

THE MASTER



YOUR NAME:

CLASS DICE: D20

Who rules?

The Master is the magic user as a reality manipulator. Sometimes you change the laws of physics. Sometimes you change the laws of probability. Sometimes you change the laws of the game.

The rules rule.

And you rule the rules.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can also activate a single relevant **Special**. These abilities are marked on your sheet with a bold **Special**.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc.	DEXTERITY Dodging, ranged combat, initiative, etc.	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, miracles, willpower, etc	INTELLIGENCE Education, perception, spells, willpower, etc	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

You start with both of the following:

- Quarterstaff (**Special**: recover one Guard)
- Robes (Defence 1)

YOUR LOOK

Choose one of the following:

- ☐ Weird robes
☐ Your own idea:

DEFENSIVE STATS

GUARD Guard = Dexterity RESETS AT START OF COMBAT	HEALTH Health = Constitution LOSE GUARD BEFORE HEALTH
DEFENCE Set from Equipment DIFFICULTY TO BE HIT	WILLPOWER Wisdom + Intelligence EMOTIONAL RESILIENCE

THE MASTER IN BRIEF

Spend your Cheat Tokens to break the rules in significant ways. Otherwise, you're a wizard, Harry.

D20

Can be added to all dice pools inside your dimension.

As the whole game happens inside your dimension, this means all rolls unless the narrative changes – for example, if the master loses their dice, if the dimension is secured by someone else, and so on.

CHEATING

The Master is in control of this dimension, to a lesser or greater degree. They have a limited ability to warp it during play.

The Master gets a number of **Cheat Tokens** equal to the number of other players.

As an action, the Master character can expend a token to do any one of the actions on the list. A Master must be present, observing or aware to use a cheat token.

- Escape enemies
- Summon allies
- Entirely negate an attack
- Change laws of physics in a given area
- Offer temptation
- Change a major rule in the game for the duration of an encounter

The Cheat Tokens should be hidden from the players, but as the tokens are spent, pass them across the table so the players know your resources are being expended.

A Cheat Token spent offensively is an action. A cheat token spent defensively is not an action, and can be done in response to a situation.

RULES LAWYERING

Choose one of the sets of rules below. Alternatively, you can select one of the gods on the Godbinder profile and use all three of their Minor Miracles. (The Rules of Fire are identical to the God of Fire's Miracles, for example.)

You can cast other spells which seem remotely aesthetically in line with your chosen area of expertise. For the present Beta, use any reasonably appropriate Godbinder Minor Miracle but increase the casting difficulty by one.

A Master uses an Intelligence Dice pool to try to cast these abilities. The number by each spell is the difficulty to cast them.

If in doubt just grab **The Rules of Evil**, as subtlety is an overrated virtue.

THE RULES OF EVIL

If you're going to be an evil overlord, you may as well really go for it. For all your bargain-shop-Sauron needs.

1) The Evil Eye

Curse an individual to have one less strength than usual for the remainder of the combat.

2) Torture Beam

Ranged attack (adds **Special**: disadvantage due to pain on all actions).

3) Summon Lesser Demon

Summons a great monster for the length of an encounter. It has Strength 3, Constitution 3, and all other stats are 2. It has flaming attacks.

THE RULES OF FIRE

The Creative Spark turned brutally literal – some Masters turn to the elemental powers to attack their foes.

1) Fireblast

Ranged attack with fire. Adds **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished.

2) Fireball

Ranged Area Attack. Adds **Special**: if hit wounds, ignite opponent, doing 1 Wound per round until extinguished

3) Fire Armour

+1 to your Defence, a failed attack on you does 1 Wound to your opposition.

THE RULES OF DREAMS

Dreams are famously reluctant to obey rules at all. But dreams are fantasy in their purest state, so of interest to a Master...

1) Mimic

Change your appearance to that of any individual. You gain no abilities of that individual.

2) Sleep

Make **all** individuals in an area fall asleep. You need to match or exceed each target's wisdom in successes to affect them. They can be awoken.

3) Terrify

Torment an individual with horrifying visions which cause real injuries. **Special**: Mistake a friend for a foe and attack them.

THE RULES OF RULES

Some Masters have embraced the game they're in, and choose to concentrate on tweaking the system. So Meta.

1) Cheeky Buff/Nerf

All people armed with a weapon of the Master's choice in the area get an advantage (or disadvantage) when attacking with that weapon until the end of the combat.

2) Banhammer

Beam of meta-magic that damages the target. Attack has **Special**: until end of combat, for each wound suffered by this target, target suffers two wounds.

3) Blatant Cheating

A person at touch range gets two actions a turn for the length of the combat.