Bonus Healing Held:

appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is

is active that place is beset by a plague

ongoing you take -1 to cast a spell.

healed, poisons are neutralized, magical

effects are ended.

The Druid	Level:	XP: 0000000	O O O O O O O O O O O O O O O O O O O
Name:		Look	
Human: Elana, Herran, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei Elf: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Celsithrine, Aegor Halfling: Weylan, Rose, Mabe, Garyn, Thistle, Anne, Dunstan, Serah, Robard Dwarf: Rehgar, Torbjörn, Uriel, Froia, Dagmar, Bergi, Udyr, Sigrial, Klimmeck		EYES: Wise, Wild, Haunting, or HAIR: Messy, Braided, Fur-lined Hood CLOTHES: Ceremonial, Practical Leat TELL: Antlers, Leopard Spots, Eyes Lik	hers, Weathered Hides, or
Alignment		Assign to your stats: 16 (+2), 15	(+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
☐ Chaotic Destroy a symbol of civilization.		STR •	INT •
☐ Good Help something or someone grow.		Strength: Weak □ -1	Intelligence: Stunned 🗆 -1
☐ Neutral Eliminate an unnatural menace.		DEX •	WIS •
Ц		Dexterity: Shaky □ -1	Wisdom: Confused □ -1
Charling Manage		CON •	CHA •
Starting Moves		Constitution: Sick □ -1	Charisma: Scarred □ -1
Born of the Soil You learned your magic in a place whose sp they've marked you as one of their own. No within you and allow you to take their shape is the land to which you are attuned—when shape of any animal who might live in your I	matter where you go, they live c. Choose one of the following. It shapeshifting you may take the	HP Max: H Max HP = 6 + Constitution	
☐ The Great Forests ☐ The Whispering Plains ☐ The Vast Desert ☐ The Stinking Mire ☐ The Froz	phire Islands en Sea vering Mountains	Damage: D6 + Tags: Race	Armor:
□ The Depths of the Earth □ Chose a tell—a physical attribute that marks reflects the spirit of your land. It remains no	s you as born of the soil—that	☐ Human	animals to field and farm, so too
Shapeshifter	very shape into a species	are you bound to them. You madomesticated animal, in additio	
When you call upon the spirits to change whose essence you have studied or who land your possession meld into its form. You weaknesses of the form: claws, wings, gills, be your still use your normal stats but some months housecat will find it hard to do battle with an	ives in your land, roll+WIS. You have any innate abilities and preathing water instead of air. lives may be harder to trigger—a	The sap of the elder trees flows other attunements, the Great Folland.	
*On a 10+ hold 3. *On a 7-9 hold 2. *On a the GM says. The GM will tell you one or mo new form. Spend 1 hold to make that move. return to your natural form. At any time, you	6- hold 1 in addition to whatever re moves associated with your Once you're out of hold, you	☐ Halfling You sing the healing songs of sp Make Camp, you and your allie ☐ Dwarf	oring and brook. When you s heal +1d6.
Example Animal Moves: Pack Hunters Summon the pack Drag them to the ground Flying Creatur Escape to Pull an er	the air • Trample them	The hewing of the deep caverns	on to any other attunements, the
Current Animal Moves:			
		Bonds	Mars Barrelan A
Spirit Tongue The grunts, barks, chirps, and calls of the cre language to you. You can understand any ar to one whose essence you have studied.		smells like prey, b	Max Bonds: 4 out I will make them a predator. he spirits that haunt them. he land, but I'll help them put
By Nature Sustained You don't need to eat or drink. If a move tel ignore it.	l ls you to mark off a ration just	would "civilize" m	e, but I will make them wild.
Studied Essence When you spend time in contemplation or its species to those you can assume using sh			

Coin:	_ Load: /
(100 coin = 1	
:	:
□ Thing-Talker You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-Talker forms can be exact copies can be mobile vaguely humanoid-shaped entities. □ Barkskin So long as your feet touch the ground you have +1 armor. □ Eyes of the Tiger When you mark an animal (with mud, dirt, or blood) you can see through that animal's eyes as if they were your own, no matter wha distance separates you. Only one animal at a time may be marked it this way. □ Balance When you deal damage, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP. □ Hunter's Brother Choose one move from the ranger class list.	
□ Embracing No Form When you Shapeshift, roll 1d4 and she	nimal form (something o d10. the fabric of the world. You may shifter and studied essence r, air and earth. Increase your armor by 1 or deal which when you shapeshift.
	Thing-Talker You see the spirits in the sand, the sapply your spirit tongue, shapeshifti inanimate natural objects (plants an thereof, as well as animals. Thing-Tacan be mobile vaguely humanoid-shapen be mobile

The Fighter	Level:	XP: (Next level at _+current level)
Name:		Look
Dwarf: Ozruk, Surtur, Brunhilda, Annika, Jano Human: Hawke, Rudiger, Gregor, Brianne, Wa Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cade Halfling: Finnegan, Olive, Leena, Randolph, Bo	lton, Castor, Shanna, Ajax, Hob us, Eldar, Kithracet, Thelian, Ithemwe	BODY: Built, Lithe, Ravaged, or EYES: Hard, Dead, Eager, or HAIR: Wild, Shorn, Battered Helm, or SKIN: Calloused, Tanned, Scarred, or
Alignment		Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
☐ Good Defend those weaker than you.		STR • INT •
☐ Neutral Defeat a worthy opponent.		Strength: Weak 🗆 -1 Intelligence: Stunned 🗆 -1
☐ Evil Kill a defenseless or surrendered enen	ny.	DEX • WIS •
		Dexterity: Shaky □ -1 Wisdom: Confused □ -1
		CON CHA
Starting Moves		Constitution: Sick □ -1 Charisma: Scarred □ -1
When you use pure strength to destrain a 10+, choose 3. *On a 7-9 choose • It doesn't take a very long time • Nothing of value is damaged • It doesn't make an inordinate amo • You can fix the thing again without	e 2. unt of noise	HP Max: HP: Max HP = 10 + Constitution Damage: D10 + Armor:
Armored		Tags:
You ignore the clumsy tag on armor yo	ou wear.	Race
Signature Weapon This is your weapon. There are many I weapon is your best friend. It is your li life. Your weapon, without you, is usel useless. You must wield your weapon	fe. You master it as you master your ess. Without your weapon, you are	☐ Dwarf When you share a drink with someone, you may parley with them using CON instead of CHA.
Give your weapon a name/title:		☐ Human
(e.g. The Mangler, Dragon's Tooth, Ba Briar Patch, Tempest, Bonesaw, Nig		Once per battle you may reroll a single damage roll (yours or someone else's).
Choose a base description, all are 2 weig		☐ Elf Choose one weapon—you can always treat weapons of that
□ Sword □ Axe □ Spear □ Flail	☐ Hammer ☐ ☐ Fists	type as if they had the precise tag.
Choose a range that best fits your weapo	on: Reach	Halfling When you Defy Danger and use your small size to your advantage, take +1.
Choose two enhancements: Hooks and spikes. +1 damage, but +1 weight. Sharp. +2 piercing. Perfectly weighted. Add precise. Serrated edges. +1 damage.	☐ Glows in the presence of one type of creature: ☐ Huge. Add <i>messy</i> and <i>forceful</i> . ☐ Versatile. Choose an extra range. ☐ Well-crafted1 weight. ☐	Bonds Max Bonds: 4 owes me their life, and I demand their respect.
Choose a look: ☐ Ancient ☐ Blood-Stained ☐ Ornate	☐ Unblemished☐	is soft, but I will make them hard like me. I've sworn a blood oath to keep safe is dead weight: I won't go out of my way for them.

Gear	Coin: Load: /
You start with:	(100 coin = 1 weight) (Your Load is 12+STR)
Your Signature Weapon: (weight:) Dungeon Rations (ration, 5 uses, 1 weight), Uses left:	
Choose your defenses: Chainmail (1 armor, worn, 1 weight)	
& Adventuring Gear (5 uses, 1 weight), Uses left: 🗆 🗀 🗅 🗅	
☐ Scale Armor (2 armor, worn, clumsy, 3 weight) Choose two:	
☐ 2 Healing Potions (0 weight), drink to heal 10 HP or one debility, left: ☐ ☐	
□ Shield (+1 armor, 2 weight) □ Antitoxin (0 weight) <i>drink to cure one poison</i>	
& Dungeon Rations (5 uses, ration, 1 weight), Uses left: \square \square \square \square \square \square Poultices & Herbs (2 uses, slow, 1 weight), <i>heals 7 HP</i> , Uses left: \square \square	
□ 22 Coins	
	:000000:000000
Advanced Moves (Level 2+)	
☐ Merciless	□ Iron Hide
When you deal damage , deal +1d4 damage.	You gain +1 armor.
☐ Heirloom	□ Blacksmith
When you consult the spirits that reside within your signature weapon , they will give you an insight relating to the current situation,	When you have access to a forge you can graft the magical powers of a weapon onto your signature weapon. This process destroys the
and might ask you some questions in return, roll+CHA. *On a 10+, the	magical weapon. Your signature weapon gains the magical powers of
GM will give you good detail. *On a 7-9, the GM will give you an impression.	the destroyed weapon.
☐ Armor Mastery	☐ Interrogator When you parley using threats of impending violence as
When you make your armor take the brunt of damage dealt to you,	leverage, you may use STR instead of CHA.
the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you	□ Multiclass Dabbler
make this choice. If the reduction leaves the item with 0 armor it is destroyed.	Get one move from another class. Treat your level as one lower for choosing the move.
☐ Seeing Red When you Discern Realities during combat , you take +1.	
☐ Improved Weapon	
Choose one extra enhancement for your signature weapon.	
□ Scent of Blood	
When you Hack & Slash an enemy , your next attack against that same foe deals +1d4 damage.	
Toe deals Tru4 damage.	
Advanced Moves (Level 6+)	
· · ·	
☐ Through Death's Eyes When you go into battle, roll+WIS. *On a 10+, name someone who will	☐ Steel Hide Replaces: Iron Hide
live and someone who will die. Name NPCs, not player characters. The	You gain +2 armor.
GM will make your vision come true, if it's even remotely possible. *On a 7-9, the same as above, but only name one who will live or die. *On a 6-	☐ Superior Warrior
you see your own death and consequently take -1 ongoing throughout the battle.	When you Hack & Slash , on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.
	☐ Armored Perfection
☐ Bloodthirsty Replaces: Merciless	Replaces: Armory Mastery
When you deal damage , deal +1d8 damage.	When you choose to let your armor take the brunt of damage dealt to you, the damage is negated and you take +1 forward
☐ Taste of Blood	against the attacker, but you must reduce the armor value of your
Replaces: Scent of Blood When you Hack & Slash an enemy, your next attack against that same	armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it
foe deals +1d8 damage.	is destroyed.
□ Eye for Weaponry	□ Multiclass Initiate
When you look over an enemy's weaponry , ask the GM how much damage they do.	Required: Multiclass Dabbler Get one move from another class. Treat your level as one lower for
□ Evil Eye	choosing the move.
Requires: Seeing Red	
When you enter combat , roll+CHA. *On a 10+, hold 2. *On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes	
or flinches and can't act until you break it off. *On a 6-, your enemies	
immediately identify you as their biggest threat.	

The Immolator	Level:	XP: 000000	O O O O O O O O O O O O O O O O O O O
Name:		Look	
Human: Solomon, Fatia, Kalil, Omen, Hiko, Agasha, Elizabeth, Adur, Ig Salamander: Emberlash, Cinderclaw, Charfiend, Bittertallow, Singesco Dwarf: Higar, Egdorn, Faldin, Breski, Niona, Odenil, Agar, Kilkarn, Grer Halfling: Leoric, Barlow, Finley, Hart, Weasley, Mallory, Kellen, Clement Elf: Beldaril, Elsenwyn, Kithduin, Isilmwe, Haeralos, Ostranor, Gemena	ale, Candlewick, Coalfang mma t, Prynne	SKIN: Strange brands, Ritual scars, EYES: Smouldering, Warm, Searing VOICE: Crackling, Whispering, Roa DEMEANOR: Imperious, Manic, Bo	g, or ring, or
Alignment		Assign to your stats: 16 (+2),	15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
☐ Euil Sacrifice an unwilling victim to the flames.		STR •	INT •
☐ Chaotic Spread a dangerous new idea.		Strength: Weak 🗆 -1	Intelligence: Stunned 🗆 -1
☐ Neutral Exchange a sacrifice, freely given, for a service rendered.		DEX •	WIS •
		Dexterity: Shaky -1	Wisdom: Confused 🗆 -1
Starting Moves		Constitution: Sick -1	Charisma: Scarred □ -1
Burning Brand			
When you conjure a weapon of pure flame, roll+CON. Yoweapon tags: <i>fiery, touch, dangerous,</i> and <i>3 uses.</i> Uses left: \$*On a 10+ choose two of the following tags. *On a 7-9 chools hand		HP Max: Max HP = 4 + Constitution	⊣P:
☐ thrown, near☐ +1 damage☐ remove the dangerous tag		Damage: D8 +	Armor:
If you have the move This KIlling Fire, you can choose from the ☐ messy ☐ forceful	ese tags also:	Race	
□ reach □ near □ far		☐ Human	
When you attack with your burning brand, you may roll STR or DEX. Each attack with the weapon consumes one us		of your HP.	to a large, open flame, regain all
Fighting Fire with Fire		☐ Salamander Non-magical heat and fire cal	nnot harm you.
When you take damage, and that damage is odd (after a within you come to your aid. Choose 1: • Add +1d4 uses to your burning brand (if active) • Take +1d4 forward to conjure your burning brand • Reduce the damage by 1d4	armor) the flames	☐ Dwarf When you Hand Craft an ite better in someway than it wo	m the GM will tell you how it is uld be otherwise.
Give Me Fuel, Give Me Fire When you gaze intensely into someone's eyes, you may "What fuels the flames of your desire?" They'll answer with		☐ Halfling When you eat a ration you've cooked over an open flame choose +1 tag the next time you conjure your burning brand	
the character does not know or would otherwise keep this	hidden.	☐ Elf The trace magic that lingure is	n your naanla is sufficient to stake
Zuko Style When you bend a flame to your will, roll+WIS. *On a 10+command, taking the shape and movement you desire for fuel on which to burn. *On a 7-9 the effect is short-lived, la moment.	as long as it has	the fires. When you use Zuko	n your people is sufficient to stoke o Style, you can maintain the ugh you take -1 ongoing while
Hand Crafted			
You may use your hands in place of tools and fire to craft in Mundane weapons, armor, and metal jewellery can all be fraw components. You may unmake these things, as well, be without time and safety might require that you Defy Dange	formed from their out to do so	_	Max Bonds: 3 ue meaning of sacrifice. but I will show them my power. for, and I will collect

Gear	Coin:	Load: /
You carry no weapons and need no armor but the flames that burn within you.	(100 coin = 1 weig	ht) (Your Load is 9+STR)
You start with: A Symbol of your sacrifices past, describe it:		
Adventuring Gear (5 uses, 1 weight), Uses left: 🗆 🗅 🗅 🗅		
Healing Potion (0 weight), drink to heal 10 HP or one debility Choose two:		
□ Dungeon Rations (ration, 5 uses, 1 weight), Uses left: □ □ □ □		
☐ Healing Potion (0 weight), <i>drink to heal 10 HP or one debility</i> ☐ 10 Coins		
	:	:
Advanced Moves (Level 2+)		
☐ Lore of Flame When you stare into a source of fire, looking for answers, roll+WIS.	☐ Firebrand When you introduce a new idea to an N	IDC roll+CUA *On 2 10+
On a hit, the GM will tell you something new and interesting about the	When you introduce a new idea to an N They believe the idea to be their own and	
current situation. *On a 10+, the GM will give you good detail. *On a 7-9, the GM will give you an impression. If you already know all there is to	a 7-9, Their passion fades after a day or to negatively, speaking out against the idea.	
know, the GM will tell you that.		
□ Burns Twice as Bright	☐ Ogdru Jahad When you draw on a place of power to	create a magical effect tell
When you channel the flames of fate , you may treat a missed roll as a	the GM what you're trying to achieve. Ritu	ual effects are always
7-9 or a 7-9 result as a 10+. This may be a roll you or another character has made. Tell the GM something you've lost; an emotion, a memory or	possible, but the GM will tell you what you gain the effect you desire, and also give y	
some innate piece of your being. You may not use this move again until	following conditions:	od one to lodi oi the
you've used Burns Half As Long.	It's going to take days/weeks/monthsFirst you must	
Burns Half as Long	 You'll need help from 	
You gain this move when you take Burns Twice As Bright. When you sacrifice a victory to the flames of fate, treat any roll of	It will require a lot of moneyThe best you can do is a lesser version	n unreliable and limited
10+ as a miss.	 You and your allies will risk danger from 	
☐ Burning Bridges	You'll have to disenchant to do it	
When you would take your Last Breath, don't. Instead, you may erase	☐ The Enkindler	
one of your Bonds. This is permanent and lowers your total available Bonds forever. You are alive and have 1d6 HP. If you have no more	When you bolster the courage of others shake off all fear and doubt, becoming br	
Bonds, take your last breath as normal.	this effect is fleeting, they realize its supe	rficiality and resort to
☐ Moth to the Flame	cowardice after a moment or two. *On a by your presence.	b-, they're cowed or terrified
When you tempt a weak mind with your inner fire, roll+WIS. *On a	☐ This Killing Fire	
10+ their will is suppressed, they'll follow you and do as you desire, so long as nothing startles or surprises them. *On a 7-9, the effect is only	Add the following tags to your options for	Burning Brand: messy,
strong enough to distract or confuse them. *On a 6-, they become agitated and upset, your fire having sparked their hidden desires.	forceful, reach, near, far.	
☐ Sick Burn When you insult an NPC , roll+CHA. *On a 10+ you leave them no room		
to react, they bear your insult and the scorn of all who hear it. *On a 7-9		
you cross a line, they will have their revenge, someday. *On a 6- you've gone too far, they blow up here and now.		
Some too isa, and, som up here and here		
Advanced Moves (Level 6+)		
☐ From Hell's Heart	☐ Watch the World Burn	
When you summon fire with any of your moves , you can replace it	When you open a channel to the burning	
with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Those creatures without souls	firestorm, tell the GM what you're sacrifi opens up and fire pours like rain from it w	
cannot be harmed by this type of flame.	to a small village. Everyone and everythin	g in the area takes damage
☐ Burning Ring of Fire	as appropriate. *On a 10+ you can exting effort. *On a 7-9 the fires rage out of you	
When you fuse a willing person's soul to yours , roll+CHA. *On a 10+	gusting where they are carried by wind a	nd weather. * On a 6-,
you are bound together, able to sense each other at any distance, as well as sharing your emotional state. *On a 7-9, the same as above, but the	something cruel, intelligent and hungry of	ornes with the storm.
connection is unstable and dangerous, when you take a debility, so do	Fanning the Flames	

people - a dozen or so - all at once.

You may apply the effects of your Firebrand move to a group of

Requires: Firebrand

they (and vice versa). *On a 6-, the branding is rejected and you both erase any Bonds you have to each other. You may write new Bonds with

be undone by mortal means.

them at the End of Session as usual. This fusion, once performed, cannot

The Paladin	Level:	XP:			
Name:		Look			
Human: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria Dwarf: Brom, Iglin, Drikka, Hromund, Olyn, Jurgan, Hildur, Ulla, Gjurd Elf: Callemwyr, Idreth, Tredaeus, Eiirthel, Amanor, Galfenol, Bellamwe, Oliash, Lanethiir Halfling: Kendrick, Errol, Avery, Jeridoc, Rhona, Lefred, Seamus, Angelica, Kyra		EYES: Kind, Fiery, Glowing, or HAIR: Bald, Styled, Helmet, or BODY: Fit, Bulky, Thin, or HOLY SYMBOL: Worn, Fancy, Bloodstained, or			
Alignment		Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)			
☐ Lawful Deny mercy to a criminal or unbeliever.		STR • INT •			
☐ Good Endanger yourself to protect someone weaker than you.		Strength: Weak 🗆 -1 Intelligence: Stunned 🗆 -1			
□ Evil Punish the innocent for your own gain or the sake of your quest	t.	DEX O WIS O Dexterity: Shaky -1 Wisdom: Confused -1			
		CON CHA Confused -1			
Starting Moves		Constitution: Sick 🗆 -1 Charisma: Scarred 🗆 -1			
Lay On Hands When you touch someone, skin to skin, and pray for their w roll+CHA. *On a 10+ you heal 1d8 damage or remove one disea 7–9, they are healed, but the damage or disease is transferred to	ise. * On a	HP Max: HP: Max HP = 10 + Constitution			
I am the Law When you give an NPC an order based on your divine authoroll+CHA. *On a 10+, you take +1 forward against them, and the one: ◆ Do what you say		Damage: D10 + Armor:			
Back away cautiously, then fleeAttack you		Race			
*On a 7-9, they choose one of the above. *On a 6-, they do as they please and you take -1 forward against them. Armored		Humαn When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.			
You ignore the clumsy tag on armor you wear.		☐ Dwarf			
Quest When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:		When you spend hold while Defending someone, in addition to whatever you choose, also reduce the attacker's damage by 1.			
□ Slay, a great blight on the land □ Defend from the iniquities that beset them □ Discover the truth of		☐ Elf You have the dedication of the long lived. When you Quest , you may ask for an extra vow. If you do, choose another boon.			
Then choose up to two boons: ☐ An unwavering sense of direction to ☐ Invulnerability to		Halfling When an ally Aids you to pursue your Quest, they take +1 to the roll.			
(e.g., edged weapons, fire, enchantment, etc.) ☐ A mark of divine authority ☐ Senses that pierce lies ☐ A voice that transcends language					
☐ A freedom from hunger, thirst, and sleep☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐		Bonds Max Bonds: 4 I will expose the falsehood of's beliefs.			
The GM will then tell you what vow or vows is required of you to your blessing (if evil, flip the vows, e.g. Lies (forbidden: truth), or will honor (forbidden: cowardly tactics and tricks) Temperance (forbidden: gluttony in food, drink, and pleasur flesh) Piety (required: observance of daily holy services) Valor (forbidden: suffering an evil creature to live) Truth (forbidden: lies) Hospitality (required: comfort to those in need, no matter volume.	rite new ones): are of the	has stood by me in battle, so I will stand by them in their time of need. I will help atone for their past misdeeds. My brave example will inspire to perform great deeds.			

Gear	Coin:	Load: /			
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Scale Armor (2 armor, worn, 3 weight) Mark of Faith (0 weight), describe it:	(100 coin = 1 we	eight) (Your Load is 12+STR)			
Choose your weapon: Halberd (reach, +1 damage, two-handed, 2 weight) Longsword (close, +1 damage, 1 weight), Shield (+1 armor, 2 weight)					
Choose one: Adventuring Gear (5 uses, 1 weight), Uses left: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Realing Potion (0 weight), drink to heal 10 HP or one debility					
	:	:			
Advanced Moves (Level 2+)					
☐ Hospitaller When you heal an ally, you heal +1d8 damage.	☐ Holy Protection You get +1 armor while on a Quest.				
□ Bloody Aegis When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move. □ Smite	Divine Favor Dedicate yourself to a deity (name a nealready been established). You gain the cleric moves. When you select this movelevel 1 for using spells. Every time you your effective cleric level by 1.	e Commune and Cast a Spell ve, treat yourself as a cleric of			
While on a Quest you deal +1d4 damage.	Deity:	Cleric Level:			
When you Defend you always get +1 hold, even on a 6	Commune				
☐ Exterminatus When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.	 When you spend uninterrupted tin communion with your deity, you: Lose any spells already granted t Are granted new spells of your chexceed your own cleric level+1, a level than your own cleric level. Prepare all of your rotes, which remaining the community of the community of	o you. noice whose total levels don't nd none of which is a higher			
☐ Voice of Authority Take +1 to Order Hirelings. ☐ Charge! When you lead the charge into combat, those you lead take +1 forward. ☐ Setup Strike When you Hack & Slash, choose an ally. Their next attack against your target does +1d4 damage.	Cast a Spell When you unleash a spell granted to you by your deity roll+WIS. *On a 10+, the spell is successfully cast and your does not revoke the spell, so you may cast it again. *On a spell is cast, but choose one: • You draw unwelcome attention or put yourself in a spen GM will tell you how. • Your casting distances you from your deity—take -1 or cast a spell until the next time you commune. • After you cast it, the spell is revoked by your deity. You cast the spell again until you commune and have it grayou.				
Advanced Moves (Level 6+)					
☐ Impervious Defender Replaces: Staunch Defender When you Defend you always get +1 hold, even on a 6 When you get a	☐ Indomitable When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.				
12+ to Defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.	☐ Divine Authority				
☐ Evidence of Faith Requires: Divine Favor When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the	Replaces: Voice of Authority Take +1 to Order Hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.				
answers. Perfect Knight When you Quest you choose three boons instead of two.	☐ Tandem Strike Replaces: Setup Strike When you Hack & Slash, choose an all your target does +1d4 damage and the				
☐ Divine Protection	them.				
Replaces: Holy Protection You get +2 armor while on a Quest .	☐ Holy Smite Replaces: Smite				
□ Ever Onward	While on a Quest you deal +1d8 dama	ge.			
Replaces: Charge! When you lead the charge into combat , those you lead take +1 forward and +2 armor forward.	☐ Perfect Hospitaller Replaces: Hospitaller When you heal an ally, you heal +2d8	damage.			

The Ranger Level: □ □ □ □ □ □ □ □ (Next level at _+current level) Name: Look EYES: Wild, Sharp, Animal, or Elf: Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe, Befenral, Fenlorsen, Kindramil Human: Jonah, Eloise, Halek, Brandon, Marceline, Emory, Shrike, Nora, Diana HAIR: Hooded, Wild, Bald, or Halfing: Edan, Owen, Maered, Rhoswen, Shem, Gower, Kedrah, Therys, Bannegan **CLOTHES:** Cape, Camouflage, Traveling, or _ Dwarf: Morg, Karsk, Helmi, Alda, Bjogan, Rilla, Ysolt, Gendrig, Kohl BODY: Lithe, Wild, Sharp, or Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) Chaotic Free someone from literal or figurative bonds. □ Good Weak □ -1 Stunned 🗆 -1 Endanger yourself to combat an unnatural threat. □ Neutral Help an animal or spirit of the wild. Shaky 🗆 -1 Confused 🗆 -1 **Starting Moves** Sick □ -1 Scarred □ -1 **Hunt and Track HP Max:** HP: When you follow a trail of clues left behind by passing creatures, roll+WIS. *On a 7+, you follow the creature's trail until there's a significant Max HP = 8 + Constitution change in its direction or mode of travel. *On a 10+, you also choose 1: • Gain a useful bit of information about your quarry (GM will tell you what) • Determine what caused the trail to end Damage: D8 + Armor: **Called Shot** Tags: When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX: Head *10+: As 7-9, plus your damage, *7-9: They do nothing but stand and Race drool for a few moments. Arms *10+: As 7-9, plus your damage, *7-9: They drop what they're holding. ☐ Elf Legs *10+: As 7-9, plus your damage, *7-9: They're hobbled and slow When you Undertake a Perilous Journey through wilderness moving. whatever job you take you succeed as if you rolled a 10+. **Animal Companion** You have a supernatural connection with a loyal animal. You can't talk to it When you Make Camp in a dungeon or city, you don't need to per se but it always acts as you wish it to. consume a ration. Name your animal companion: . and choose a species: ⊔ Halfling □ wolf □ bear □ dog □ cat □ owl □ mule When you consult your knowledge of a plant, ask the GM, □ cougar □ eagle □ hawk □ pigeon □ rat other: _ "What happens when you eat it?" and get an honest answer. Choose a base: ☐ Ferocity +2 Cunning +1 1 Armor Instinct +1 You're a master with a crossbow: start with one instead of ☐ Ferocity +2 Cunning +2 0 Armor Instinct +1 hunter's bow. When you use crossbows, ignore the reload tag. ☐ Ferocity +1 Cunning +2 1 Armor Instinct +1 ☐ Ferocity +3 Cunning +1 1 Armor Instinct +2 Choose as many strengths as its ferocity: ☐ fast ☐ intimidating □ adaptable □ burly □ huge ☐ camouflage ☐ ferocious □ tireless □ calm □ keen senses ☐ stealthy ☐ quick reflexes Your animal companion is trained to fight humanoids. Choose as many **Bonds Max Bonds: 4** additional trainings as its cunning: I've guided before, and I'll collect due payment. travel scout □ labor □ perform □ guard □ hunt ☐ fight monsters knows the ways of the city better than me; I'll search follow their lead so I don't get in trouble again. Choose as many weaknesses as its instinct: ☐ frightening □ slow □ savage □ forgetful has a history of abusing the land—I must keep □ lame ☐ flighty ☐ stubborn □ broken watch lest they do so again. I will teach _____ how to survive in the wild. Command When you work with your animal companion on something it's trained ...and you attack the same target, add its ferocity to your damage

...and you **Hunt and Track**, add its cunning to your roll ...and you **take damage**, add its armor to your armor ...and you **Discern Realities**, add its cunning to your roll

...and someone Interferes with you, add its instinct to their roll

...and you Parley, add its cunning to your roll

Gear	Coin: Load: /				
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: □ □ □ □ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ Leather Armor (1 armor, worn, 1 weight) Hunter's Bow (near, far, 1 weight) → Or if a dwarf: Crossbow (near, +1 damage, reload, 3 weight) Bundle of Arrows (3 ammo, 1 weight), Ammo left: □ □ □	(100 coin = 1 weight) (Your Load is 11+STR)				
Choose your backup: ☐ Short Sword (close, 1 weight) ☐ Spear (reach, thrown, near, 1 weight)					
Choose one: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: Bundle of Arrows (3 ammo, 1 weight), Ammo left:	:::				
Advanced Moves (Level 2+)					
☐ Half-Elven Requires Human or Elf, and it must be the first advanced move taken Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation, or vice versa. ☐ Wild Empathy	☐ Familiar Prey When you Spout Lore about a monster you use WIS instead of INT. ☐ Follow Me When you Undertake a Perilous Journey you can take two roles. You make a separate roll for each.				
You can speak with and understand animals.	☐ Gods Amidst the Wastes Dedicate yourself to a deity (name a new one or choose one that's				
☐ Camouflage When you keep still in natural surroundings, enemies never spot you until you make a movement.	already been established): You gain the Commune and Cast a Spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain				
☐ Man's Best Friend When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.	a level thereafter, increase your effective cleric level by 1. Cleric Level: Commune When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you: Lose any spells already granted to you. Are granted all of your rotes, which never count against your				
☐ Blot Out the Sun When you Volley you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.	limit. • Are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.				
 □ Viper's Strike When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike. □ Well-Trained Choose another training for your animal companion. □ A Safe Place 	Cast a Spell When you unleash a spell granted to you by your deity, roll+WIS. *On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. *On a 7–9, the spell is cast, but choose one: • You draw unwelcome attention or put yourself in a spot. The GM will tell you how. • Your casting distances you from your deity—take -1 ongoing to				
When you set the watch for the night, everyone takes +1 to Take Watch.	 cast a spell until the next time you commune. After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you. 				
Advanced Moves (Level 6+)					
☐ Hunter's Prey Replaces: Familiar Prey When you Spout Lore about a monster you use WIS instead of INT. *On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.	 ☐ Smaug's Belly When you know your target's weakest point your arrows have 2 piercing. ☐ Strider 				
☐ Wild Empathy Replaces: Wild Speech	Replaces: Follow Me When you Undertake a Perilous Journey you can take two roles. Roll twice and use the better result for both roles.				
You can speak with and understand any non-magical, non-planar creature. A Safer Place Replaces: A Safe Place When you set the watch for the night everyone takes +1 to Take Watch. After a night in camp when you set the watch everyone takes +1 forward	When you Hunt and Track , on a 10+ you may also ask one questio about the creature you are tracking from the discern realities list fo				
forward. Uiper's Fangs	Choose a move from another class. So long as you are working with				
Replaces: Viper's Strike When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.	your animal companion you have access to that move.				
Unnatural Ally Your animal companion is a monster, not an animal. Describe it: Give it +2 ferocity and +1 instinct, plus a new training.					

The Thief Level: □ □ □ □ □ □ □ □ □ (Next level at _+current level) Name: Look BODY: Lithe, Knobby, Flabby, or Halfling: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug Human: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley EYES: Shifty, Criminal, Deceitfully Innocent, or HAIR: Cropped, Messy, Hooded, or Elf: Raven, Silence, Eraduin, Cat, Starlight, River, Lightfoot, Arain, Owl Dwarf: Carver, Jael, Kelda, Ember, Mordan, Badger, Trog, Dregal, Edrea CLOTHES: Dark, Fancy, Common, or Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) Chaotic Leap into danger without a plan. ■ Neutral Weak □ -1 Stunned 🗆 -1 Avoid detection or infiltrate a location. □ Evil Shift danger or blame from yourself to someone else. Shaky 🗆 -1 Confused 🗆 -1 **Starting Moves** Sick □ -1 Scarred □ -1 Tricks of the Trade HP Max: HP: When you pick locks or pockets or disable traps, roll+DEX. *On a 10+, you do it, no problem. *On a 7-9, you still do it, but the GM will offer you two Max HP = 6 + Constitution options between suspicion, danger, or cost. Backstab Damage: D8 + Armor: When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9 choose one. • You don't get into melee with them Race • You deal your damage+1d6 • You create an advantage, +1 forward to you or an ally acting on it □ Halflina • Reduce their armor by 1 until they repair it When you attack with a ranged weapon, deal +2 damage. Trap Expert When you take a moment to survey a dangerous area, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold as you walk through the You are a professional. When you Spout Lore or Discern area to ask these questions: Realities about criminal activities, take +1. • Is there a trap here and if so, what activates it? Dwarf • What does the trap do when activated? You have keen eyes for materials. When you appraise an item • What else is hidden here? or treasure, you know if it is real or fake and roughly what it's Poisoner worth. You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use, and you start with Nature is your nefarious playground. Choose a second poison three uses of it: from the Poisoner list that you start with, can brew, and isn't ☐ **Oil of Tagit:** (applied) The target falls into a light sleep. dangerous for you to use. ☐ **Bloodweed:** (touch) The target deals -1d4 damage ongoing until cured. ☐ **Goldenroot:** (applied) The target treats the next creature they see as a trusted ally, until proved otherwise. ☐ **Serpent's Tears:** (touch) Anyone dealing damage to the target rolls twice and takes the better result. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some **Bonds** Max Bonds: 4 poisons are applied, meaning you have to carefully apply it to the target or Even 's vigilance won't spot my greedy fingers at something they eat or drink. Touch poisons just need to touch the target, work. they can even be used on the blade of a weapon. has my back, but I'll abandon them if it's convenient. Flexible Morals ___ has dirt on me... I need to ensure their silence. When someone tries to detect your alignment you can tell them any __ wants to abandon our con, but I won't let them ruin alignment you like. my well-laid plans.

Gear	Coin: Load: /
You start with: Dungeon Rations (ration, 5 uses, 1 weight), Uses left: □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	(100 coin = 1 weight) (Your Load is 9+STR)
☐ Healing Potion (0 weight), <i>drink to heal 10 HP or one debility</i>	:000000:000000
Advanced Moves (Level 2+)	
□ Cheap Shot When using a precise or hand weapon, your Backstab deals an extra +1d6 damage. □ Shoot First You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead. □ Wealth and Taste When you make a show of flashing around your most valuable possession, choose someone present. They will do anything they can to obtain your item or one like it. □ Connections When you put out word to the criminal underbelly about something you want or need, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call. □ Underdog When you're outnumbered, you have +1 armor.	☐ Poison Master After you've used a poison once it's no longer dangerous for you to use. ☐ Envenom You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied. ☐ Cautious When you use Trap Expert you always get +1 hold, even on a 6 ☐ Brewer When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.
Advanced Moves (Level 6+)	
☐ Dirty Fighter Replaces: Cheap Shot When using a precise or hand weapon , your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.	☐ Escape Route When you're in too deep and need a way out, name your escape route and roll+DEX. *On a 10+ you're gone. *On a 7–9 you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.
☐ Extremely Cautious Replaces: Cautious When you use Trap Expert you always get +1 hold, even on a 6 *On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.	 ☐ Heist When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward. ● Who will notice it's missing?
 □ Alchemist Replaces: Brewer When you have time to gather materials and a safe place to brew you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats: It will only work under specific circumstances. The best you can manage is a weaker version. It'll take a while to take effect. 	 What's its most powerful defense? Who will come after it? Who else wants it? Disguise When you have the time and materials to fashion a disguise, it will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.
• It'll have obvious side effects. □ Evasion	☐ Serious Underdog Replaces: Underdog You have +1 armor. When you're outnumbered, you have +2 armor
When you Defy Danger , on a 12+ you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.	instead. Strong Arm, True Aim You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7–9.

The Wizard	Level:	XP:					at _+current level)
Name:		Look					
Elf: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr, Ildaril, Nedord Human: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri Halfling: Mortimer, Ennis, Fosric, Ophelia, Moira, Kearney, Emrys, Imogen, Dwarf: Hrona, Jarad, Rasmus, Fala, Dreft, Balon, Syglyn, Tresgoran, Odilia		HAIR: Sty ROBES: V	rled, Wild, Po Vorn, Stylish	o, Crazy, or _ pinted Hat, or n, Strange, or y, Thin, or			
Alignment		Ass	sign to you	stats: 16(+2), 15(+1),	13(+1), 12(+0)	, 9(+0), 8(-1)
☐ Good Use magic to directly aid another.		ST	R			INT	
☐ Neutral Discover something about a magical mystery.		Strength	n:	Weak □ -1		ntelligence:	Stunned 🗆 -1
□ Evil		DE	-X			WIS	
Use magic to cause terror and fear.		Dexterit		Shaky 🗆 -1	j v	Visdom:	Confused 🗆 -1
			DN			CHA	
Starting Moves		Constitu		Sick □ -1		Charisma:	Scarred □ -1
Spellbook You have mastered several spells and inscribed them in your start out with three first level spells in your spellbook as well a Whenever you gain a level, you add a new spell of your level your spellbook.	is the cantrips.		Max: P = 4 + Cor		HP:		
Prepare Spells When you spend uninterrupted time (an hour or so) in quie contemplation of your spellbook, you: Lose any spells you already have prepared. Prepare your cantrips, which never count against your lime. Prepare new spells of your choice from your spellbook where levels don't exceed your own level+1.	iit.	Tags: Race □ Elf		: D4 +		Arm	-
 Cast a Spell When you release a spell you've prepared, roll+INT. *On a 1 successfully cast and you do not forget the spell—you may cast *On a 7-9, the spell is cast, but choose one: You draw unwelcome attention or put yourself in a spot. To you how. The spell disturbs the fabric of reality as it is cast: take -1 of a spell until the next time you Prepare Spells. After it is cast, the spell is forgotten. You cannot cast the syou prepare spells 	st it again later. The GM will tell ongoing to cast	you. Hur Choose o Hal When yo	man one cleric fling ou cast pr fool anyo	spell. You o	can cast	it as a wizar	re so effective
Spell Defense When you sacrifice your magic to deflect an oncoming attadissipating arcane energy, end an ongoing spell and subtract the damage done to you.		When yo	ou inscrib bind it on	a surface.	Anyone		e, use Cast a releases the st a spell.
Ritual							
When you draw on a place of power to create a magical eff GM what you're trying to achieve. Ritual effects are always pos GM will give you one to four of the following conditions: It's going to take days/weeks/months First you must You'll need help from It will require a lot of money The best you can do is a lesser version, unreliable and lim You and your allies will risk danger from You'll have to disenchant to do it	ssible, but the	ways of	believen the the second the s	at the bene ping an impose the hidder efully misin	fits outv portant en.	o dangerous weigh the ris secret from	

Gear	Coin: Load:	_ /
You start with: Spellbook (1 weight) Dungeon Rations (ration, 5 uses, 1 weight), Uses left: □ □ □ □ Choose your defenses: □ Leather Armor (worn, 1 armor, 1 weight) □ Bag of Books (5 uses, 2 weight), +1 to Spout Lore, Uses left: □ □ □ □ & 3 Healing Potions (0 weight), drink to heal 10 HP or 1 debility, Choose your weapon: □ Dagger (hand, 1 weight) □ Staff (Close, two-handed, 1 weight) Choose one: □ Healing Potion (0 weight), drink to heal 10 HP or 1 debility □ 3 Antitoxin (0 weight) drink to cure one poison, Doses left: □ □	(100 coin = 1 weight) (Your Loa	ad is 7+STR)
	:	
Advanced Moves (Level 2+)		
☐ Prodigy Choose a spell. You prepare that spell as if it were one level lower. ☐ Empowered Magic When you Cast a Spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well: ■ The spell's effects are maximized ■ The spell's targets are doubled	□ Fount of Knowledge When you spout lore about something no one else has a about, take +1. □ Logical When you use strict deduction to analyze your surround can discern realities with INT instead of WIS. □ Arcane Ward	
☐ Know-It-All When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.	As long as you have at least one prepared spell of first le higher, you have +2 armor. Quick Study	
☐ Enchanter When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully. ☐ Counterspell When you oppose an arcane spell that would affect you with one of your own, stake one of your prepared spells on the defense and roll+INT. *On a 10+, the spell is countered and has no effect on you, but still affects any other targets. *On a 7-9, the same as above, but you forget the spell you staked.	When you see the effects of an arcane spell, ask the GM of the spell and its effects. You take +1 when acting on the Expanded Spellbook Add a new spell from the spell list of any class to your spell	answers.
Advanced Moves (Level 6+)		
☐ Greater Empowered Magic Replaces: Empowered Magic When you Cast a Spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free: • The spell's effects are doubled • The spell's targets are doubled	☐ Arcane Armor Replaces: Arcane Ward As long as you have at least one prepared spell of first league higher, you have +4 armor. ☐ Self-Powered When you have time, arcane materials, and a safe space	
Master Requires: Prodigy Choose one spell in addition to the one you picked for prodigy. You	create your own place of power. Describe to the GM what I power it is and how you're binding it to this place, the GM wone kind of creature that will have an interest in your work	will tell you
prepare that spell as if it were one level lower. Spell Augmentation When you deal damage to a creature you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to	☐ Highly Logical Replaces: Logical When you use strict deduction to analyze your surround can discern realities with INT instead of WIS. *On a 12+ you the GM any three questions, not limited by the list.	
the damage dealt. Mystical Puppet Strings When you use magic to control a person's actions they have no memory of what you had them do and bear you no ill will.	Protective Counter Requires: Counterspell When an ally within sight of you is affected by an arcane specan counter it as if it affected you. If the spell affects multiply you must counter for each ally separately.	
When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.	☐ Enchanter's Soul Requires: Enchanter When you have time and safety with a magic item in a power you can empower that item so that the next time you effects are amplified, the GM will tell you exactly how.	

Wizard Spells

Cantrips

You prepare all of your cantrips every time you Prepare Spells without having to select them or count them toward your allotment of spells.

□ Light

Cantrip - Alteration

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

■ Unseen Servant

Cantrip - Summoning

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

□ Prestidigitation

Cantrip - Illusion

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

1st Level Spells

Contact Spirits

1st Level - Summoning - Known: □
Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

□ Telepathy

1st Level - Divination - Ongoing - Known: ☐ You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

☐ Invisibility

1st Level - Illusion - Ongoing - Known: ☐
Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

☐ Charm Person

1st Level - Enchantment - Ongoing - Known: ☐ The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

☐ Magic Missile

1st Level - Evocation - Known: ☐
Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

□ Detect Magic

1st Level - Divination - Known: □
One of your senses is briefly attuned to magic.
The GM will tell you what here is magical.

☐ Alarm

1st Level - Evocation - Known: □
Walk a wide circle as you cast this spell. Until
you prepare spells again your magic will alert
you if a creature crosses that circle. Even if
you are asleep, the spell will shake you from
your slumber.

3rd Level Spells

□ Mimic

3rd Level - Alteration - Ongoing - Known: ☐
You take the form of someone you touch
while casting this spell. Your physical
characteristics match theirs exactly but your
behavior may not. This change persists until
you take damage or choose to return to your
own form. While this spell is ongoing you
lose access to all your wizard moves.

□ Sleep

3rd Level - Enchantment - Known: □ 1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

□ Fireball

3rd Level - Evocation - Known: □
You evoke a mighty ball of flame that
envelops your target and everyone nearby,
inflicting 2d6 damage which ignores armor.

☐ Visions Through Time

3rd Level - Divination - Known: □
Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

□ Dispel Magic

3rd Level - Alteration - Known: □
Choose a spell or magic effect in your
presence: this spell rips it apart. Lesser spells
are ended, powerful magic is just reduced or
dampened so long as you are nearby.

☐ Mirror Image

3rd Level - Illusion - Known: ☐ You create an illusory image of yourself. When you are attacked, roll a d6. *On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

Wizard Spells

5th Level Spells

□ Cage

5th Level - Evocation - Ongoing - Known: ☐
The target is held in a cage of magical force.
Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

□ Polymorph

5th Level - Alteration - Known: ☐
Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

□ Summon Monster

5th Level - Summoning - Ongoing - Known: ☐ A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- □□ It has +2 instead of +1 to one stat
- ☐ It's not reckless
- ☐ It does 1d8 damage
- ☐ Its bond to your plane is strong: +2 HP for each level you have
- □□□ It has some useful adaptation
 The GM will tell you the type of monster you
 get based on the traits you select. The
 creature remains on this plane until it dies or
 you dismiss it. While the spell is ongoing you
 take -1 to cast a spell.

☐ Contact Other Plane

5th Level - Divination - Known: ☐
You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

Monster:		HP:
STR:	DEX:	CON:
INT:	WIS:	CHA:
□ Reckless	Damage:	□1d4 or □1d8
Heaful Adaptat	iona	

Useful Adaptations:

7th Level Spells

Contingency

7th Level - Evocation - Known: ☐
Choose a 5th level or lower spell you know.
Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

□ True Seeing

7th Level - Divination - Ongoing - Known:
You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

☐ Shadow Walk

7th Level - Illusion

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

□ Cloudkill

7th Level - Summoning - Ongoing - Known:
A cloud of fog drifs into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

□ Dominate

7th Level - Enchantment - Ongoing - Known:
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

9th Level Spells

□ Alert

9th Level - Divination - Known:
Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

□ Perfect Summons

9th Level - Summoning - Known: ☐
You teleport a creature to your presence.
Name a creature or give a short description
of a type of creature. If you named a
creature, that creature appears before you. If
you described a type of creature, a creature
of that type appears before you.

□ Shelter

9th Level - Evocation - Ongoing - Known:
You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

□ Soul Gem

9th Level - Alteration - Known:
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

Antipathy

9th Level - Enchantment - Ongoing - Known:
Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately fees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

Principles

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

Moves

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

Dungeon Moves

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

Treasure

Start with the **monster's damage die**, then **modify** it if the monster is:

- Hoarder: roll damage die twice, take higher result
- Far from home: add at least one ration (usable by anyone with similar taste)
- Magical: some strange item, possibly magical
- Divine: a sign of a deity (or deities)
- Planar: something not of this earth
- Lord over others: +1d4 to the roll
- Ancient and noteworthy: +1d4 to the roll

Roll the result from above to find the monster's treasure:

- 1. A few coins, 2d8 or so
- 2. An item useful to the current situation
- 3. Several coins, about 4d10
- 4. A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
- 5. Some minor magical trinket
- 6. Useful information (in the form of clues, notes, etc.)
- 7. A bag of coins, 1d4×100 or thereabouts. 1 weight per 100
- 8. A very valuable small item (gem, art) worth 2d6×100, 0 weight
- A chest of coins and other small valuables. 1 weight but worth 3d6×100 coins
- 10. A magical item or magical effect
- 11. Many bags of coins for a total of 2d4×100 or so
- 12. A sign of office (crown, banner) worth at least 3d4×100 coins
- 13. A large art item worth 4d4×100 coins, 1 weight
- 14. A unique item worth at least 5d4×100 coins
- 15. All the information needed to learn a new spell and roll again
- 16. A portal or secret path (or directions to one) and roll again
- 17. Something relating to one of the characters and roll again
- 18. A hoard: 1d10×1000 coins and 1d10×10 gems worth 2d6×100 each

Making Monsters on the fly

What is it known to do?

Write a monster move describing what it does

What does it want that causes problems for others?

This is its instinct. Write it as an intended action.

How does it usually hunt or fight?

- ☐ In large groups: horde, d6 damage, 3 HP☐ In small groups, about 2–5: group, d8 damage,
- 6 HP
 ☐ All by its lonesome: solitary, d10 damage, 12

How big is it?

HP

- ☐ Smaller than a house cat: tiny, hand, -2 damage
- ☐ Halfling-esque: small, close
- ☐ About human size: close
- ☐ As big as a cart: large, close, reach, +4 HP, +1 damage
- ☐ Much larger than a cart: huge, reach, +8 HP, +3 damage

What is its most important defense?

- ☐ Cloth or flesh: 0 armor
- ☐ Leathers or thick hide: 1 armor
- ☐ Mail or scales: 2 armor
- ☐ Plate or bone: 3 armor
- Permanent magical protection: 4 armor, magical

What is it known for?

(Choose all that apply)

- ☐ Unrelenting strength: +2 damage, forceful
- ☐ Skill in offense: roll damage twice and take the better roll
- ☐ Skill in defense: +1 armor
- ☐ Deft strikes: +1 piercing
- ☐ Uncanny endurance: +4 HP
- Deceit and trickery: stealthy, write a move about dirty tricks
- A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
- ☐ The favor of the gods: divine, +2 damage or +2 HP or both (your call)
- ☐ Spells and magic: magical, write a move about its spells

What is its most common form of attack?

Note it along with the creature's damage. Common answers include: a type of weapon, claws, a specific spell.

Then choose all that apply:

- ☐ Its armaments are vicious and obvious: +2 damage
- ☐ It lets the monster keep others at bay: reach
- Its armaments are small and weak: reduce its damage die size by one
- Its armaments can slice or pierce metal: messy, +1 piercing or +3 piercing if it can just tear metal apart
- Armor doesn't help with the damage it deals (due to magic, size, etc.): Ignores Armor
- It usually attacks at range (with arrows, spells, or other projectiles): near or far or both (your call)

Which of these describe it?

(Choose all that apply)

- ☐ It isn't dangerous because of the wounds it inflicts, but for other reasons: devious, reduce its damage die size by one, write a move about why it's dangerous
- ☐ It organizes into larger groups that it can call on for support: organized, write a move about calling on others for help
- ☐ It's as smart as a human or thereabouts: intelligent
- ☐ It actively defends itself with a shield or similar: cautious, +1 armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): hoarder
- It's from beyond this world: planar, write a move about using its otherworldly knowledge and power
- ☐ It's kept alive by something beyond simple biology: +4 HP
- ☐ It was made by someone: construct, give it a special quality or two about its construction or purpose
- Its appearance is disturbing, terrible, or horrible: terrifying, write a special quality about why it's so horrendous
- ☐ It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It (or its species) is ancient—older than man, elves, and dwarves: increase its damage die size by one
- ☐ It abhors violence: roll damage twice and take the worst result

Steading Generator

Prosperity

Dirt: Nothing for sale, meager possessions, cheap laborers. Poor: Bare necessities for sale, few weapons unless strongly defended, plenty of laborers.

Moderate: Common items for sale, a few skilled laborers. Wealthy: All mundane items for sale, costly skilled laborers. **Rich:** Unique items for sale, costly specialist laborers.

Population

Exodus: On the verge of collapse due to population loss.

Shrinking: Low population, empty buildings. Steady: Well populated with slow growth. **Growing:** More people than there are buildings. **Booming:** Over populated, resources are stretched thin.

Defenses

None: Clubs, torches, farming tools.

Militia: Reserves with worn weapons when needed.

Watch: A few lookouts, militia on call.

Guard: Armed patrol on rotation, up to 100 employed guards.

Garrison: Multiple patrols, 100-300 employed guards. Battalion: Sturdy defenses, up to 1000 defenders. Legion: Intimidating defenses, 1000s of defenders.

Other

Arcane: Arcane spells can be performed here for a price. +1 to recruit adepts here.

Blight: Has a recurring problem, usually a type of monster. **Craft:** The steading is known for excellence in the listed craft. Items of that craft are common and of higher quality here. **Divine:** Has a cathedral, monastery, or similar. They can heal

and maybe even raise the dead for a donation or resolution of a quest. Take +1 to recruit priests here.

Dwarven: Largely dwarven populace. Dwarven goods are more common and less expensive than they typically are. **Elven:** Largely elven populace. Elven goods are more common and less expensive than they typically are.

Enmity: Holds a grudge against the listed steadings. **Exotic:** Uncommon goods and services are here. List them. Guild: Listed guild has a major presence/influence. +1 to

recruit any hireling that would be associated with the guild. History: Something important once happened here: a battle, miracle, myth, romance, tragedy, etc.

Lawless: Crime is rampant; authority is weak.

Market: Lively trade occurs. On any given day the available items may be far beyond prosperity level. +1 to Supply rolls. **Need:** Has an acute or ongoing need for the listed resource. That resource sells for considerably more.

Oath: Has sworn oaths of some sort to the listed steadings. **Personage:** There's a notable person who makes their home here. Name them and then note why they're notable.

Power: Holds sway of some type: political, divine, arcane, etc. **Religion:** The listed deity is revered here.

Resource: Spices, ore, grapes, or etc. is abundant and cheap. Safe: Outside trouble doesn't come here. If steading would lose or degrade another beneficial tag get rid of safe instead. Trade: Regularly trades with the listed steadings.

Names

Graybark, Nook's Crossing, Tanner's Ford, Goldenfield, Barrowbridge, Rum River, Brindenburg, Shambles, Covaner, Enfield, Crystal Falls, Castle Daunting, Nulty's Harbor, Castonshire, Cornwood, Irongate, Mayhill, Pigton, Crosses, Battlemoore, Torsea, Curland, Snowcalm, Seawall, Varlosh, Terminum, Avonia, Bucksburg, Settledown, Goblinjaw, Hammerford, Pit, The Gray Fast, Ennet Bend, Harrison's Hold, Fortress Andwynne, Blackstone, Cat's Hollow, Silverthorne, Bleakwater, Obersen, Rockridge, Cold Harbor, Strathdale, Vantage, Redfield, Oaks, Bull Hill, Mossel, Kearny, Ramfall

Village

By default a village is Poor, Steady, Militia, Oath (steading of your choice), and Resource (choose).

If the village is part of a kingdom or empire choose 1: (or roll 1d6)

- 1. Somewhere naturally defended: Safe, -Defenses
- 2. Has an abundant resource: +Prosperity, Resource (choose), Enmity (choose)
- 3. Under the protection of another steading: Oath (that steading), +Defenses
- 4. On a major road: Trade (choose), +Prosperity
- 5. Built around a wizard's tower: **Personage** (wizard), **Blight** (arcane creatures)
- 6. Built on a site of religious significance: Divine, History (choose)

Choose 1 problem: (or roll 1d6)

- 1. In arid or uncultivable land: **Need** (food)
- 2. Dedicated to a deity: **Religious** (that deity), **Enmity** (settlement of another deity)
- 3. Recently fought a battle: -Population, -Prosperity if they fought to the end, **-Defenses** if they lost.
- 4. Has a monster problem: **Blight** (that monster), **Need** (adventurers)
- 5. Absorbed another village: **+Population, Lawless**
- 6. Remote or unwelcoming: -Prosperity, Dwarven or Elven

Town

By default a town is Moderate, Steady, Watch, and Trade (choose 2 steadings).

If the town is listed as trade by another steading choose 1: (or roll 1d6)

- 1. Population is booming (note why): Booming, Lawless
- 2. Located at a crossroads: Market, +Prosperity
- 3. Defended by another steading: Oath (that steading), +Defenses
- 4. Built around a church: **Power** (divine)
- 5. Known for its wares: Craft (choose), Resource (something required for that craft)
- 6. Built around a military post: +Defenses

Choose 1 problem: (or roll 1d6)

- 1. Lacking supplies: **Need** (grain, wood, stone, etc.), **Trade** (village or town with it)
- 2. Defending more steadings than itself: **Oath** (choose), **-Defenses**
- 3. Notorious outlaw's homebase: Personage (outlaw), Enmity (victimized steading)
- 4. Cornered the market: **Exotic** (good or service), **Enmity** (envious settlement)
- 5. Disease-ridden: -Population
- 6. Popular meeting place: +Population, Lawless

Keep

By default a keep is Poor, Shrinking, Guard, Need (supplies), Trade (someplace with supplies), Oath (choose)

If the keep is owed fealty by at least one settlement choose 1: (or roll 1d6)

- 1. Belongs to a noble family: +Prosperity, Power (political)
- 2. Run by a skilled commander: Personage (commander), +Defenses
- 3. Stands watch over a trade road: +Prosperity, Guild (trade)
- 4. Training facility for special troops: Arcane, -Population
- 5. Surrounded by fertile land: remove Need (supplies)
- 6. On a border: **+Defenses, Enmity** (steading across the border)

Choose 1 problem: (or roll 1d6)

- 1. Built on a naturally defensible position: Safe, -Population
- 2. Conquered: **Enmity** (steadings of the original owner)
- 3. Safe haven for brigands: Lawless
- 4. Built to defend from a specific threat: **Blight** (that threat)
- 5. Site of a horrible, bloody war: **History** (battle), **Blight** (restless spirits)
- 6. Manned by the worst of the worst: **Need** (skilled recruits)

Citu

By default a city is Moderate, Steady, Guard, Guild (choose), Market, and Oath (2 steadings, usually a town

If the city has trade & fealty from at least one steading choose 1: (or roll 1d6)

- 1. Permanent defenses, like walls: +Defenses, Oath (choose)
- 2. Ruled by a single individual: **Personage** (ruler), **Power** (political)
- 3. Diverse populace: Dwarven and/or Elven
- 4. Trade hub: Trade (every steading nearby), +Prosperity
- 5. Ancient, built on top of its own ruins: History (choose), Divine
- 6. Center of learning: Arcane, Craft (choose), Power (arcane)

Choose 1 problem: (or roll 1d6)

- 1. Outgrown its resources: +Population, Need (food)
- 2. Has designs on nearby territory: **Enmity** (nearby steadings), **+Defenses**
- 3. Ruled by a theocracy: **-Defenses, Power** (divine)
- 4. Ruled by the people: -Defenses, +Population
- 5. Supernatural defenses: +Defenses, Blight (related supernatural creatures)
- 6. Founded on a place of power: Arcane, Personage (overseer of the place of power), Blight (arcane creatures)

Instant NPCs

Instinct

- 1. To avenge
- 2. To spread the good word
- 3. To reunite with a loved one
- 4. To make money
- 5. To make amends
- 6. To explore a mysterious place
- 7. To uncover a hidden truth
- 8. To locate a lost thing
- 9. To kill a hated foe
- 10. To conquer a faraway land
- 11. To cure an illness
- 12. To craft a masterwork
- 13. To survive just one more day

- 14. To earn affection
 15. To prove a point
 16. To be smarter, faster and stronger
 17. To heal an old wound
- 18. To extinguish an evil forever
- 19. To hide from a shameful fact
- 20. To evangelize
- 21. To spread suffering
- 22. To prove worth 23. To rise in rank
- 24. To be praised
- 25. To discover the truth
- 26. To make good on a bet27. To get out of an obligation28. To convince someone to do their
- dirty work
 29. To steal something valuable
 30. To overcome a bad habit
 31. To commit an atrocity

- 32. To earn renown
- 33. To accumulate power
- 34. To save someone from a monstrosity
- 35. To teach
- 36. To settle down
- 37. To get just one more haul
- 38. To preserve the law
- 39. To discover
- 40. To devour
- 41. To restore the family name 42. To live a quiet life 43. To help others
- 44. To atone
- 45. To prove their worth
- 46. To gain honor 47. To expand their land
- 48. To gain a title
- 49. To retreat from society
- 50. To escape

- 51. To party
- 52. To return home
- 53. To serve
- 54. To reclaim what was taken
- 55. To do what must be done
- 56. To be a champion
- 57. To avoid notice
- 58. To help a family member 59. To perfect a skill
- 60. To travel
- 61. To overcome a disadvantage
- 62. To play the game
- 63. To establish a dynasty 64. To improve the realm
- 65. To retire
- 66. To recover a lost memory
- 67. To battle
- 68. To become a terror to criminals
- 69. To raise dragons
- 70. To live up to expectations
- 71. To become someone else
- 72. To do what can't be done
- 73. To be remembered in song
- 74. To be forgotten
- 75. To find true love

- 75. To find true love 76. To lose their mind 77. To indulge 78. To make the best of it 79. To find the one 80. To destroy an artifact 81. To show them all

- 82. To bring about unending summer
- 83. To fly
- 84. To find the six-fingered man
- 85. To wake the ancient sleepers
- 86. To entertain
- 87. To follow an order
- 88. To die gloriously
- 89. To be careful
- 90. To show kindness
- 91. To not screw it all up
- 92. To uncover the past 93. To go where no man has gone before
- 94. To do good 95. To become a beast
- 96. To spill blood
- 97. To live forever
- 98. To hunt the most dangerous game 99. To hate
- 100. To run away

Knack

How the NPC pursues their Instinct

- 1. Criminal connections
- 2. Muscle
- 3. Skill with a specific weapon
- 4. Hedge wizardry
- 5. Comprehensive local knowledge
- 6. Noble blood
- 7. A one-of-a-kind item 8. Special destiny
- 9. Unique perspective
- 10. Hidden knowledge

- 11. Magical awareness12. Abnormal parentage13. Political leverage
- 14. A tie to a monster
- 15. A secret
- 16. True love
- 17. An innocent heart 18. A plan for the perfect crime
- 19. A one-way ticket to paradise
- 20. A mysterious ore
- 21. Money, money, money
- 22. Divine blessing
- 23. Immunity from the law
- 24. Prophecy
 25. Secret martial arts techniques
 26. A ring of power
 27. A much-needed bag of taters
 28. A heart

- 29. A fortified position
- 30. Lawmaking 31. Tongues
- 32. A discerning eye
- 33. Endurance
- 34. A safe place
- 35. Visions 36. A beautiful mind
- 37. A clear voice 38. Stunning looks 39. A catchy tune

- 40. Invention
 41. Baking
 42. Brewing
 43. Smelting
 44. Woodworking
- 45. Writing 46. Immunity to fire
- 47. Cooking 48. Storytelling 49. Ratcatching
- 50. Lying

- 51. Utter unremarkableness
- 52. Mind-bending sexiness
- 53. Undefinable coolness
- 54. A way with knots 55. Wheels of polished steel
- 56. A magic carpet
- 57. Endless ideas 58. Persistence
- 59. A stockpile of food
- 60. A hidden path
- 61. Piety 62. Resistance to disease 63. A library 64. A silver tongue 65. Bloodline

- 66. An innate spell
- 67. Balance
- 68. Souls 69. Speed
- 70. A sense of right and wrong
- 71. Certainty
- 72. An eye for detail
- 73. Heroic self-sacrifice
- 74. Sense of direction
- 75. A big idea
- 76. A hidden entrance to the city
 77. The love of someone powerful
 78. Unquestioning loyalty
 79. Exotic fruit
 80. Poison

- 80. Poison 81. Perfect memory 82. The language of birds 83. A key to an important door 84. Metalworking 85. Mysterious benefactors

- 86. Steely nerves 87. Bluffing
- 88. A trained wolf
- 89. A long-lost sibling, regained
- 90. An arrow with your name on it 91. A true name
- 92. Luck93. The attention of supernatural
- powers 94. Kindness
- 95. Strange tattoos 96. A majestic beard

100. The wind at his back and a

97. A book in a strange language 98. Power overwhelming 99. Delusions of grandeur

spring in his step

Adur, Agasha, Ajax, Aldara, Andanna, Augustine, Avon, Aziz, Baldric, Brandon, Brianne, Brinton, Cassius, Castor, Charlotte, Clarke, Dahlia, Diana, Dunwick, Edwyn, Elana, Elise, Elizabeth, Eloise, Emory, Farley, Fatia, Florian, Gregor, Hadrian, Halek, Hawke, Hawthorn, Herran, Hiko, Hob, Ignis, Jack, Jonah, Kalil, Leena, Lenore, Lily, Lucia, Lux, Marceline, Marlow, Morgan, Nils, Nora, Octavia, Omen, Ovid, Pelin, Piotr, Ramonde, Rath, Regulus, Rudiger, Sara, Shanna, Shrike, Sibel, Siobhan, Solomon, Thaddeus, Umlilo, Uri, Valeria, Vitus, Walton, Wei, Wesley, Willem, Xeno, Yajna, Ysolde

Halfling Amaryllis, Angelica, Anne, Ansel, Aubrey, Avery, Baldwin, Bannegan, Barlow, Bartleby, Becca, Brynn, Caradoc, Clement, Deryn, Dunstan, Edan, Eira, Ellory, Emmer, Emrys, Ennis, Errol, Felix, Filbert, Finley, Finnegan, Fosric, Gannon, Gavis, Gower, Hart, Imogen, Jeridoc, Keane, Kearney, Kellen, Kendrah, Kendrick, Keris, Kyra, Leena, Lefred, Leoric, Mabe, Maered, Mallory, Mayweather, Mendel, Moira, Mortimer, Olive, Omar, Ophelia, Owen, Penrose, Poppy, Prynne, Randolph, Rhona, Rhoswen, Robard, Robin, Rose, Seamus, Serah, Shem, Theodore, Therys, Weasley, Webley, Wendle

Names

Adenastre, Aegor, Amanor, Amanth, Arain, Aranwe, Astrafel, Befenral, Beldaril, Bellamwe, Bresswe, Cadeus, Caenden, Callemwyr, Celion, Celsithrine, Daelwyn, Dagolir, Damarra, Dambrath, Demanor, Eiirthel, Eldar, Elohiir, Elrosine, Elsenwyn, Enkirash, Eraduin, Ethanwe, Feliana, Fenfaril, Fenlorsen, Galadiir, Galfenol, Gemenalle, Haeralos, Halwyr, Hasrith, Hycorax, Idreth, Ildaril, Isilda, Isilmwe, Ithemwe, Kindramil, Kithduin, Kithracet, Lanethe, Lanethiir, Lilliastre, Lothlorine, Melliandre, Menoliir, Mithralan, Naerdrel, Nedorath, Oberas, Oliash, Ostranor, Pelenash, Pendrell, Phirosalle, Seransus, Sharaseth, Shevaral, Sinathel, Sistranalle, Sorosthrine, Stelios, Taeros, Thelian, Throndir, Tredaeus

Dwarf

Aelfar, Agar, Albreathe, Alda, Annika, Balon, Bergi, Bjogan, Bjorn, Bolir, Breski, Bricla, Brom, Brunhilda, Dagmar, Dim, Dreft, Dregal, Drikka, Drummond, Durga, Edrea, Egdorn, Fala, Faldin, Freya, Froia, Gendrig, Gerda, Gjurd, Gremma, Greta, Helga, Helmi, Higar, Hildur, Hromund, Hrona, Iglin, Jael, Janos, Jarad, Jarl, Jurgan, Karsk, Kelda, Kilkarn, Klimmeck, Kohl, Kosil, Kurgan, Meredda, Morg, Mordan, Niona, Odenil, Odilia, Olyn, Ozruk, Rasmus, Rehgar, Rilla, Rullya, Rundrig, Rurgosh, Sagnus, Siggrun, Sigrial, Surtur, Syglyn, Tobur, Torbjorn, Tresgoran, Udyr, Ulla, Uriel, Ysolt

Front	Name:			Campaign	☐ Adventure
Description			Cast		
		_			
Stakes					
Danger:			Danger:		
Туре:			Туре:		
•			Impulse:		
Impending Doom: _			Impending Doom:		
Grim Portents:			Grim Portents:		
<u> </u>			<u> </u>		
			<u> </u>		
			<u> </u>		
Danger:			Danger:		
Туре:			Туре:		
-			Impulse:		
Impending Doom: _			Impending Doom:		
Grim Portents:			Grim Portents:		
			<u> </u>		
_					

Front	Name:		🗆 Campaign	☐ Adventure
Description		Cast		
Stakes				
Danger:		Danger:		
Type:		Туре:		
		Impulse:		
Impending Doom: _		Impending Doom:		
Grim Portents:		Grim Portents:		
		<u> </u>		
<u> </u>				
		<u> </u>		
Danger:		Danger Moves / Custo	om Moves	
-				
Grim Portents:				
_				