

CHASING ADVENTURE



A Fantasy Action-Adventure Roleplaying Game By Spencer Moore

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Free Version

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Writing & Design

Spencer Moore

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COMMUNITY RESOURCES

Chasing Adventure is active on many platforms. Find people to play with, give feedback on the game, contact the designer, find resources, and more!



chasingadventuregame.com



discord.gg/w7eAnj6



[/u/PrimarchtheMage](https://www.reddit.com/user/PrimarchtheMage)



[@PrimarchSpencer](https://twitter.com/PrimarchSpencer)

GET THE FULL VERSION

Chasing Adventure is available in both a free version and a full version! You are reading the free version, but can get the full version via the links below.



chasingadventuregame.com



<https://primarchthemage.itch.io/chasing-adventure>



<https://www.drivethrurpg.com/product/313638/Chasing-Adventure-Full-Version>

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INTRODUCTION

Chasing Adventure is a game about action and drama, tension and payoff, victory and tragedy. Most people play as Adventurers - traversing exotic landscapes and dangerous obstacles to stop encroaching threats. One person plays as the Game Master, portraying the vibrant world, its environments and characters, and the Ominous Forces that threaten it.

During play the Adventurers will face down terrible threats, find mythical treasures, meet colorful people, push beyond their limits, and make heartbreaking sacrifices. They will suffer wounds and setbacks, yet they will endeavor to overcome them and chase adventure anew.

Chasing Adventure primarily takes place in the players' shared imagination, though pictures, maps, figurines, and other props might be used as well.

If you're new to tabletop roleplaying games, here is how this one works.

One person plays as the Game Master (GM).

Their role is to describe and portray the world and characters (NPCs) in it, how they act and react to the other players. The Game Master chapter (Page 82) has information and guidance on playing this role.

Everyone else takes a role as a Player, each playing a single Adventurer, or Player Character (PC). Their role is to face down dangers and drive the story forward with their undertakings. They have access to the Adventure, Chase, Peripheral, and Favor Moves. They also each choose a Playbook for their character and gain its Starting Moves.

The GM and Players work together to tell an exciting story. Like a conversation, the GM and



Players go back and forth; the GM describes a situation and asks what one or more PCs do. Those PCs then describe their actions in return. Sometimes a PC might do something that triggers a Move; do what the Move says, rolling if called for, and continue the conversation based on what that Move directs.

If you're used to games like Dungeons and Dragons or Pathfinder, here is what's different about this game.

This game starts and ends with the fiction. When acting as either a PC or the GM, focus on the narrative, describe what your character does cinematically as if they were in an adventure movie. Don't just look at your Moves and pick something, instead describe in detail what your character tries to do and how they pursue it.

Sometimes it will be very clear as to 'what happens next' without needing to roll dice or do anything else. That's great! Keep describing things back and forth and pushing the fiction forward. Rolls aren't always needed.

Sometimes it won't be clear, or maybe you'll have a gut feeling to roll. That probably means there is a Move being triggered. Follow the procedure of the Move, rolling if necessary, and let that Move inform the narrative going forward. Whenever a roll is made, it should always have an effect on the fiction.

Either way, (usually) the GM describes what happens as a result of the PC's efforts, and how things have changed because of it. Often, they should finish the description with a new question, such as 'what do you do?'

The GM doesn't roll dice, they simply describe what happens in the world, what the NPCs do, what changes in the environment, and so on. NPCs

don't roll to do things like players do, instead the PCs' rolls and Moves affect the outcomes of both them and the effected NPCs.

There is no specified turn order, and distance isn't measured or numbered. Abstract maps and pictures are perfectly fine to use supplementally, but the game is primarily meant to be played through shared imagination, even during a fight.

If you're familiar with games like Apocalypse World or Dungeon World, here is where this game different and why.

Chasing Adventure originally started as a modification of Dungeon World, but as more and more changes were made it became its own standalone game. Chasing Adventure pairs a familiar fantasy narrative with a fast and smooth mechanical experience.

Moves and Playbooks have been rewritten from the ground up and refined several times. Each Advanced Move from every Playbook is significant and useful.

Leveling Up is frequent and fun. You choose between gaining a Move, increasing a stat, acquiring an asset, gaining a Playbook-specific benefit, or something else entirely.

Treasure, loot, and money are abstractly represented by Wealth. Most things cost 1 or 2 Wealth, though some might cost 3 or more.

When someone suffers a wound, becomes fatigued, feels enraged, or more, that is represented via Conditions, which impose a penalty to a player's rolls but offers XP in doing so.

Characters will gain and lose each others' Favor, representing debt, goodwill, or more. Players are cautioned against brushing off those they Favor, and rewarded for helping them.



GETTING STARTED

You Need:

- One GM and at least one PC. Three to five people in total are recommended.
- Reference sheets for the Moves, Items, Game Master, and Playbooks- all found on Page 123.
- Two or more six-sided dice (called 'd6')
- Writing utensils (pencils recommended)
- A place you can have a proper group conversation
- A few hours of time
- Some paper (optional)

Talk About the Game

- What ideas do you have for the game?
- What do and don't you want to see in it?
- What Safety Tools do you want to use? (Page 8)
- What kind of characters do you want to play?

Be honest with and kind to each other, listen respectfully, and make sure everyone has a voice. Work together to create something that you're all interested in, and listen if someone says no.

This discussion is not restricted to the start of the game, feel free to revisit it in the future.

Make Characters Together

Each player chooses a Playbook and starts filling it in (see Character Creation on Page 32). Meanwhile, the GM reviews and familiarizes themselves with the GM Section, and comes up with any ideas they'd like to include in the adventure.

After Playbooks are mostly filled in, talk about the characters and the world, using the Ask, Answer, and Favor sections as prompts for connected ideas.

While this is happening, the GM should pay close attention, ask questions, add ideas, and use what happens as a foundation for the coming adventure. Take as many notes as you'd like.

Everyone is encouraged to ask any questions that occur to them, to better flesh out ideas and add more interesting details.

The GM Section

The GM spends a few minutes writing up the start of the adventure and creating NPCs as needed, following the Game Master chapter (Page 82).

Inspiration

There are many flavors of fantasy adventure, with different settings, tones, and styles. Here are some that might give you ideas.

- Chained Echoes (Video Game)
- Dungeons & Dragons: Honor Among Thieves (Movie)
- Pillars of Eternity 2: Deadfire (Video Game)
- The Witcher (Book Series)
- Soundtrack to a Great/Brief/Greater Adventure by Maximalism (Music Albums)
- Enderal (Video Game)

Moves

A Move is a self-contained rule that defines what happens after a specific action is taken in the game's narrative. All PCs have access to the Adventure, Chase, Peripheral, and Favor Moves, plus all Starting Moves from their chosen Playbook and any Moves they choose when they Level Up.

Most Moves have an immediate effect, but some give you a metaphorical currency, such as Insight or Edge, that you can spend later for certain effects.

RESPONSIBILITY AND SAFETY



The Purpose of Safety

Ideally, a game of Chasing Adventure is engaging and interesting to everyone in the group. But every person is an individual with their own preferences of what is enjoyable and what is upsetting in a game. That's why it's important to talk about the game beforehand and ensure that everyone is on the same page, and this section is meant to assist with that process.

It can be difficult to pause a dramatic action-heavy scene right at the climax. Several of these tools help make the pause, discussion, and resumption of these scenes easier and smoother.

The tools here only work if everyone tries to be patient, empathetic, and kind to each other. They will not fix intentional or uncaring bad behaviour.

No one can read your mind, nor can you read others. Honestly and respectfully advocate for your own enjoyment, and make sure everyone has the chance to speak.

This shouldn't be a majority vote, and often a single 'no' will override several 'yes's. Work together to make space for everyone's enjoyability.

Sometimes, even without anyone being mean, selfish or wrong, there can be an incompatibility at the table that can't be overcome. That's okay, often no game experience is better than a bad game experience. There is no shame in leaving the game, in asking someone else to leave the game, or in playing something else altogether.

The GM is Responsible For:

- Managing game flow and spotlight
- Describing the world to the players
- Unleashing consequences
- Following the GM Principles and Moves
- Knowing the GM Section

The PCs are Responsible For:

- Remembering the Adventure, Chase, Peripheral Moves, plus those from their own Playbook
- Taking exciting risks
- Engaging with the world and each other
- Being generous with the spotlight

Everyone is Equally Responsible For:

- Having fun
- Speaking up when there is an issue
- Respecting and understanding each other
- Ensuring a safe space
- Organizing and scheduling
- Asking each other interesting questions

No One is Solely Responsible for the Story

The story is created when the PCs actions, the GM's descriptions and consequences, and dice all collide together in a magnificent chain reaction. You are all players, and you are all creating and discovering the story of this adventure together.



SAMPLE SAFETY TOOLS

General Tools and Terms

Lines and Veils are used to set boundaries on content in a game. Lines are hard limits on content, things that the GM or the players don't want to engage in. Setting up a line means that content won't show up in the game at all. Veils are soft limits, things that are okay 'behind a curtain' or when they 'cut to black'. Setting up a veil means that the content might be in the game, but not spotlighted or described in great detail. Lines and Veils can be adjusted as needed throughout play.

Script Ratings are used to set tone and boundaries for your game. Using film ratings (or your own), you can outline what 'audience' this narrative would be appropriate for (e.g. PG-13 vs R). The rating also addresses what content players do and don't want to see. Make sure to balance and respect everyone's wishes. Ratings can be adjusted as needed throughout the game.

The Open Door is the assurance that someone can leave or take a break from the game for their own safety and well-being without being judged. State this at the beginning and periodically throughout it,

Bleed occurs when emotions and stress from the game and characters cause real distress. This can affect the enjoyment of the game, as well as out-of-game relationships between players if not worked through. Being open and honest about where the game begins and ends, and being conscious of which feelings belong to the player, and which are bleed from the character, helps to mitigate the effects.

Further Tools

Visit these links for more tools beyond what are described on this page.

ttrpgsafetytoolkit.com

bit.ly/ttrpgsafetytoolkit

X, N, and O Cards

The cards are check-in tools. They can be used by tapping physical cards, typing the letter into chat, or using hand signals. Before the game begins, remind everyone that they are available and how to use them.

The X Card can be used at any point if a participant is uncomfortable with the content happening in-game. When the X Card is used, the group can change, rewind or skip the content.

The N Card can be used at any point if a participant feels like they are headed towards an X. When the N card is used, the group can change the content or have the scene 'fade to black'.

The O Card can be used at any point if a participant wants to continue with the content. They can also regularly be prompted by asking 'O?' out loud or in chat to check-in if everyone is still okay.

Script Change Toolbox

This is a set of cinema-themed terms that can be used to adjust play and content as discussed.

Rewind can be used when something happens in play that makes a participant uncomfortable. When Rewind is used, be clear about what content is being adjusted, rewind to a point before it happened, and start play again.

Fast Forward can be used when someone wants to skip past uncomfortable content or to the next part of the fiction. When it is used, skip forward to a new spot in the fiction that everyone agrees on.

Pause can be used when things are too intense, but you still want to continue playing the scene. When used, you can take a break and/or discuss the content as needed. After that, you can Resume, Rewind, or Fast Forward.



PLAYING THE GAME

The Conversation

Most of the time during a game, the players and GM go back and forth in conversation, describing actions, reactions, consequences, and emotions of their characters and (for the GM) the world. The GM presents the fictional situation the player character(s) find themselves in, the PCs respond, sometimes triggering and resolving Moves, and then the GM describes how the situation changes and what it is now.

Triggering a Move

When a PC does something risky, dangerous, or tense, and the group needs to determine how it resolves, a Move might have just been triggered. Read over the Moves available, starting with the Adventure Moves on Page 14, and see if any are appropriate. Many Moves start with 'When you do X' to describe when they trigger.

If an appropriate Move is found, follow the rest of the text on it to resolve the situation. Sometimes Moves will say to roll dice or make choices when following it. Once the Move has resolved, resume building the narrative as informed by what the Move says happens.

Some Moves are available to all PCs - Adventurer, Peripheral, Chase, Favor, and Follower Moves - and are detailed later in this chapter. Other Moves are exclusive to certain PC archetypes, called Playbooks, and are explained in detail on Page 35.

Stats

Each PC has five stats that determine their chances of success. Strength (STR), Dexterity (DEX), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These stats range between -1 and +3, and most rolls are modified by one of them.



Making a Roll

When you roll, you do so with two six-sided dice (2d6) and add the numbers together. You usually also add a stat to the roll; so when a Move says Roll+STR that means you roll 2d6 and add their numbers together with your STR stat for a total.

Getting a 10 or higher results in a Success, meaning you get what you want or as close to it as feasible. If you get a 7-9 that's a Partial Success where you achieve what you want with a cost, consequence, or reduced effect.

Rolling a 6 or Lower

Many Moves don't say what happens when a six or lower is rolled. In these cases the GM says what happens, usually with negative consequences. See the Game Master chapter for more details (Page 82).

If the Move says what happens on a 6- then follow those instructions instead. If the 6- result on a Move includes 'in addition to whatever the GM says' or similar, then the GM says what happens but the Move also alters or adds to it.

Advantage and Disadvantage

When you have Advantage on a roll, you roll an extra d6 (3d6 total) and take the two highest dice as the result. When you have Disadvantage, you do roll an extra d6 but take the lowest two dice.

Advantage and Disadvantage cancel each other out. If you have both Advantage and Disadvantage, roll 2d6 as normal. Multiple sources of Advantage and Disadvantage can stack together, meaning you roll an extra d6 per source, always keep two. If you have three sources of Advantage and one source of Disadvantage, then you would treat it as two sources of Advantage, roll 4d6, and keep the highest 2 dice to add together.

Some Moves say 'gain Advantage Forward' or similar. 'Forward' means that it only affects your next roll. Similarly, Advantage/Disadvantage Ongoing means it affects all of your future rolls until the situation causing it changes.

Advantage/Disadvantage is not normally situational, it is only granted by Moves and abilities. See Fictional Positioning on page 104 of the Game Master chapter for information on managing difficulty.

The GM Doesn't Roll

When describing dangers, threats, or consequences, the GM never rolls. Instead, if the PCs act to resolve a situation that threatens them, then their Moves and rolls will, in addition to their own, also inform the success of the GM's described actions.

Consequences

When the GM describes consequences to the PCs, they can be any number of things: being harmed, destroying equipment, making difficult choice, getting into a tough situation, etc. See *Offering Interesting Costs & Choices* on page 104 of the Game Master chapter for more information. Describe consequences dynamically and as appropriate to the established fiction - the ogre doesn't just deal damage, it slams you into the ground with an earthshaking roar and starts grasping for the nearest boulder to throw.

Coming up with vivid descriptions, especially on the fly, can be difficult. Feel free to ask each other for ideas and input. The Players have final say over describing their PC's actions, and the GM has final say over the world and NPCs.



Scenes

A scene in a book, TV show, or movie is typically a single situation in the same location within the narrative. If a character is having a conversation with a barkeep at a tavern then leaves to negotiate at a smithy for a new sword, those are two separate scenes. However, if the blacksmith is here visiting the tavern, that might be part of the same scene.

Roleplaying games also have scenes, be they exciting action, complex conversations, or more. When a scene changes from one to another is up to your table and how you describe things.

The Spotlight

This refers to who the fiction is focusing on at the moment. Whoever 'has the spotlight' are the people whose actions we are following and seeing the consequences of. In a typical scene, the GM guides the spotlight and switches it between PCs frequently. It's everyone's job at the table to share the spotlight generously with each other.

Conditions

Conditions represent wounds, exhaustion, frustration, curses, and more negative effects that afflict a PC as they adventure. They often occur when Moves mention 'harm' or 'blows', or similar.

When a PC receives a condition, they choose one of their stats and write down the fictional reason for the condition (the PC chooses both of these). Some especially formidable dangers can inflict multiple conditions at once.

When an NPC receives a condition, the GM will mark it on their notes. See Page 95 in the *Game Master* chapter for more details.

When a PC makes a roll using a stat that has a condition, that roll has Disadvantage, but also gives

them 1 XP after the roll is resolved (see the Level Up Move on Page 16).

When a PC's last stat gains a condition, they Crumble. Conditions can be healed when you Settle In, when you use items like Supplies, or through special Moves or abilities. See the Peripheral Moves on Page 16 for more details.

Example Conditions

STR - Weakened, Nauseous

DEX - Dizzy, Shaky, Stunned

WIS - Confused, Exhausted, Blinded

INT - Dazed, Forgetful, Concussed

CHA - Scarred, Grumpy

Resource Points

Some Moves grant you resource points, such as 'Gain 2 Insight' from Scrutinize on Page 15. Resource Points are unique to their Move and can be spent for certain effects listed in it. You don't have to spend resource points immediately, you can hold onto them for as long as both the Move and how you used it are still relevant, often a single scene. Resource points are not a currency, and cannot be switched, exchanged, or traded.

For example, if you Scrutinize a specific person and gain Insight into them, you can spend that Insight to ask questions of *that* person, but not another person who might be involved in the conversation.

PUSHING YOURSELF

An important Adventure Move to be aware of is *Push Yourself*. Before making any roll, a PC can use this Move to gain Advantage on the roll at the cost of taking a condition afterwards.



Armor

When someone with Armor would take a condition, they can mark it on their Armor instead of a stat. Armor refreshes when PCs Settle In. Attacks with the Piercing tag ignore most Armor.

Armor from worn equipment (e.g. Chainmail) only works against physical harm, while Armor from Moves, magic, or similar might only work against other specific things. Armor may become damaged during your adventures, but can be repaired.

End the Session

When you've finished a session of play, follow the End of Session Move on Page 16.

Advancement, XP, and Leveling Up

XP, short for experience, is something you gain over time as your character grows and changes. You gain 1 XP every time you roll with a stat that has a condition, or by answering yes on any of the questions in the End of Session Move. When you all have some time to Settle In and rest then you can spend that XP to Level Up. See the Settle In and Level Up Moves on Page 16.

Keep Moving Forward

Trying to balance between overly cautious and dangerously reckless is at the core of Chasing Adventure. A PC can't die unless they choose to, but if they Crumble they will change one way or another. When a PC Crumbles, or when everyone Settles In to rest, the world's Ominous Forces advance, creating new problems and dangers. The PCs should stretch themselves to their limits to thwart these forces while trying to avoid rest and defeat.

Example of Play

GM: *You follow the trail of destruction past cracked boulders and splintered trees, to finally see the source of the carnage. An enormous ogre stands hunched in a clearing, sniffing the air as if searching for something. Fighter, hasn't yet seen you - what do you do?*

Fighter: *I charge immediately, drawing my sword and hoping to get in close before the ogre notices.*

GM: *The ogre smells you coming and starts turning towards you, roaring in territorial rage. Let's see if you reach it first, roll to Defy with DEX.*

Fighter: *(rolls) A four. Uh oh.*

GM: *It grabs you with a hand as big as your torso, picking you up and throwing you into a nearby tree. You suffer two conditions and are momentarily dazed.*

Fighter: *I'm going to absorb one condition with my armor and take Stunned as a DEX condition. I may roll worse, but at least I'll get some XP.*

GM: *Sounds good. The Ogre assumes your done for and turns, fixing its bloodshot eyes on the Wizard in the distance. Wizard, it charges towards you, roaring and picking up speed. What do you do?*

Wizard: *Invisibility! I cast Invisibility as fast as I can.*

GM: *Roll to the Evoke the Spell then.*

Wizard: *(rolls) Eight. I choose for the magic to drain me. Can I get out of the way now that it can't see me?*

GM: *Easily. The ogre charges several feet off from your new location then stops, looking around in sudden confusion. Fighter, you've had a moment to recover. What do you do?*

Fighter: *I pick up my sword, press my thumb to the gem in the pommel, and the blade starts burning with an ethereal blue flame. This thing's going down.*

PLAYER PRINCIPLES

The intended mindset when playing *Chasing Adventure*.



Actively Engage With the World

During the first session, everyone is equally responsible for creating the world and are evenly empowered to detail it. Voice your ideas, *especially* the strange ones, and piece them together with everyone else's.

Ask questions of each other to draw out details, such as 'What does that look like?' or 'How did that happen?'. The 'Ask' and 'Answer' sections of each Playbook have some starting questions that you can then elaborate on and ask more specific questions about. Build on each others' ideas until you are all satisfied with the world and the PCs' place and direction.

In future sessions, continue to ask these detailing questions of each other. Furthermore, feel free to provide ideas when the GM directs a world-related question to you, or to the group in general.

Take Exciting Risks

Safety and patience are for ordinary folk, but such shackles keep your character from the edge on which they truly shine. Act decisively in the moment, pursue incredible accomplishments by the skin of your teeth and the opportunities that arise. Keep complex plans and preparations offscreen or in flashbacks.

Characters in *Chasing Adventure* are easy to bruise but hard to break. Even when in mortal danger, your character will only die when you allow it. That doesn't mean they can't lose; they can still be knocked out, trapped, captured, or worse. Unlike death, which often represents an unwilling end to a character, these kinds of consequences keep the narrative tension going and asks 'how do we get out of this?'

Play as a Team

Everyone at the table is working together to tell a collaborative story. Even when your characters are separated or actively fighting, you as players are on the same team, so try to be a good teammate.

Before starting or continuing an extended scene on your own, such as a Thief sneaking off to steal something, check with the others to see if they want the spotlight for a bit.

Before significantly harming or altering another PC, or something they are tied to, check if they as a player are okay with it.

Make sure everyone has a chance to speak. Group dynamics are hard to navigate, and some people tend to be louder or pushier than others without meaning to be. Listen intently and don't interrupt someone else, and check in with someone if they haven't spoken up in a while.

Treat each other with value and dignity, and respect set boundaries. If the Cleric's uncle passing away tragically would make the game less fun for him, then work together and search for another consequence.

Roll With the Punches

When your sword breaks in a fight, you swing with your fists. When you fail to save the prince, you chase down his assassin. When your beloved village lies in ruin, you pick up a hammer and start rebuilding.

A clean success is rare in *Chasing Adventure*; it is often mixed with failure and cost. But failure is not the end, only a new beginning. If you lose something, be it a person, a possession, or an opportunity, then you have the chance to decide and discover how your character deals with the loss.



ADVENTURE MOVES

These are the core Moves that are used most often in the game.

DEFY

When you act despite an imminent threat or obstacle, say how you do it. Then roll...

- +STR if you endure or power through it.
- +DEX if you act with speed or finesse.
- +INT if you employ quick or out-of-the-box thinking.
- +WIS if you rely on mental fortitude or sharp senses.
- +CHA if you use charm, intrigue, or social grace.

On a 10+ the threat doesn't come to bear.

On a 7-9 it only abates if you make a costly sacrifice or ugly choice, the GM will tell you what.

ENGAGE

When you openly fight an enemy up close, roll+STR.

On a 7-9 you and your enemy trade blows, usually inflicting a condition on each other.

On a 10+ you trade blows, but choose one:

- Avoid or withstand their attack
- Inflict an extra condition
- Take something from them

LET FLY

When you attack a clear target from afar, roll+DEX.

On a 10+ your clean hit inflicts a condition.

On a 7-9 you inflict a condition but are either put in a dangerous position or gain Disadvantage Forward, your choice.

PONDER

When you consider what you know about a subject, ask the GM one question about it, say how you might know the answer, and roll+INT.

On a 10+ the GM will tell you the detailed, useful truth.

On a 7-9 they will tell you a vague, twisted, or incomplete truth.

You and your allies have Advantage when first acting on this information.

Here are some example questions:

- Where is _____ located?
- What could have caused _____?
- What might be the best way to _____?
- What have I heard or read about this person/creature?

EXAMINE

When you closely investigate a charged situation, ask the GM one question about it and roll+WIS.

On a 10+ the GM answers your question and related followup questions truthfully.

On a 7-9 the GM answers your question truthfully.

You and your allies roll with Advantage when first acting on this information.

Here are some example questions:

- Who/what else is hidden?
- How can I gain the upper hand?
- What would happen here if I _____?
- Who is really in control here?



SCRUTINIZE

When you have an intimate or prying conversation with someone, roll+WIS.

On a 10+ gain 2 Insight.

On a 7-9 gain 1 Insight.

Gain +1 Insight if they Favor you, even on a 6-.

During this conversation you can spend Insight 1-for-1 to ask their player (including the GM) any question about this person's thoughts, feelings, or motivations and they must answer truthfully.

Some example questions are below:

- How might I get you to _____?
- How do you feel about _____?
- How can I gain your Favor?
- What is your goal?

COMPEL

When you use favor, payment, promises, or threats to get someone to do something, say what you want them to do (or not to do) and roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

For NPCs, on a 10+ they'll do what you want. On a 7-9 they'll only do it if you do something for them in return or Favor them afterwards, the GM will say which.

For PCs, on a 10+ both below occur, on a 7-9 choose one below to occur, and on a 6- they instead can immediately ask you two questions as if they Scrutinized you.

- If they do it, you will Favor them.
- If they don't do it, they have Disadvantage Forward and you no longer Favor them.

COOPERATE

When you assist one of your companions in an act, you grant them Advantage to any rolls made as part of it, but you are both fully affected by any costs or consequences.

You must choose to Cooperate before your companion resolves the Move, not after.

Multiple people can Cooperate with the same person at once, that person simply gains additional Advantage per person.

PUSH YOURSELF

When you put all of your effort into one act, roll with Advantage. Then after the roll you take a condition from the strain, which ignores Armor.

SETTLE IN

When you settle in to rest as a group, whether it's taking a short break, sleeping overnight, or relaxing for weeks, the GM advances the Ominous Forces. Then, if anyone has 5 or more XP, they Level Up. If you have enough XP, you can Level Up multiple times at once.

When you've finished resting and resume adventuring, remove all your conditions and refresh your undamaged Armor.

You don't have to Settle In every night when you sleep in general, but instead when you intentionally describe everyone taking a break as part of a scene.



PERIPHERAL MOVES

Moves that are used less commonly, but are still available to everyone.

END OF SESSION

At the end of each session, answer the following questions as a group:

- Did we discover something new and important about the world or characters?
- Did we newly visit or significantly alter a memorable location?
- Did we overcome a notable obstacle, enemy, or challenge?

For each “yes” answer, everyone marks 1 XP.

Lastly, mark 1 XP if you accomplished your Drive.

CRUMBLE

When you mark your last condition (other than Armor), your life is untenable.

When your life is untenable, from conditions or otherwise, you’re out of the action for a while. Say how and choose one from the list below:

- Lock a condition of your choice. It can’t be removed except through a Level Up. You still gain XP from rolling with it.
- Change to a new Playbook (see Page 81)
- Die

If you’re not dead, remove all conditions that aren’t Locked. The GM will advance the Ominous Forces and say when you’re back in the action.

Other than conditions, your life might be untenable from narrative reasons such as willing sacrifice, broken vows, or no longer wishing to adventure.

EPIPHANY

When you have a change of heart, say what is behind it and write a new Drive.

LEVEL UP

When you have 5 or more XP after Settling In, reduce your XP by 5, increase your Level by 1, and choose one benefit below:

You can always take these options:

- Increase a stat of your choice from +0 to +1.
- Take an Advanced Move from your Playbook.
- Acquire an Asset (see Page 26).
- Remove a locked condition (see Crumble on the left).
- Change Playbooks (see Page 81).

You can take these options only once each:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another Playbook.
- Take a Starting or Advanced Move from another Playbook.

Once you reach level 10 you can also always take these options:

- Take an Advanced Move (Level 10+) from your Playbook.
- Increase a stat of your choice from +2 to +3.
- Retire to safety and cease your adventuring.

If two Starting Moves are inherently linked together, such as the Druid’s Shapeshift and Resist Instinct, or the Immolator’s Firebrand and Unleash Flames, they count as a single Starting Move when you take them this way. This is only true for Starting Moves, not Advanced Moves.



TRACK DOWN

When you venture out from safety in lengthy pursuit of a quarry, roll+Nothing, with Advantage if you already know your quarry's location.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- You are exhausted or distracted. All traveling PCs take a condition from fatigue.
- You are noticed, by your quarry or by someone else, and they act accordingly.
- You are impeded. A significant obstacle stands between you and your quarry.

A quarry can be a person, place, object, or something else entirely; but it is something you're seeking. All PCs are assumed to be competent adventurers, so ordinary travel doesn't require a roll or significant cost. However, especially treacherous land or circumstance may need special equipment, preparation, magic, or otherwise to traverse safely.

CONNECT

When you declare you know an NPC who could help and go looking for them, roll+CHA. If you also declare that you Favor them, gain Advantage on the roll.

On a 10+ they could do what you need and they aren't hard to find.

On a 7-9 they could do what you need, but the GM will choose one:

- They have a grudge against you or aren't entirely willing to trust you.
- They're already caught up in some sort of trouble.
- They're far off, hiding, trapped, or hard to find.

ASK AROUND

When you Examine by gathering rumors and information from others, you may spend 1 Wealth to roll with Advantage.

COMPENSATE

When you Compel someone open to bribes, Offering 1 Wealth gives you Advantage, and offering 2 Wealth lets you automatically succeed as if you had rolled a 10+.

REJOIN

When you return after being away for a session or more, and explain your absence, say what happened and roll ...

- +STR if you fought an enemy or escaped captivity.
- +DEX if you did something covert or illicit.
- +INT if you learned obscure or ancient knowledge, or invented something.
- +WIS if you discovered a scandalous secret, went on a long journey or retreat, or had a spiritual encounter.
- +CHA if you made an ally, integrated with a group or culture, or bought something interesting.

On a 10+ your adventure was prosperous - gain Advantage Forward and 2 XP.

On a 7-9 your adventure was eventful - gain 2 XP, but the GM will tell you one or two unintended consequences.

On a 6- your adventure was perilous - the GM will say what trouble has followed you back to the entire group.



CHASE MOVES

These Moves come up during a chase scene.

START THE CHASE

When you enter a chase, either in pursuit or escape, you and your adversary form separate 'sides' that both start with 0 Edge. A chase *usually* has two sides, the chaser(s) and the chased, but there may be more.

When you Cooperate in a chase:

- If you are not part of the Chase, you must join a side of it, and are involved in that side's Edge, conclusion and consequences.
- If you are already part of the chase, you must Push Yourself to Cooperate.

GAIN THE EDGE

When you try to get ahead in a chase, say how much Edge you risk (1 to 3), and roll...

- +STR if you create or destroy obstacles.
- +DEX if you sprint, hide or maneuver.
- +INT if you distract or misdirect.
- +WIS if you watch or listen.
- +CHA if you disguise or provoke.

On a 10+ your side gains that Edge.

On a 7-9 your side and an opposing side both gain that Edge. If there are multiple opposing sides, you choose which one gains it.

On a 6- an opposing side gains that Edge, the GM will say which.

Then, unless a side has 3 or more Edge, the chase continues and the GM describes what happens next.

If you want to end the chase quickly, then it's recommended to risk 2 or 3 Edge. If the chase is more long-term or extended, then risk 1.

IT'S OVER

When any side in a chase has 3 or more Edge, the chase comes to an end. Whoever has the most Edge succeeds in escaping or catching their quarry. If multiple sides tie for the most Edge, the side with the most PCs wins (just barely). If that is also tied, then the PC that last Gained the Edge chooses one side to win and another to gain +1 Edge for the purposes of spending it below.

Losing sides can spend their Edge 1-for-1 to:

- Learn something about another side (where they will go, who leads them, how to escape them now, etc.)
- Have the chase end somewhere Advantageous for them (reinforcements, a trap or lair, an intervening third party, etc.)
- Grant Advantage Forward to all PCs on their side.
- Inflict Disadvantage Forward on all PCs on an opposing side.

AVALANCHE

When you navigate an imminent environmental danger (ongoing trap, rockslide, wildfire, etc.), use the Chase Moves as normal but with the following changes:

- When you Gain the Edge using knowledge or out-of-the-box thinking, roll+INT.
- If the environment's side loses the chase, it may not spend Edge to Learn something of another side, but may spend Edge to inflict 1 Condition to all characters on another side, including PCs.
- Every PC on the losing side Crumbles.



What is Favor?

Favor represents feelings of gratitude, honor, responsibility, or debt between a PC and another character (PC or NPC). A character who favors another will feel inclined to act in their interest, even if just to pay off a perceived debt.

When you Favor someone, or someone Favors you, note down their name and the details behind the Favor. Two people can mutually Favor each other, and you can Favor as many different people as you'd like.

While someone Favors you, they might treat you especially kindly, make you feel appreciated, act in your stead, or similar.

Gaining Favor

The most common way to gain someone's Favor is by accomplishing a significant task for them, triggering Gratisfy, a Move shown to the right. The significance of this task is judged by the character it's done for, not the one doing it. One person might Favor you for the encouraging words you said when they needed to hear them, while another may demand you deal with a threat plaguing the area. GM's should consider an NPC's Want when judging if an accomplished task would gain their Favor.

Losing Favor

If you mistreat someone who Favors you, they no longer do so. Just like with gaining favor, what this entails is also up to the character who is Favoring you.

Favoring Others

You decide how you treat those you Favor, how you express it and what it means. Every character will have limits on how far they will go for someone they Favor.



GRATIFY

When you accomplish a significant task for someone, choose two if you Favor them, or one if you don't:

- Gain 1 XP
- You no longer Favor them
- They Favor you
- You get to ask them two questions as if you Scrutinized them



REFUSE

When you act against someone you Favor or deny their request, roll+nothing.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- Someone else no longer Favors you, the GM will say who.
- It will cost you or come back to bite you - the GM will say how now or when revealed.
- You have Disadvantage Forward against them.



ANTAGONIZE

When you insult, injure, or disappoint someone who Favors you, they no longer do.



APPEASE

When you would Favor someone you already Favor, choose one instead:

- Heal them of one condition; describe how you do so.
- Gain Advantage Forward to aid them or accomplish something for them.

FOLLOWERS

During your adventures you might gain a trusted companion that travels with you, whether a humanoid, beast, monster, or something stranger. This ally might be gained through the narrative, or by gaining an asset when Leveling Up, or by using a Move, or another way entirely.

Creating a Follower

Name and describe your follower, working with the GM and other players to detail it. Then choose one or two Qualities that they have, and the GM will tell you an equal number of Costs.

Some Followers gained through certain Advanced Moves or other unusual circumstances may have special or unique Qualities - these do not increase the Costs.

The GM will then create the Follower like any other NPC, following the NPCs section of the Game Master chapter on Page 82, and giving them a Want, Methods, Conditions, and Armor.

Finally, the GM will give them a few Descriptors, similar to Item Tags, fitting who or what they are.

Example Qualities

- **Charming:** They are desirable or have a way with words. When they help you Compel someone who Favors you, you can gain the bonus from their Favor without using it up.
- **Cunning:** Clever and observant. When they help you Examine, treat a 7-9 as a 10+.
- **Educated:** They're knowledgeable about a particular subject. When they help you Ponder it, they'll also give you an additional interesting (but not necessarily useful) piece of information.
- **Healer:** When they tend to wounds with Supplies or Medicine, they can treat two patients with 1 use.

- **Meek:** They accept their lowly lot. They will agree to do degrading and unreasonable tasks without the need to Command them.
- **Organised:** They follow plans well and work well in a group. Once they agree to a plan, you don't need to Command them as long as the plan doesn't go awry.
- **Warrior:** They count as +1 Armor when they help you fight, and you don't have to Command them to fight unless the opposition is terrifying or overwhelming.

Example Costs

- **Assistance:** They inevitably need your help at the most inopportune moments.
- **Brutality:** They have an instinct or outright desire for savage, unnecessary violence.
- **Ego:** They want frequent and regular credit for heroics, regardless of whether or not they truly contributed.
- **Independence:** They may follow you for convenience or mutual gain, but they are not truly loyal to you.
- **Principles:** They have a code, belief or boundary that they expect you to adhere to.
- **Riches:** They demand regular coins, gems or other valuables.
- **Safety:** They expect you to protect them from any danger, or ideally for there to be no danger at all.
- **Unstable:** They can sometimes be a danger to you, and you have to be prepared to put up with that.



Example Descriptors

- **Athletic:** Good at running, climbing, jumping, and physical maneuvering.
- **Beautiful:** Draws admiration and attention; makes an impression.
- **Cautious:** Careful and methodical; avoids acting rashly.
- **Devious:** Deceitful, treacherous, thieving.
- **Faithful:** Dedicated to a religion, belief, or cause.
- **Group:** A team, gang, or mob, with all the strengths and drawbacks of greater numbers.
- **Ferocious:** Merciless, violent, and aggressive.
- **(In)Famous:** They're well-known, for good or for ill.
- **Self-Sufficient:** Can easily navigate and live off the land.
- **Stealthy:** Avoids detection; often gets the drop on foes.
- **Stubborn:** Tough, hard-working, and willing to put up with discomfort.
- **Terrifying:** Their presence and appearance invoke fear.

FOLLOWER MOVES

ENDEAVOR

When your Follower does a dangerous task alone, they do it to the best of their ability, but are taken out of the action (trapped, injured, distracted, etc.). The GM will say how.

ASSIST

When you call on your Follower to help you with a task, roll with Advantage, but they are also exposed to the costs or consequences of your Move. Then the GM will invoke one of their Costs, and the follower will be unwilling or unable to Assist you again until it is fulfilled.

COMMAND

When you order your Follower to do something contrary to their instincts, want, or costs, roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

On a 10+ they do it as well as you can expect.

On a 7-9 the GM chooses one:

- The experience endangers them - they do it but are out of the action for some time.
- They complain loudly, now or later, and demand compensation or your Favor.
- It takes them longer than expected, is done shoddily, or it will cost you later.

What Are Tags?

Tags are short descriptors of an item that convey its traits, qualities, Advantages, and Disadvantage. Most tags are purely narrative and help inform what an item is appropriate for. This list of tags is not meant to be exhaustive or restrictive; it can be added to or modified freely and easily.

General Tags

Area: It hits or affects everything in an area.

Armor: Provides X Armor which can be used up 1-for-1 instead of taking conditions from physical harm. Usually only one source of Armor can be used or worn at a time, but if the tag has a + symbol then it can be used alongside other Armor and adds its Armor value to it.

Awkward: It's unwieldy and tough to wield or use appropriately.

Clumsy: It's incredibly unwieldy to use. You have Disadvantage on DEX rolls while using it.

Dangerous: It's very unsafe; take the proper precautions when using it or the GM may freely invoke the consequences.

Distinctive: It has an obvious and unique sound, appearance, or impression when used.

Fiery: It burns, sears, and causes things to catch fire. Painfully hot to the touch.

Forceful: It inflicts powerful, crushing blows that knock targets back and down.

Heavy: It requires two hands to wield properly.

Infinite: Too many to keep count. Throw one away, and you have another one. Severe consequences might still cause them all to be lost or destroyed.

Messy: It is particularly destructive and can tear people and things apart.

Piercing: It ignores Armor.

Reload: You have to take time to reload or recharge it between uses.

Slow: It takes a while to use - at least a minute, if not more.

Unbreakable: It can't be broken or destroyed by normal means.

Uses: The amount of times you can typically use this item before it runs out or breaks.

Valuable: It's worth 1 Wealth to the right person.

Vicious: It harms foes in an especially painful, cruel, or debilitating way.

Wealth: It typically costs X Wealth to purchase. Wealth is an abstract representation of your coins, treasure, and easily tradeable goods.

Range Tags

These are the typical ranges that a weapon would be suited for. Someone using a weapon outside of its normal range may need to first use another Move such as Defy to do so, or may not be able to at all.

Intimate: It's useful when they're close enough to them or whisper in your ear.

Close: It's useful when they're a few feet away, close enough to read each other's expressions.

Near: It's useful when they're close enough to speak with, even if you have to raise your voice a bit to be heard clearly.

Far: It's useful when they're close enough to see clearly, or to hear you yell at the top of your lungs.



Here are a few common pieces of weaponry, gear, and services. These lists aren't exhaustive or mandatory, and variants of these items are likely to exist.

Their prices may also vary depending on location, haggling, and similar factors. For example, you might have a rusty Sword which might easily break on a 6- in combat. Or you might have a masterwork Bow which has Piercing in addition to its other tags.

EXAMPLE WEAPONS

Melee

Unarmed: Intimate

Brass Knuckles: Intimate, 1 Wealth

Dagger/Knife/Dirk: Intimate, Close, Near, 1 Wealth

Hidden Knives: Intimate, Near, Infinite, 2 Wealth

Club/Shillelagh: Close, 0 Wealth

Staff/Pike: Close, 1 Wealth

Sword/Axe/Mace: Intimate, Close, 1 Wealth

Greatsword/Glaive/Halberd: Close, Heavy, Forceful, 2 Wealth

Spiked Chain/Whip: Close, Vicious, Awkward, 1 Wealth

Rapier: Close, Piercing, 2 Wealth

Spear: Close, Near, 1 Wealth

Double-Bladed Staff: Close, Awkward, 1 Wealth

Nunchaku/Setsukon: Intimate, Close, Awkward, 1 Wealth

Ranged

Sling: Near, Awkward, Reload, 0 Wealth

Simple Bow: Near, 1 Wealth

Fine Bow: Near, Far, 2 Wealth

Crossbow: Near, Distinctive, Reload, 1 Wealth

EXAMPLE ARMOR

Armor from worn equipment only mitigates conditions from physical harm. Other sources of conditions (strain, social faux pas, exhaustion, etc.) might be mitigated through the Advanced Moves of certain Playbooks or similar.

Leather/Chainmail/Gambeson: 1 Armor, 2 Wealth

Scale Armor/Platemail: 2 Armor, Clumsy, 3 Wealth

Shield: +1 Armor, 1 Wealth

EXAMPLE EQUIPMENT

Adventuring Gear - 5 Uses, 2 Wealth

A collection of useful mundane items such as chalk, poles, spikes, ropes, a frying pan, etc.

When you rummage through your adventuring gear for some useful mundane item, mark off a use and acquire what you need. You can keep the item for future use.

Bag of Books - 5 Uses, 2 Wealth

Anyone who thinks scholars are physically weak has obviously never carried a small library on their back while venturing into the depths.

When your bag of books contains just the right book for the subject you're Pondering (your choice), mark off a use to acquire the book and use it to roll with Advantage. You can keep the book for future use as well.



Bandolier of Vials - 5 Uses, 3 Wealth

Some problems require unusual solutions. These vials are protected from ordinary spillage and breakage, while keeping them easily accessible.

When you withdraw a vial, mark off one use and choose one type of vial below:

- Fiery - It can burst into flame.
- Acid - It can melt organic substances.
- Holy - It can cleanse corruption and undeath.
- Distinctive - It can make bright lights and loud noises.

Enchanted Arrows - 3 Uses, 2 Wealth

While adventurers are assumed to have as many ordinary arrows as they need, these arrows are exceptionally accurate and expensive.

When you Let Fly using Enchanted Arrows, on a 7-9 you may spend 1 use instead of either of the other choices.

Flask of Whiskey - 2 Uses, 1 Wealth

A dose of liquid courage has saved many an adventurer (and slain even more).

When you down a draught of whiskey, mark off a use to roll with Advantage to act boldly or face down terror.

Healing Potion - 2 Wealth

Though typically a flask or vial of thin red liquid, these potions can take many forms and flavors.

When you drink an entire Healing Potion, immediately heal 3 conditions.

Hearty Feast - 2 Wealth

A warrior can endure hell itself if there's a good meal ready afterwards.

When you share this feast with others while Settling In, every NPC who partakes Favors you, and every PC who partakes gains 1 Armor until they next Settle In or gains 1 XP, their choice.

Medicine - 2 Uses, Slow, 2 Wealth

These might be poultices to heal wounds, herbal supplements to calm nerves, or similar remedies.

When you take a few minutes to prepare and use Medicine, mark off a use and heal 2 conditions or another affliction on yourself or someone else.

Pipeleaf - 3 Uses, 2 Wealth

Pipe tobacco is typically shared among long-time friends or would-be-acquaintances.

When you offer to share pipeleaf with someone, and they accept, mark off a use and gain their Favor.

Supplies - 3 Uses, Slow, 1 Wealth

Food, water, bandages, anything that can offer relief during a moment of respite.

When you have spend a few minutes using your supplies, mark off a use and heal 1 condition on yourself or another.

Trap Kit - Dangerous, Slow, 1 Wealth

A bear trap, tripwire rig, bag of caltrops, marbles, or similar.

When you spend time setting up your trap kit in advance, it becomes a dangerous, impeding hazard for anyone that enters its range.



EXAMPLE POISONS

Oil of Taggit - Dangerous, 2 Wealth

Must be consumed. The target falls into a light sleep.

Bloodweed - Dangerous, 2 Wealth

Requires contact. The first time the target would hurt someone each scene, they inflict no conditions.

Goldenroot - Dangerous, 2 Wealth

Must be consumed. The target treats the next person they see as a trusted ally until proven otherwise.

Serpent's Tears - Dangerous, 3 Wealth

Requires contact. The target takes 1 extra condition when hurt until they are cured.

Typically someone can only be afflicted by a single poison at a time. Multiple doses of the same poison have no extra effect, and new poisons overwrite old ones.

SERVICES AND EXPENSES

These are example services that can be purchased in typical places of civilization.

1 Wealth

- Most standard services and expenditures
- Repair of typical damaged equipment
- Healing from a surgeon
- A week's stay at a peasant's inn
- A night of song, dance, and companionship
- A custom item from a blacksmith or other professional (in addition to its base price)

- A simple hired thug or killer
- A guide through perilous terrain
- Passage across the sea
- A standard hirelings services for a week

2 Wealth

- Exceptional and exotic services and expenditures
- Magical healing from a priest or alchemist
- A week's stay at a noble's inn
- A small festival
- A horse or similar riding animal
- The services of a professional assassin
- A guide through dangerous, life-threatening land

3+ Wealth

- Elite or arcane services and expenditures
- A comfortable house
- A caravan or business
- A sizeable boat
- A notable treasure or magical item
- A noble title
- A week's stay in a queen's palace
- An enormous feast
- A trained and armored war mount, such as an elephant or tiger
- Creating and funding an organization

Assets are special things your character has that are separate from one of your Moves - a trusted companion, a gang, a hideout, a unique weapon, etc. Assets are not limited to just the ones listed here; feel free to work with your table to modify an example Asset or create a new one.

ACQUIRING AN ASSET

Through Play

Assets are prescriptive; you can get them because the fiction demands it. A mere hireling might become a trusted Follower, or you might work to restore an old Keep. Note that it is also possible to lose an Asset this way, even one you achieved through Advancement.

Through Advancement

Assets are also descriptive; you can get them because you picked one when you Leveled Up. It might not have happened immediately afterwards, but instead at the next opportunity. Talk to the GM about what it might look like.

All assets listed in this section are examples, so check with your table to see if they are okay with you acquiring it. You can also create new and altogether different assets.

Asking the GM

Talk with the GM at the start of the session or during the game; they might be willing to giving you an Asset, or they might tell you how you might acquire one.

EXAMPLE ASSETS

Apprentice

Perhaps a plucky sibling following behind you, an orphan kid you caught picking your pocket, or a former enemy seeking redemption.

An Apprentice is a yet-to-be player character. Create them as a normal PC with the following changes:

- They don't start with a Background.
- The Equipment, Ask, Answer, and Favor sections may be ignored.
- Choose one Starting Move from their Playbook; they only start with access to that Move. Clearly linked Moves such as the Druid's Shapeshift and Resist Instinct, the Immolator's Firebrand and Unleash Flames, or the Paladin's Devout Virtues and Chains of Faith, count as a single choice.
- Their stats are +1, +0, +0, +0, -1, in any order you set, and they start at Level 1.

When you Level Up, you have your Apprentice Level Up instead. Their Level increases by 1 and they gain another Starting Move from their Playbook.

When you retire, die, or otherwise stop adventuring, you can choose to have your Apprentice take your place. Their stats increase to that of a fully fledged Adventurer (+2, +1, +1, 0, -1) and they gain Level Up benefits equal to their current Level minus one.

For example if they were a level 3 Apprentice they become a Level 3 PC and gain two Level Up benefits.



Assistant

A faithful butler, snide secretary, or reluctant-yet-helpful family member assists you. They don't normally go where you go, but instead work off-screen to accomplish goals in multiple places at once.

Assistants don't have stats or conditions, but they do have two Skills that they use to support you. Example Skills include: Hospitality, Martial Arts, Cooking, Socializing, Stealth, Research, First Aid, Investment Management, Forgery.

Once per session, when you declare that your Assistant has been working on something for you, roll with no stat, but with a +1 bonus for each relevant Skill.

On a 10+ they accomplished a minor task or made good progress on a larger task.

On a 7-9 they accomplished something but choose one:

- They didn't accomplish as much as you intended.
- Their actions attracted trouble or unwanted attention towards you.
- They are exhausted, on leave, or unreachable, and won't be available next session.

Artificer

You have the tools and expertise of a specific craft, and know how to create mundane items.

Example crafts: Artwork, Carpentry, Cooking, Glassblowing, Masonry, Smithing, Weaving.

When you want to use your expertise to create a significant item, say what it is and which of the features below apply to it:

- It is Valuable
- It is a useful tool or weapon
- It is rare, exotic, or uses unusual materials
- It must be made especially quickly

For each feature, the GM will say one of the following:

- First you have to get, build, or fix something specific
- You'll need X to help you with it
- It's going to cost X Wealth in materials
- You need to destroy or consume a specific item
- Making it is dangerous for you or your allies.

Complicated Past

You have a complex history; take an additional Background of your choice from your Playbook. You gain its equipment and abilities and can choose to overwrite your current drive with its starting drive. If your Backgrounds ever conflict (such as multiple Wizard Backgrounds) choose which one applies when you gain this asset.



Connections

Be it amongst street urchins, traveling merchants, or wealthy nobles, you know people and people know you.

When you spread the word 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 choice.

Familiarity

You have intimate closeness and knowledge with a place, or perhaps a person.

When you Examine or Scrutinize that with which are are familiar for things out of the ordinary, roll with Advantage.

Follower

You have a trusted companion - humanoid, beast, or monster - that travels with you. See Followers on Page 20.

Friend

You've gained someone's trust, perhaps through shared sorrow, heroic assistance, or a joint cause.

Name an existing non-hostile NPC or create a new one. They now Favor you.

When you Gratify your Friend, make an additional choice. See Page 19 for details.

Hideout

You have a safe haven that you call your own - a decrepit library, rooftop hideout, abandoned keep, or similar.

Describe your hideout's appearance and location, then choose 2 features:

- Carefully hidden from prying eyes
- Traps and secret passageways
- Secured walls, windows, and doors
- A stockpile of food and water (5 Uses of Supplies)
- A workshop and tools
- A library of old books and tomes
- A stash of miscellaneous equipment (5 Uses of Adventuring Gear)
- A handful of attendants or associates.
- Comfortable sleeping quarters for several people
- A vault or safe for secure storage

When you Level Up, you may choose to add two more features to your hideout instead of another benefit.

Home

You have a true retreat, a place you can go back to when things get tough. Perhaps there are people waiting there who care about you, or perhaps you are safely alone and away from it all.

When you Settle In at home, you, and everyone with you, gain Advantage Forward.



Investment

You have a business or some other reliable source of income.

At the start of each session, gain 1 Wealth.

Mount or Vehicle

You have an animal, vehicle, vessel, or other tool that makes it easier to carry heavy loads great distances or traverse unusual terrain. What is it?

Organization

You have a membership with a guild, clan, organized religion, or similar faction. This membership will often allow you access to items, people, services, and locations that would normally be off-limits.

When you Connect with a fellow member of your organization, you may choose to Favor them to gain Advantage on your roll.

Reputation

Rumors and stories about you travel the land, for good and for ill. Tell the group what you might have done to contribute to this.

Fame and infamy are a double-edged sword; you can never predict how people might react to you, but those who deeply respect your reputation also Favor you.

When you meet someone for the first time who's heard of you, tell the group something they've heard about you. Then the GM will add something else they've heard about you.

Signature Weapon

You have a weapon or other piece of equipment that has been custom-tailored for you. Work with the GM to create it.

First choose the most appropriate base for your weapon:

- Small and personal: Intimate
- Medium and handy: Close
- Large: Close, Heavy, Forceful
- Ranged: Near, Reload, maybe Distinctive

Then choose two enhancements it has:

- It ignores Armor
- It provides you with +1 Armor
- It is Unbreakable
- It has an extra Range tag
- It's Messy
- It's Vicious
- It's not Heavy
- It loses Reload or Distinctive
- It glows when near something (elves, blood, secrets, murderous intent, etc.)

Title

You have been granted a title as a member of nobility, as a noble knight, or as another esteemed role in society.

Once per session, when you bring up your title to someone who respects it, they now Favor you.

REWARDS

In between saving worlds and slaying dragons, Adventurers may delve into a cave of riches, receive rewards from those they save, or scavenge the weapon of a fallen enemy. Treasure, or at least an opportunity for it, is usually found after a harrowing trial, heroic deed, or costly sacrifice. It may be found in a vault, taken from another by force, rewarded by a patron, proffered in a deal, or more. Even hidden treasure should rarely require an Examine or similar Move to locate. Instead the main obstacles to it should be accessing, unlocking, and/or retrieving the treasure.

Wealth

Wealth abstractly represents one's coins, valuables, and easily tradeable goods. It does not track individual small purchases (a single meal) but instead larger or multiple expenditures (a week's stay at an inn). If a PC wants to buy someone a drink then they usually just do it, but if they wanted to buy someone a bottle of the most expensive wine around then that might cost 1 Wealth. See Services and Expenditures on Page 25 for details on typical Wealth costs.

Magic Items

Sometimes the PCs might come across an item with special properties, known as a Magic Item. The rarity of these items is up to the table as a whole; some games might have so many they are sold at common market stalls, and some might have none at all.

It is recommended that Magic Items are manually created and placed by the GM, so that they will be meaningful to the PCs and overall narrative. That said, if you want them to be randomly found then simply replace the #1 entry on the Loot table on the next page with 'Magic Item'. See Page 113 for more information on Magic Items.

Generating Treasure

When the PCs encounter unexpected treasure, the GM can generate it by rolling a number of d6 on the Loot table on the next page, based on the factors below:

- 1d6 as a baseline for all treasure
- +1d6 if it was cleverly hidden, fiercely guarded, or severely costly
- +1d6 if it is connected to an Ominous Force

After rolling on the Loot table, you can then roll again on each result's corresponding table to get further details. Alternatively, you can choose each result instead of rolling.

The PCs ask King Wodun for a reward for thwarting his assassination, and he agrees, so the GM starts with 1d6. The treasure was freely given so there are no bonus dice for it being hidden or guarded; however the assassination attempt was connected to an Ominous Force, so that results in 2d6 total. The GM rolls and gets a 3 (Goods or Riches Worth 2 Wealth) and a 6 (A Notable Find).

The GM decides that a royal reward would likely be Riches rather than Goods, rolls on the Riches Table, and gets a 4 (Heavy Sack of Coins). Then they roll on the Notable Finds table and also get a 4 (Initiation to an Upcoming Celebration).

So the GM narrates: 'King Wodun waves forward a servant, who walks forward offers you a large sack of coins. "For saving my life, your heroic deeds should not go unrewarded - nor unrecognized. Come join me at the Midnight Feast tomorrow's eve, you shall be the guests of honor!"'



D6 LOOT

- | | |
|---|-------------------------------------|
| 1 | Goods Worth 1 Wealth |
| 2 | Piece of Equipment |
| 3 | Goods Or Riches Worth 2 Wealth |
| 4 | A Notable Find |
| 5 | Riches Worth 3 Wealth |
| 6 | A Notable Find & Piece of Equipment |

D6 GOODS

- | | |
|---|--|
| 1 | Raw Food (Flour, Potatoes, Beans) |
| 2 | Farm Animals (Sheep, Cattle, Chicken) |
| 3 | Cloth Bolts (Silk, Velvet, Lace, Satin) |
| 4 | Building Materials (Wood, Stone, Tools) |
| 5 | Metals (Ingots, Parts, Bronzeware) |
| 6 | Spices (Salt, Ginger, Saffron, Cinnamon) |

D6 EQUIPMENT

- | | |
|---|------------------------------------|
| 1 | Supplies or Medicine |
| 2 | Adventuring Gear or a Bag of Books |
| 3 | Weapon or Armor |
| 4 | Flask of Whiskey or Dose of Poison |
| 5 | Trap Kit or Pipeleaf |
| 6 | Healing Potion or Enchanted Arrows |

D6 RICHES

- | | |
|---|-----------------------|
| 1 | Glittering Gemstones |
| 2 | Pristine Artwork |
| 3 | Precious Metal Ingots |
| 4 | Heavy Sack of Coins |
| 5 | Elegant Jewelry |
| 6 | Extravagant Garments |

D6 NOTABLE FINDS

- | | |
|---|---------------------------------------|
| 1 | Relic From an Ancient Civilization |
| 2 | Deed to a Perilous or Cursed Property |
| 3 | Key to Lost or Guarded Treasure |
| 4 | Invitation to an Upcoming Celebration |
| 5 | Coded Missive of a Secret or Leverage |
| 6 | Mysterious Egg |



CHARACTER CREATION

1. Choose Your Playbook

Your Playbook will determine what choices are available on each subsequent step. Playbooks are detailed on Page 35. Choose the one that most interests you and read it over. All Playbooks are detailed in this chapter, and a fillable version of each Playbook can be found on Page 136.

2. Customize Your Starting Moves

Your Starting Moves are abilities and Advantages unique to your Playbook. You begin play with all of them. Every Playbook has something to choose or customize within their Starting Moves (except the Figher, that comes later with their Equipment). Make those choices now.

3. Choose Background

Your Background determines roughly what your life looked like before you became an adventurer, and/or how you ended up becoming one. Each Playbook has three Backgrounds to choose from.

Each Background consists of...

- A short description of the Background.
- A Move or ability the Background gives you.
- Two of your starting stats. Your other three stats will be chosen afterwards.
- An item or piece of equipment you start play with. More equipment will be gained later.
- Your starting Drive, which is something you want to aim to accomplish at least once each session. You can change this later via the Epiphany Move (see Page 16).



4. Choose Stats

Your five stats determine your character's aptitudes and likelihoods of success at certain actions.

- **STR** stands for Strength and represents physical power and endurance. It is often used to fight up close, push, pull, hold, or withstand danger.
- **DEX** stands for Dexterity and represents speed, reflexes, and agility. It is often used to dodge, run, sneak, or maneuver.
- **INT** stands for Intelligence and represents education, memory, and logic. It is often used to learn, remember, deduce, and plan.
- **WIS** stands for Wisdom and represents awareness, willpower, and instinct. It is often used to notice small details, determine someone's true motive, or resist mental control or influence.
- **CHA** stands for Charisma and represents allure, authority, and cordiality. It is often used to sway people's actions, whether honestly or deceptively.

Two of your stats have been determined by your Background; assign the remaining empty stats as +1, 0, and -1 in the order of your choice. Most of your stats can increase over time as you Level Up, but not your -1 stat, so choose it carefully.

5. Choose Equipment

You start with some equipment and choose between others, with the details depending on your Playbook. Generally you cannot take the same choice twice. For more details on equipment see Items on Page 23.

6. Choose Your Name and Look

Each Playbook has several sample names listed, you can use any of them or come up with something yourself. Your Look can have as much detail as you'd like, be it species, features, age, etc.

You might decide your character is not human. Perhaps they are an elf, or a dwarf, or something else entirely. Maybe they live alongside humans, or separately from them, or there might not be any humans in this world at all! Discuss your ideas with the group and decide together what your world is like.

Your character's species doesn't affect your stats, Moves, conditions, or any other explicit mechanic in the game; but might affect the narrative. Reaching the top of a sheer cliff might be difficult for most characters but trivial for someone with wings. A volcano's lava can lethally burn most people but someone made of metal can survive.

Your character should be able to use equipment - so a ghost that's completely unable to physically interact with the world won't work, but a skeleton or zombie might. They should also be capable of communicating and working with the other PCs, though it doesn't necessarily need to be through speech.

7. Introduce Your Character to the Group

When everyone has reached this step, go around and do a quick introduction of each character. Feel free to ask each other any questions you think of.



8. Ask Each Other

Your characters know each other already. They may not be long time companions, but you have adventured with at least some of them before. One at a time, each player looks at their Ask section and reads one of the questions aloud to the group. Then another player speaks up to volunteer their character as the answer to the question. The GM will likely ask for details and have further follow-up questions; feel free to add as much detail as you like and to ask each other questions as well.

Go around the group and repeat this until everyone has asked every question they want to. Not every question needs to be asked, but at least one is recommended. You may also ask new questions beyond or instead of the ones in your Ask section.

9. Answer

Like with Ask, this step also rotates between players one at a time and keeps going until everyone has answered the questions they like. Look at your Answer section, choose a question that interests you, read it aloud to the group, and answer it yourself. Further details and follow-up questions are always encouraged. Like with Ask it's recommended that at least one question is answered here. Other questions can be answered or discovered later during play.

10. Favor

Every PC begins play Favoring another PC based on a Playbook-specific prompt. Feel free to discuss these as well between the group.

Favor represents feelings of gratitude, honor, responsibility, or debt that you feel towards another character. For more details on Favor see Page 19.

11. Fill in Your XP, Level, and Armor

Your XP is a number that represents accumulated experience. Every time something says 'Gain XP', increase your XP amount by 1.

You gain XP...

- At the end of each session.
- When you use a stat that has a condition.
- When certain Moves say you gain it.

New characters start at Level 1 with 0 XP. When you Settle In after gaining enough XP, you Level Up and your Level increases by 1. See the Level Up Move on Page 16 for more information.

Most Armor is from your equipment, though you may have other Armor from your Background or Starting Moves. Add those Armor sources below the Equipment entry. Fill in one bubble for each used Armor, and erase them when it is refreshed.

12. First Session - Prepare the Adventure

If this is the first session and all players are creating characters, the GM will spend a few minutes writing up introduction for the adventure that will happen during the rest of this session. The GM doesn't need to plan out everything precisely, just come up with a goal for this session, a location or two, and a few obstacles or enemies. See the Game Master chapter on Page 82 and the NPC section of that chapter on Page 95 for helpful resources.

13. First Session - The Opening Scene

For the first session, the GM will open the first scene in the middle of the action. Describe something exciting and dangerous happening, focus part of that danger on one of the PCs specifically. Then ask them what they do, and build from there!

WHAT ARE PLAYBOOKS?



Playbooks are flexible archetypal cores for each player character. Your chosen Playbook sets you apart from the other adventurers. Multiple PCs can use the same Playbook if everyone at the table approves, but each player doing so should contrast their characters, such as through Backgrounds, Move choices, and character behavior and descriptions. Playbooks are not set in stone, they change as described on the next page. Each Playbook is showcased in detail later on in this chapter. There is also a printable version of each Playbook starting on Page 136.

Influencing the Game

Your Playbook choice will affect your game's narrative in several ways:

- Your Playbook's Starting Moves will give you different tools to engage with the narrative in unique ways. For example, because a Wizard has more tools for using, discovering, and engaging with magic in the world, then magic itself will be more present in the narrative.
- Your starting Ask and Answer questions will differ for each Playbook and will immediately add to the starting situation, group dynamic, and world.
- Depending on how much narrative authorship is shared, the GM may present you with questions because of your Playbook. For example, a Thief may be asked "Who's the biggest player in this city's underbelly?" or a Cleric may be asked "How does this sect's worship of your deity differ from your own?"
- The GM may also present you with opportunities that other Playbooks may not have. Perhaps the spirits of an ancient grove hiss and flee from the other PCs but laugh and sparkle when near the Druid.

AVAILABLE PLAYBOOKS



Barbarian

A formidable visitor from a far off land with an appetite for greatness.



Bard

A well-traveled loremaster with a magnetic charm and a dash of artistic magic.



Cleric

An insightful miracle-worker who worships a powerful deity.



Druid

A disciple of nature who communes with spirits and transforms into animals.



Fighter

A hardened warrior wielding a unique weapon and unparalleled martial instincts.



Immolator

A passionate enticer who made great sacrifices for the flame they now wield.



Paladin

An righteous enforcer who follows virtuous oaths and wields authority.



Ranger

A seasoned stalker of dangerous landscapes who is prepared for anything.



Thief

A venomous scoundrel with a knack for infiltration and slipping out of trouble.



Wizard

A mystical scholar and teacher who wields an array of magical spells and rituals.



AN EXAMPLE CHARACTER

A new group has come together to play Chasing Adventure, made of three players and the GM. Wendy, one of the players, wants to create a magical warrior capable in close quarters combat. She considers the Fighter Playbook, knowing she can learn more magic as she levels up, but ultimately chooses the Wizard.

Wendy reads through her Starting Moves and sees she can pick two spells. She goes with Mirror Image and Spellblade, which will make her character a force to be reckoned with when cast.

She then looks at all three Backgrounds and decides that the Sorceror fits her best, so her character was taught or given their magic by someone else. Wendy decides that her patron is a similar magical warrior to herself, but more of a seasoned commander than a foot soldier.

First Wendy writes down her SPELL stat as CHA, then notes her CHA as +2 and DEX as +1 as determined by her Background. To be capable up-close she needs a high STR stat so she chooses that as +1, then sets her INT as 0 and WIS as -1.

Looking through the equipment, Wendy writes down the Bag of Book and Spellcasting Tools she starts with, plus the Flask of Whiskey and symbol of her patron from her Background (it looks like a shimmering medal). She also picks and writes down Light Leather Armor, Pipeleaf, and a Simple Crossbow from the choices listed.

Wendy decides her character is an elven woman. She had a custom name in mind for her character but likes the example name Draft for its military connotation; so chooses it instead. Draft's hair is very short, recently shaven in fact, and her eyes always beam with barely-contained excitement. She is excited to explore the world on her own terms instead of the more structured training her patron put her through.

Everyone introduces their characters, and the other two players are playing Camalia, a world-weary ranger, and Stoic, a Cleric who ironically got the nickname from looking like he's always about to burst into tears.

The group runs through the Ask and Answer questions together, going around one by one. Wendy asks "Who here do I give frequent unwanted advice to?" and Camalia volunteers herself. Stoic also answers "Who here is learning more about my magic?", as he has heard tales of Draft's style of magic but never seen it in action before meeting her.

Looking at the Answer section, Wendy says the mystery she is close to uncovering is why she's never met her patron in-person, only via magical projection through her medal. Wendy also answers a few of the others' questions. She also answers that her magic makes her lose out on her lifespan, that she will age faster than other elves because of it, though she isn't sure by how much.

Deciding who she Favors, Wendy asks Stoic if she did a ritual with him to accomplish something, but they aren't sure what for yet. Camalia speaks up and asks if it would work better for it to be her instead, using a ritual to help locate a missing person that Camalia lost track of in the past. The group agrees and the GM asks why the person was missing, what the ritual looked like, and other questions for the table to flesh out the group's dynamic, world, and place in it.

Wendy writes in her XP as 0 and her Level as 1. She sets her Armor at 1 right now from her Leather Armor, knowing that can change when she invokes her Mirror Image spell. She's ready to play!



You have traveled from the furthest reaches of the world in search of something. Be it glory, honor, vengeance, or treasure, you know what is best in life and you take it. Those in these lands call you primitive and uncivilized, but you know better. Their world of law and etiquette is fragile and fleeting, and when it inevitably falls, you will persist.

STARTING MOVES

Formidable

You are known for your terrible proficiencies. Choose two:

- **Unencumbered, Unharmd:** You have 1 Armor as long as you are not restrained, are not wearing armor, and are not wielding a shield.
- **Musclebound:** Your weapons are always Forceful and Messy.
- **Immovable Object:** Your Armor can't be Pierced.
- **Unstoppable Force:** You have Advantage to Defy a moving danger (traps, swinging weapons, etc.).
- **Eye for Weakness:** At any time you can ask the GM 'Who or what here is weak or vulnerable?' and they will tell you honestly.
- **Walking Weapon:** Your limbs and body are as formidable as the sharpest sword or heaviest hammer. You can harm any opponent unarmed.

When you level up, you may gain another proficiency instead of a different benefit, up to a maximum of four proficiencies.

The barbarian is preternaturally tough and fights more like a force of nature than an ordinary person. Keep these proficiencies in mind when choosing your Equipment; for example you might not want to start with a shield if you chose Unencumbered, Unharmd.

Herculean Appetites

Others may content themselves with just a taste of wine, or authority over a servant or two, but you want more. Choose two:

- Conquest
- Fame and Glory
- Mortal Pleasures
- Pure Destruction
- Power Over Others
- Riches and Property

When you refuse a golden opportunity to sate an appetite, take 1 condition.

When you sate an appetite, heal yourself of 1 condition.

When you Push Yourself in pursuit of an appetite, gain two sources of Advantage instead of one.

Appetites give the barbarian strength at the cost of frequent trouble for themselves and others. Do you revel in or struggle against your appetites? What does it look like to sate them? How does it feel?

You can define a custom Appetite if you wish. Every Appetite should be broadly defined and represent a vice or a self-serving desire.

Golden opportunities to sate an appetite can be presented by the GM, by another PC, or by yourself.

Rampage

When you Engage, if you choose to inflict an extra condition on a 10+, you instead inflict two extra.

This makes you very good at fighting recklessly, inflicting a massive amount of damage in exchange for leaving yourself open.

BACKGROUNDS

Outsider

You are from a far off land and have a fundamentally different way of life and of looking at things.

When you Ponder knowledge rare in these regions, roll with Advantage if you can say how it might be well-known in your homeland.

Starting Stats: +2 STR, +1 INT

Equipment: Trap Kit (Dangerous, Slow)

Drive: Teach someone of your culture or traditions.

Savage

You hail from more alien and brutal lands than most can imagine and your time there has made you strong.

You have +1 Armor against fear or magic.

Starting Stats: +2 STR, +1 CHA

Equipment: 3 Throwing Axes (Close, Near)

Drive: Provoke danger to prove your prowess.

Survivor

You weathered a great calamity - something that resulted in the downfall of your family, your empire, or your livelihood - yet you have carried on.

When you Crumble, you can choose the additional following option:

- Look death in the eyes and spit in its face. If your life was untenable due to conditions, you heal up to three non-locked conditions immediately and are not removed from the scene. If it was for another reason, you survive relatively unscathed through superhuman feat or sheer force of will, the GM will say how.

Once you choose this option, you cannot choose it again until you Level Up.

Starting Stats: +2 STR, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Betray or forsake another for your own sake.

EQUIPMENT

You start with:

- Flask of Whiskey (2 Uses)
- A keepsake, relic, or symbol from your homeland
- The equipment from your Background

Choose one:

- Old Axe (Intimate, Close) and Shield (+1 Armor)
- Ancestral Greatsword (Close, Heavy, Forceful)

Choose two:

- Reliable Chainmail Armor (1 Armor)
- Hearty Feast
- Medicine (2 Uses, Slow)
- Pipeleaf (3 Uses)
- A Healing Potion

NAME + LOOK

Give your character a name, alias, or title. Examples include *Gorm*, *Fafnir*, *Haepha*, *Qua*, *Thra-raxes*, *Sillius*, *The Gluttonous*, *The Foeshasher*.

Then give your character a couple noticeable visual traits or descriptors. What are the first things someone might notice about them?

ASK

Who here shares one of my appetites?

Who here do I see as untrustworthy or dangerous?

Who here is interested in my homeland?

ANSWER

What do you carry from your homeland and why?

What great trial or wound have you endured?

What friend or enemy is also from your homeland?

FAVOR

Initially, you Favor the PC teaching you their ways.

What are they teaching you? Are you doing something for them in return? What caused this to begin?

ADVANCED MOVES

A Good Day to Die

While you have four conditions marked, you have Advantage Ongoing on all rolls.

This includes Locked conditions.

Acquired Taste

Gain another Herculean Appetite.

Ancestral Visions

When you ritually sacrifice something significant (your call) in ritual to the spirits (or gods, ancestors, totem, etc.), roll+WIS.

On a 10+ choose three.

On a 7-9 choose two.

- Gain a boon, gift, or blessing proportional to the sacrifice you made - the GM will say what.
- Ask the GM one question about an enemy's actions, location, or vulnerabilities and they will answer truthfully.
- Until you next Settle In gain +1 Armor. This Armor works against both physical harm and conditions from ignoring your appetites.
- Learn of a prime opportunity to fulfill an appetite.

On a 6- choose one, but the spirits make a demand of you and will not accept your sacrifices again until you fulfill it.

The boon, gift, or blessing is very flexible. It may be temporary or permanent access to a new Move without having to Level Up for it. It might be a new piece of equipment. It might be an entirely new ability, sense, or prowess. Work with your GM to create this boon, though on a disagreement they have the final say on how it manifests.

Basking In Victory

When you Settle In, if you sated at least one of your appetites since you last Settled In, gain +1 Armor until you next Settle In.

If other PCs helped you sate those appetites, choose one and also grant them +1 Armor against anything until you next Settle In.

Berserker

When you Rampage, you also Pierce Armor.

Is That All You've Got?

When you are suffer harm at the hand of an enemy, instead of spending Armor to absorb a condition, you may take the condition and spend Armor one-for-one for any of the following effects:

- Your enemy leaves themselves open and exposed.
- You learn one of your enemy's weaknesses
- Your infuriate or terrify your enemy.

You can spend multiple Armor for multiple effects, but only if no Armor is used to absorb a condition for that blow.

Khan of Khans

When a follower Assists you in pursuit of an appetite, the GM will not invoke a Cost, and if you roll a 10+ they also Favor you.

More! Always More!

When you satiate an appetite to the extreme (destroying something precious, gaining enormous fame, mountains of riches, etc.), choose two:

- Mark 1 XP.
- Heal yourself of an additional condition.
- Learn of an opportunity to pursue another appetite
- Exchange one appetite for another.

If 'to the extreme' is ever in question, discuss with your group what it would take to achieve this. You can't choose the same thing twice.

Not To Be Trifled With

Any intelligent, mortal creatures who sees you knows instinctively that you are a force to be reckoned with and treats you appropriately.

When you fight a group or horde of foes at once, they don't inflict extra conditions to you.

'Treating you accordingly' can vary per person, though most will not want to bother you. Some may tremble at the mention of your name and flee at your arrival, but others may see you as an appropriately respectable challenge, or a threat that must be dealt with.

Normally when a large number of enemies all focus on a single PC at once, they inflict +1 (group) or +2 (horde) conditions. With this Move you get to ignore those extra conditions.

Samson

When you Push Yourself to break free of a restraint or compulsion, be it physical or mental, you automatically succeed and are free.

Not all impeding obstacles are restraints, but the difference can sometimes be minute. The wall of a castle you're charging may not be a restraint, but the wall of a prison cell you're breaking out of might be.

Seasoned Wanderer

When you arrive at a new place of civilization, tell everyone about one important local tradition, ritual, belief, or practice here, as well as how you came to learn this.

Perhaps you traveled to this place before, or you met someone from here who told you about their home, or perhaps you heard about it in stories, rumors, news, or visions.

The Great Destroyer

When you Engage, on a 12+, choose something physical your target has; they lose it if doing so doesn't immediately outright kill them.

The target may still die due to conditions inflicted on the same Engage.

Ugly Truth

When you smash through social etiquette to call something what it really is, roll+CHA.

On a 10+ name someone here who now agrees with and Favors you. You also have Advantage Forward when doing something about it.

On a 7-9 name someone here who now agrees with and Favors you.

Many 'civilized' folk use distance, labels, and manipulation to cover up dark truths. Shatter their illusions, and collapse their decks of cards.

Unyielding

You ignore the penalty from STR conditions.

You still gain XP from rolling+STR if it has a condition.

Usurper

When you encounter an entity with significant political or institutional power (your call), you may ask the GM "How can I best ruin or humiliate them?" and they will answer you honestly. Gain Advantage Forward to pursue that action.

If you encounter the same entity multiple times during your adventure, this can trigger every time.

What Are You Waiting For?

When you cry out a challenge to your enemies, name one among them. For now, they will ignore your companions and treat you as the most obvious threat to be dealt with.

Clever enemies may recognize the danger of facing you head-on and try to deal with you another way.

REQUIRES LEVEL 10+

Sticks and Stones

You can use any Armor against conditions from any source.

For example, Armor from worn items can now be used against conditions from social situations or ignoring appetites. Pushing Yourself still bypasses all Armor.



You inspire peasantry and royals alike, soothing the savage beast and driving folk to a frenzy. A mere artist can portray a story, but it takes a true bard to live it. Someone's got to be there, fighting shoulder-to-shoulder with the soon-to-be-heroes. Who better than you to share the tale?

STARTING MOVES

Storied Knowledge

When you first encounter someone or something that you've heard tales, songs, or legends about (your call), tell the GM something interesting you've heard about it. The GM will tell you what else you've heard that complicates things.

These bits of knowledge could be anything, from an artifact's cursed history, to the singular weak point of a golem, to a monster's love of a certain fruit.

Expressive Conflict

You wield renowned artistic skill, (music, writing, painting, etc.) which can do more than just capture hearts and minds. Choose two expressions that you know:

- Wield your art like a weapon for the scene.
When you Engage or Let Fly using your art, you may roll with CHA instead of STR or DEX.
- Curse a foe, removing 2 of their unused Armor.
- Heal yourself or an ally of 1 condition.
- Distract, stun, or immobilize a foe.

You have 3 Art. **When you Settle In**, reset your Art to this number. **When you invoke your artistry**, you may spend 1 Art to unleash one known expression.

Your art doesn't have to be wielded as a weapon in the same way every time, but should be given Tags appropriate to how it's being wielded (see Page 22).

Perform

When you practice or display your chosen art before an intelligent audience, roll+CHA.

On a 10+ gain 3 Awe.

On a 7-9 gain 2 Awe.

Spend Awe 1-for-1 during and shortly after your performance to name an NPC in the audience and choose one:

- This person must speak with me.
- This person must give me a gift.
- This person Favors me.

When you name an NPC in the audience, you are declaring that they are present if that is reasonable. If it's not reasonable you may need to Connect with them first (see Peripheral Moves on Page 16).

You can name the same person multiple times in different choices.

A gift can be anything feasible for the giver's means and preferences. An ordinary citizen may gift a drink or a handful of coins while a noble may give a presituous invitation or powerful secret.

While you are able to influence how people feel about you, they still act on those feelings on their own terms. A deadly assassin who must see you might sneak into your room, while a noble might send an invitation.

Speak Softly

When you Scrutinize someone by speaking openly and honestly with them, you can roll+CHA instead of +WIS. You may also choose to gain 1 additional Insight, even on a 6-, but if you do then afterwards they will ask you a question as if they had 1 Insight on you. You may lie or obfuscate in your answer, but if you do you can't use this Move on them again and you lose their Favor forever.

BACKGROUNDS

Folk Hero

You rose up for the sake of the people, and became a dashing rogue, adept at swordplay and acrobatics. With a quick smile and an even quicker blade, you're one of the finest duelists in the land!

When you Engage with your rapier or a similar weapon one-on-one, you roll +DEX instead of +STR.

Starting Stats: +2 DEX, +1 CHA

Equipment: Rapier (Close, Piercing)

Drive: Charm or humiliate someone with your skills.

Loremaster

You spent much of your time collecting obscure knowledge, ancient wisdom, and forgotten songbooks.

After you use Storied Knowledge, you can ask a single follow-up question which the GM will answer honestly.

Additionally, you have Advantage the first time you act on information gained from Bardic Knowledge.

Starting Stats: +2 INT, +1 CHA

Equipment: Bag of Books (5 Uses)

Drive: Write something down at the most inopportune moment.

Traveling Artist

You traversed the land in pursuit of inspiration, and earned your keep practicing and promoting your art wherever you went.

When you Perform, gain +1 Awe even on a 6-.

Additionally, you have 4 Art for Expressive Conflict instead of 3.

Starting Stats: +2 CHA, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Endanger or sacrifice something for the sake of your art.

EQUIPMENT

You start with:

- 1 Wealth
- Artistic Implements (Valuable)
- The equipment from your Background

Choose one:

- Travel-Worn Leather Armor (1 Armor)
- Extravagant Outfit (Valuable)

Choose two:

- Glinting Dueling Saber (Close)
- Intricate Hand Crossbow (Near, Distinctive, Reload)
- Hearty Feast
- Supplies (3 Uses, Slow)
- Pipeleaf (3 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Baldric*, *Astrafel*, *Merida*, *Kosil*, *Lily*, *a laughing name*, *a musical name*, *a catchy name*.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here told me a dark or shocking secret?

Who here did I once give unwanted assistance to?

Who here heard stories about me before we met?

ANSWER

What kind of art do you specialize in?

What rival or enemy seeks to quash your art?

What cause or scandal is currently causing unrest?

FAVOR

Initially, you Favor the PC who will be a part of your next masterpiece.

What will it be? What do you need to create it?

ADVANCED MOVES

Anything You Can Do, I Can Do Better

When you spend some quality time with another PC, you may share one of your Moves with them, or they with you. If so, erase any previously shared Moves. Whoever gains the Move can use it a number of times equal to your CHA.

What does this quality time look like?

The shared Moves can be Starting Moves or Advanced Moves. The original bearer of the Move still retains access to the Move as normal.

Rarely, one Starting Move may be so connected to another Starting Move that they may count as one Move for the purpose of sharing (such as the Cleric's Divine Agent and Invocation Moves). If you're unsure, discuss this with your group.

Generally, you can't gain additional Level Up options from a shared Move.

Aura of Honesty

When you use up someone's Favor when Compelling or Scrutinizing them, on a 6- you still retain their Favor in addition to whatever the GM says.

Additionally, when you Speak Softly with someone, you may choose to gain the additional Insight and still lie or obfuscate freely without consequence if they ask you a question in return.

Keep in mind that you only retain their Favor on a result of 6-, not on a 7-9 or a 10+.

Buckle Thy Swash

When you Defy your opponent in a one-on-one fight, on a 12+ you also disarm, trip, or otherwise outmaneuver your opponent.

If you are armed and facing an unarmed opponent, you may not even need to roll to Engage unless they are particularly skilled or dangerous.

Enchanting Performance

Your Performances and can affect non-intelligent creatures and entities, such as undead, animals, plants, and constructs.

How do your performances differ when done for such an audience?

Encouraging Words

When you Settle In, you may you may comfort or compliment one ally and grant them +1 Armor against anything until they next Settle In.

Fugue

When you Perform, you may spend 2 Awe to invoke one effect on your entire audience for as long as your performance continues:

- Instill a singular powerful emotion
- Lull into a deep and infectious slumber.
- Hold their attention fully and completely

This has many uses, such as changing the minds of a crowd, keeping them distracted, inciting or calming a riot, etc.

Prodigy

Gain +1 Art and learn an additional expression.

Researcher

When you spend downtime seeking out rumors and knowledge, roll+INT.

On a 10+ choose two.

On a 7-9 choose one.

- You learn of a valuable treasure.
- You learn of a dangerous enemy or organization.
- You learn something useful about an area's history, layout, or politics.

For each one you choose, the GM might ask how you learned it - tell them the truth.

Downtime typically means hours or days of time. An information hub can be scholarly like a library or social like a popular tavern.

Scholarly Insight

Name a general topic or subject when you take this Move. **When you Ponder this subject**, you treat any result of a 6- as a 7-9.

Example topics include Spells and the Arcane, Unusual Beasts, Gods and Their Servants, Grand Histories, Mechanics and Technology.

Showstopper

When you make a showy, dramatic entrance into a tense situation, describe your grand entrance and roll+CHA.

On a 10+ everyone is so shocked that you can make a grand speech or decisive action with Advantage and without bystander interference.

On a 7-9 everyone stops to watch and listen to your entrance without interruption.

A big entrance is difficult to pull off, but when done well it can change everything about the scene. The difficult part is keeping an eye out for tense situations and interrupting them with your entrance.

While this Move is meant to take the spotlight, make sure not to overuse it when it would reduce other players' enjoyment or its own dramatic impact.

Slippery

When you Gain The Edge through dashing, roguish action, roll with Advantage.

Examples include: swinging on chandeliers, charming someone for assistance, or jumping out of a window - all without losing your trademark smile.

Throw Down the Gauntlet

When you demand a formal duel in response to an insult or trespass, your opponent cannot decline, though they may use a substitute, propose conditions, or add complications.

While you are in a formal duel, you have +1 Armor against your opponent and your attacks Pierce their Armor.

Unflinching

You have +1 Armor against conditions caused by social situations, negative emotions, or mental strain.

Because you choose a condition's descriptor this can be used fairly often.

Well-Traveled

When you return somewhere you've visited before (your call), tell the GM what happened when you were last here. Then they will tell you how the situation has changed since then. **When you next Connect there**, you may treat a result of 6- as 7-9.

REQUIRES LEVEL 10+

Master of the Arts

Enhance two known expressions:

- When you wield your art like a weapon, it's Piercing.
- When you curse a foe, you remove all of their Armor.
- When you heal an ally with your art, you also restore 1 of their used Armor.
- When you distract, stun or immobilize a foe, you can spend an additional Art to make it last until you dismiss it, but you cannot use an expression again until then.

World Renowned

Gain a Reputation as a master artist and adventurer (see Assets on Page 26). **When you invoke your Reputation**, after you and the GM have said what has been heard about you, you can speak again and add an additional thing they've heard.

Tales of you have spread across the land, and almost everyone has heard of you. See the Reputation asset on Page 29 for more information.



You see the world as it truly is - a part of something greater, an existence filled with angels and demons, gods and devils, mortals and spirits. Some call you mad, others a liar, but you carry this truth with you to all people. No malady is too severe for you to heal, no burden too heavy for you to carry. For truth is made worthy through action.

STARTING MOVES

Atonement

You have 2 Spirit. **When you Settle In**, reset your Spirit to this number.

When you touch someone and pray for their well-being:

If they are a PC erase as many conditions from them as you'd like and gain that many for yourself.

If they are an NPC tell the GM what you'd like to heal (physical, mental, spiritual, etc.) and the GM will say how many conditions it will cost based on these guidelines:

- 1 Condition - visible gash, furious temper
- 2 Conditions - broken bone, night terrors
- 3 Conditions - missing limb, tortured memories
- 4 Conditions - mortal wound, violent madness
- 5 Conditions - recent death

You can spend Spirit like Armor to absorb conditions gained through Atonement.

This is the primary way a Cleric can cure conditions - by taking them onto themselves and negating some with Spirit.

Healing may look very different depending on your deity's domains. A deity who controls fire might cauterize wounds with searing heat, while one who listens from the earth may conjure forth a healing mud-paste to apply to injuries.

Healing can be used to restore not just physical conditions or harm, but any kind of condition.

Divine Agent

You serve and worship a deity who grants you power. Give your deity a name, then define their domains by filling in each answer:

- What they Control (eg. sun, seas, skies, animals)
- What they Represent (eg. love, death, war, wind)
- Who Worships them (eg. nobles, wizards, lovers)
- Their Enemies (eg. undead, invaders, wolves)
- Their Demands (eg. sacrifices, secrets, victory)

While your deity Favors you, their domains react obviously to your presence (eg. animals adore you, nobles bow, demons hiss, etc.).

When you ask your deity how to gain their Favor, they will impose a task upon you related to their Demands. When you complete it, mark 1 XP and gain their Favor.

A Cleric's deity will be an atypical NPC portrayed by the GM and informed by what you choose above. Deities are often important forces in the narratives they exist in, whether they stay in the background or act directly in events to come.

You may be monotheistic and only believe in this deity, or you may be polytheistic and follow this particular deity from a pantheon, or something else entirely.

Example deity names: Helferth, Sellestrus, Zorica, The Timeweaver, Lady of the Sea and Stars, They Who Listen, a welcoming name, an ancient name, an ominous name.

Hearts and Minds

When you Scrutinize someone, you can also ask one of the following questions, even on a 6-.

- What are your true feelings about my deity?
- What do you not want to admit (to me, to another, to yourself, etc.)
- Who or what do you favor or care for the most?

Unearthing someone's deepest thoughts will let you better help and care for them - or manipulate and extort them.

Invocation

When you call upon your deity's power, choose an Invocation you know and roll+WIS, with Advantage if your deity Favors you.

On a 10+ your deity's power flows through you and the effect comes to pass.

On a 7-9 the effect comes to pass but you must choose one:

- The invocation's Risk comes to pass
- You draw unwanted attention, probably from your deity's enemies
- You lose your deity's Favor

You start with 2 Invocations known (see Page 49).

When you Level Up, you can choose to Learn a New Invocation instead of another benefit. If you do, you also regain your deity's Favor if you don't have it.

Invocations are the primary way a Cleric unleashes their deity's powers. They typically provide powerful utility, defensive, and supportive effects.

Each Invocation has a Risk listed as part of it, which only happens if it's chosen on a 7-9 result, or if the GM invokes it as part of a 6- result.

Each Invocation also has a Greater effect, which does not happen on a 10+, and instead only happens through the 'Righteous Spirit' or 'Ascendant Invocation' Advanced Moves.

BACKGROUNDS

Luminary

You helped cultivate the community of faith that now surrounds your deity and many now revere you as a beacon of your faith's values.

When you Connect with a worshipper or ally of your deity, on a 7-9 you make the choice instead of the GM. Additionally, worshippers of your deity now Favor you by default.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Change someone's mind about a person, the world, or your faith.

Minister

You spent your life helping those the downtrodden, needy, marginalized, oppressed, and outcast. Some love you for it, while others despise you.

You have +1 Spirit. **When you use Atonement on an NPC**, they Favor you afterwards.

Starting Stats: +2 WIS, +1 DEX

Equipment: Medicine (2 Uses, Slow)

Drive: Sacrifice something important for someone who needs it more.

Warpriest

Your faith, and you as its sword, has stood firm against a great number of enemies and thwarted scheme after scheme.

You ignore the Clumsy tag on armor you're wearing. Shields you wield grant you an additional +1 Armor.

Starting Stats: +2 STR, +1 WIS

Equipment: Scale Mail (2 Armor, Clumsy)

Drive: Inspire awe or terror.

EQUIPMENT

You start with:

- A symbol of your faith
- Supplies (3 Uses, Slow)
- The equipment from your Background

Choose one:

- Regal Staff (Close, Heavy)
- Heavy Warhammer (Close, Forceful)

Choose two:

- Polished Chainmail (1 Armor)
- Iconic Shield (+1 Armor)
- Adventuring Gear (5 Uses)
- 2 Wealth
- Flask of Whiskey (2 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Durga*, *Lenore*, *Penrose*, *Drummond*, *Freja*, *Sara*, a traditional name, a sorrowful name, or a common name.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here is treading down a dark path?

Who here knows an enemy of my deity?

Who here knows a secret about me or my faith?

ANSWER

Who else serves your deity and how do you differ?

When did your faith once fail you?

What has your deity promised you?

FAVOR

Initially, you and your deity Favor each other.

You also Favor the PC you had an ominous vision about.

What did your vision depict? Who have you told about it? Where might you find more information?

ADVANCED MOVES

Anathema

When you harm your deity's enemies, inflict an extra condition.

Apotheosis

Choose a feature associated with your deity (rending claws, sapphire wings, an all-seeing third eye, etc.). In recognition of your devotion and faith, your deity bestows this gift upon you.

Work with your GM to decide what the feature looks like, if it is always present or only sometimes, and what you might do with it.

Divine Intervention

When you would Crumble while your deity Favors you, your deity miraculously intervenes, saves you, and no longer Favors you. Afterwards you heal one condition.

The GM will determine exactly how your deity intervenes, you just need to declare that they do.

Gifts of the Spirit

Two Invocations that you know always have the Greater Effect.

Hype Man

When you exceedingly praise a friend or ally before someone who Favors you (except your deity), they now Favor them as well.

Interfaith Studies

When you encounter a faith or deity that you know about (your choice), you may ask the GM about three of their domains and they will answer you truthfully.

Domains include their enemies, their demands, what they control, what they represent, and who worships them. Examples are in the Divine Agent Starting Move.

Inquisitor

Whenever you'd like you may ask the GM 'are enemies of my deity nearby?' and they will answer you truthfully.

Whenever you **Examine** or **Scrutinize** your deity's enemies, you gain +1 Insight even on a 6-.

My Faith is My Shield

Gain +1 Spirit. You can spend Spirit like Armor against any condition from your deity's enemies.

Organizer

When you and your allies cohesively **Cooperate** in a shared task, instead of one person rolling with Advantage you may lead a group effort. Everyone involved rolls individually and the highest result is used for everyone, but you must take a condition or spend 1 Spirit for every 6- rolled.

If you and two others work together to traverse a cliff, you can use Organizer to lead them. Each person rolls to Defy the dangers of the cliff. If a 4, 9, and 11 are rolled, then the 11 is used for the group, but due to the 4 you either take 1 condition or spend 1 Spirit.

Peaceful

No one who recognizes your faith will attack you directly and unprovoked, unless they are an enemy of your deity.

'Directly and unprovoked' can be interpreted variably. A powerful noble might spread rumors about you as a method of indirect attack, while street thugs might warn you away from their turf first and, if you stay too long may consider that provocation to attack outright.

Shepherd

When you publicly proclaim a warning, judgement, or belief, those nearby notice and listen to your words; roll+WIS. On a 10+ choose three. On a 7-9 choose two.

- Your words don't attract unwanted attention.
- You can ask your listeners one question as if you had Scrutinized them collectively.
- Choose a listener - they now Favor you.
- Your listeners will achieve something collaboratively (build a bridge, burn a manor, acquire a treasure, etc.).

Public proclamation can include a speech, writing letters, putting up posters, or something more.

Spirit of Greatness

Gain +1 Spirit. When you use an **Invocation**, you may spend 1 Spirit or use up your deity's Favor to invoke its Greater effect.

Team Player

When you **Cooperate**, you can Push Yourself or spend 1 Spirit to grant an additional source of Advantage.

Thaumaturgy

You no longer have to touch someone to use Atonement on them.

When you petition your deity to perform a great miracle that pertains to their domains, tell the GM what you desire; they will give you a number of appropriate conditions based on the guidelines below, or say no.

- 1 Condition - Feed a large crowd
- 2 Conditions - Calm a raging storm
- 3 Conditions - Foresee an Ominous Force
- 4 Conditions - Summon a divine envoy
- 5 Conditions - Destroy or reshape a land

Theologian

When you Ponder or Examine something related to your deity's domains, you may ignore penalties from conditions and roll either +WIS or +INT.

You still gain XP if the stat you choose has a condition, even if you ignore penalties from it.

Wrathful

Gain +1 Spirit. **When you inflict a condition**, you may spend 1 Spirit to inflict an extra condition.

REQUIRES LEVEL 10+

Secret of the Divine

You discover the greatest secret of your faith. Choose one way listed below that this secret can be used, or create a new one, then work with the GM to define what this secret is, how you learned it, and how it affects your faith.

- You can destroy your deity's enemies forever.
- You can ascend to become a deity yourself.
- You can fundamentally alter the world in a way related to your deity's domains.

CLERIC INVOCATIONS

You start with two known invocations. See the Invocation Starting Move on Page 46 for details.

Only one Ongoing invocation or spell can normally be upheld at a time, though you can still use other invocations that aren't Ongoing. You can stop an Ongoing invocation any time.

The Risk of an Invocation usually only happens when you choose it on a 7-9, but something similar or worse may happen on a 6-.

An invocation's Greater effect only happens when certain Advanced Moves unlock it.

Bestow Curse

A foe you touch has their Armor reduced to 0 or is struck by some supernatural disease, blindness, or another affliction for a few minutes.

Risk: You also suffer the effects of the curse.

Greater: On a 12+, the effect is permanent.

Afflictions can range from a mild allergy to a horrific mutation. They are not immediately lethal, but if a particularly dangerous curse is placed permanently then it may eventually lead to death.

Bless

For the remainder of this scene, an ally gains Advantage Forward and either +1 Armor or +1 condition inflicted the next time they hurt someone - you choose when you Bless them.

Risk: You also receive Disadvantage Forward.

Greater: They have Advantage Ongoing for the scene, instead of just Forward.

Cause Fear (Ongoing)

Name an individual or a type of mortal creature. While they can see you they are filled with dread, causing them to recoil and back away - the weak and cowardly among them must outright flee.

Risk: Instead of simply recoiling or fleeing, they might act aggressively, rashly, or unpredictably.

Greater: On a 12+, even the mighty and strong-willed must flee.

Contact Spirits

You speak with a departed soul whose body is nearby or whom you knew when they were alive. Their spirit manifests for the scene, and will answer any one question you ask to the best of its ability before it returns.

Risk: Their answers are vague or veiled, as they are either unable or unwilling to answer you clearly.

Greater: On a 12+, you can ask them any number of questions for the scene.

The cosmology and potential afterlife of your world is entirely up to your group. If there isn't an accessible afterlife in your world, perhaps this invocation conjures up an accurate approximation of the person, or summons their mind from the past.

Dismiss

A nearby otherworldly entity or spirit is banished from the world or back to whatever tethers it here.

Risk: As it leaves it manifests a curse, harm, or a way to return later, the GM will say how.

Greater: On a 12+, ordinary entities are utterly destroyed, and the strongest are driven away with whatever tethers them here destroyed.

Empower (Ongoing)

Filled with your deity's power, you or an ally treats one stat as +3 and ignores conditions on it (both for rolls and for XP).

Risk: Once the effect ends, the one(s) who benefited suffers two conditions from exhaustion.

Greater: You can affect both yourself and an ally. The same stat is empowered for both of you.

Illuminate (Ongoing)

A magical light emits from you or something you touch, piercing darkness, illusions, and trickery.

Risk: The enemies of your deity can sense the this light from a great distance.

Greater: The light is blinding to all who look at it and enemies of your deity can't bear to be near it.

Message

A message you speak is instantly delivered to a person of your choosing, no matter where they are.

Risk: It won't be delivered instantly.

Greater: When they receive the message, they can also respond with a single message in kind to you.

Procure

You miraculously have just the mundane item you need, as if you had spent 1 use of Adventuring Gear. Perhaps it was in your pack or sitting nearby.

Risk: You don't have exactly what you need, but something similar.

Greater: The item is of superb make, perhaps with an additional feature or quality.

Safeguard (Ongoing)

An ally either gains Advantage Ongoing to Defy or is protected from something pertaining to your deity's domains (you choose when this is invoked).

Risk: When this effect ends, those affected must fulfill a demand of your deity or suffer a condition.

Greater: On a 12+ all your allies are affected.

Sanctuary (Ongoing)

As you perform this invocation, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within this area, you know when someone enters it or when someone within it acts with malicious intent.

Risk: You only know when someone within the area acts with malicious intent, but not when someone enters.

Greater: On a 12+, none can enter the sanctuary without your express knowledge and consent.

Speak in Tongues

You can clearly speak with and understand any sentient creature for the scene.

Risk: You understand them, or they you, pick one.

Greater: Nearby allies can also be affected.

Transcend Surroundings (Ongoing)

A nearby physical obstacle, hazard, or environment no longer poses any threat to you.

Risk: It does still pose a threat but you have Advantage Ongoing to Defy it.

Greater: The effect extends to nearby allies.

Unleash Wrath

Your deity's power harms an enemy, usually inflicting a condition (Forceful, Distinctive, Piercing).

Risk: It isn't Piercing.

Greater: On a 12+ they are also briefly stunned.

What does it your deity's wrath look like?



You walk among the sacred groves, communing with spirits older than the stones themselves. True beauty is found among flowing creeks and wind-caressed leaves, and it must be preserved. So you adopt the forms of creatures large and small, and defend the balance. Even the greatest civilizations inevitably crumble, but the cycle of nature is eternal.

STARTING MOVES

At One With The World

You can speak with animals and Scrutinize and Compel them. You also don't require food or drink.

Do you speak with animals in their tongue or your own? What does it look like to others?

Attuned Creatures

You begin play with two Attuned Creatures of your choice. Each has a species name and an Instinct.

When you Level Up, you may add two Attuned Creatures to your list instead of another benefit.

Any ordinary animal can be an Attuned Creature.

Instinct examples: smash and tear, fly free without care, prey upon the weak and isolated, consume and devour, skulk and ambush, weave webs and victimise the foolish, assault and challenge the brave or strong.

Commune

When you spend some time in a place, connecting with nearby creatures and spirits, roll+WIS. You will be granted a vision of significance to you, your allies, or the spirits around you, the GM will describe it.

On a 10+ the vision will be clear and helpful.

On a 7-9 the vision is unclear and murky.

On a 6- the vision is frightening or traumatic.

The more removed a place is from nature, the longer it may take you to connect with the spirits there.

Shapeshift

When you call upon the wilds to change your shape, choose one of your Attuned Creatures to change into and roll+WIS.

On a 10+ you transform quickly and without issue.

On a 7-9 you still transform, but you are put in a spot or draw unwanted attention.

While in an animal shape, you gain any innate abilities and weaknesses of the form: claws, wings, gills, etc. You also gain the Instinct of your new form. This primal urge is something innate to each creature and becomes a part of you while you are shapeshifted.

You can shapeshift directly from one animal form to another. If an instinct isn't working for you, feel free to discuss a change with your GM.

What does it look like when you transform? Do your clothes and equipment meld into your new form or do you leave them behind?

Resist Instinct

When you try to change shape without having fulfilled your Instinct, roll+WIS.

On a 10+ you succeed and are now able to transform. If you're changing back to normal, you do so. If you're changing into another creature, roll to Shapeshift.

On a 7-9 you succeed, but won't be able to transform back into your previous form until you reattune with it by fulfilling its Instinct.

Like many Moves, the GM can say what happens on a 6-. Perhaps you temporarily lose yourself to your Instinct and run away or turn on your allies.

BACKGROUNDS

Earthbound

Your soul feels a close kinship with the deep places of the world. Worms and mushrooms are your family, and lightless tunnels your hallways.

You can clearly sense your surroundings even when unable to see. **After you Commune**, you may also ask the spirits any one question and they will answer you as best they can.

Starting Stats: +2 WIS, +1 STR

Equipment: Medicine (2 Uses, Slow)

Drive: Hide or bury something.

Fangborn

You are connected to a specific type of animal above all others. Perhaps your behavior or appearance reflect theirs, or perhaps you advocate on their behalf.

Start with an additional Attuned Creature that is bound to you. You have Advantage when Shapeshifting into it.

Starting Stats: +2 WIS, +1 DEX

Equipment: Supplies (3 Uses, Slow)

Drive: Alienate or push away someone significant.

Spirit-touched

You were boldly marked by the spirits as a guardian, caretaker, and ambassador to nature. All who see you recognize your station, though some don't respect it.

Natural creatures and spirits Favor you by default.

When you Examine, no matter the result you may you may also ask 'What here is a threat to the natural order?' and the GM will answer honestly.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Restore something to a healthy state.

EQUIPMENT

You start with:

- Fur or Wood Armor (1 Armor)
- Adventuring Gear (5 Uses)
- The Equipment from your Background

Choose one:

- Decorated Sling (Near, Awkward, Reload) and Stone Knife (Intimate, Near)
- Carved Shillelagh (Close) and Shield (+1 Armor)
- Flowering Staff (Close, Heavy)

Choose one:

- Healing Potion
- Bag of Books (5 Uses)
- Trap Kit (Dangerous, Slow)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Hycarax, Elana, Weylan, Rose, Rehgar, Sigrial*, an animal name, an primal name, a forgotten name.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here have the spirits warned me about?

Who here has shown me a benefit of civilization?

Who here thinks I am unkempt and unclean?

ANSWER

What corrupting sickness spreads across the land?

What enemy of nature did you once seal away?

What wondrous natural feature is nearby?

FAVOR

Initially, you Favor the PC you shared a secret rite with.

How did the rite change or bond you both? What cost or sacrifice did it take? Do you regret it?

ADVANCED MOVES

Apex

When you take the form of a fearsome predator, your attacks can gain either Near, Piercing, or Area - choose as appropriate to the shape. Additionally, your attacks may also be Messy, Forceful, and/or Vicious depending on the form.

Most animals typically only have the Intimate or Close range tags. Perhaps your animal form can spit corrosive acid, or breath fire, or is large enough to fight a group of foes at once.

Back to Basics

When you reveal a flaw or failure of civilization to an individual or group, roll+WIS.

On a 10+ choose two.

On a 7-9 choose one.

- They pledge to repair or account for the issue.
- They withdraw from civilization and begin connecting more with the natural world.
- They offer assistance to you and nature.
- They attack, or sabotage an enemy of nature.

How they go about those tasks is still up to the GM. Subborn or hostile NPCs may first need to be Compelled to listen before you can use this Move.

Balance

When you inflict a condition, gain 1 Balance.

When you touch someone and invoke healing spirits, you may spend Balance. For each 2 Balance spent, heal 1 condition.

When you Settle In, lose all Balance.

Barkskin

While your feet touch the ground, you have +2 Armor against physical injuries.

This Armor does not refresh if your feet leave the ground then touch it again.

Bridge Between Worlds

You see the patterns that make up the fabric of the world. You can now apply your At One With the World and Shapeshift Moves to inanimate natural objects (plants, rocks, etc.), as well as pure elements (fire, water, air, and earth). Add one such Attuned transformation now.

Work with the GM to define the qualities, limitations, and Instinct of such forms.

Call of the Wild

When you cry out to the wilderness for aid, choose a feasible type of animal and roll+WIS.

On a 10+ they arrive to help you for the scene and choose two from below.

On a 7-9 they arrive to help you for the scene and choose one from below.

- They terrify, intimidate, or distract an enemy
- They arrive immediately, without delay
- They cause no collateral damage
- They continue to accompany you for a time after the current scene

Calling animal aid can be a powerful tool, but also chaotic and potentially dangerous.

An animal or group of animals called this way does not count as a follower, but an allied NPC that the GM will describe and control.

Earthly Disciple

When you Compel an animal or spirit, you may roll +WIS instead of +CHA.

When you Ponder animals, nature, or the balance of life, you may roll +WIS instead of +INT.

Environmentalism

When you call upon nature to aid you against a foe, name a natural feature of your surroundings (deep roots, rocky cliffs, flowing wind, etc.) and roll+WIS. On a 7+ your foe is temporarily hampered or trapped by the feature. On a 10+ it also inflicts a condition on your foe.

Being hampered or trapped can be mean many things. Perhaps a rockslide cuts them off from you entirely, or twisting vines grab and immobilize them.

Eye of the Tiger

When you mark an animal with blood, mud, or dirt, you can see through its eyes as if they were your own, no matter what distance separates you, and you can shapeshift into its species. Only one animal may be marked in this way at a time.

Is it obvious to others when an animal has been marked? What does it feel like to see through its eyes?

More Beast Than Man

When you Shapeshift, gain Advantage Forward to pursue your shape's Instinct.

Part the Sea

When you call upon the spirits for safe passage through a natural danger, environment, or hazard, roll+WIS.

On a 10+ the way is made safe, but choose one.

On a 7-9 the way is made safe, but choose two.

- It is only safe for you, not your allies or companions
- It is safe for now, but not for long
- The spirits demand a proportional payment or sacrifice in return

This could be used to bypass natural predators, treacherous woods, violent storms, and more.

Predator and Prey

Whenever you'd like, you may ask 'What is my animal intuition telling me?' and the GM will answer truthfully.

This intuition can be eerily prescient, but often undetailed, such as being drawn towards or away from a certain place or person.

Shed

When you shapeshift after fulfilling your current shape's Instinct, heal yourself of one condition.

REQUIRES LEVEL 10+

Nothing More Than Animals

You can now attune with and shapeshift into specific people. Gain one such attuned form now. People typically have more complex Instincts than animals. If they are a pre-existing NPC then the GM will tell you their Instinct using their Want and Methods to inform it.

Weather Weaver

When you call upon the spirits to invoke a large natural phenomenon or disaster, roll+WIS.

On a 10+ choose two.

On a 7-9 choose one.

- The phenomenon appears immediately and lasts as long as you desire
- The land is not permanently damaged or altered
- None of your allies, wildlife or innocents are directly harmed

With this Move you can invoke earthquakes, tornadoes, floods, or worse. The GM will determine the highest scale the spirits are willing or able to accomplish, it could be city-threatening all the way up to world-altering.



It's a thankless job—living day to day by the strength of your arm and skin of your teeth. You bear your scars with pride, sharpen your sword with precision, and don your armor with practiced ease. Let every danger test itself against you. In the end, you'll be the last one standing.

STARTING MOVES

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Battle Momentum

You perfectly understand the back and forth rhythm of a fight. **When you suffer or inflict harm as part of a fight** (even if it's absorbed with Armor), gain 1 Momentum. Anytime during a fight, you may spend the amount of Momentum in brackets for the following:

- (3) Restore 1 of your Armor
- (3) Inflict an extra condition on an attack
- (2) Gain Advantage Forward to Engage or Let Fly

You can have a maximum of 5 Momentum.

When you Settle In, reset Momentum to 0.

This gives you the edge over most others in a fight. You gain 1 Momentum no matter how many conditions are inflicted per instance of harm, but if you and your opponent simultaneously harm each other then you gain 2 Momentum, 1 for taking harm and 1 for inflicting it.

Particular Set of Skills

When you Compel with threats of violence, roll with Advantage.

It doesn't necessarily need to be violence from you. You could warn someone else about violence from a separate impending danger and still gain Advantage.

Demolitionist

When you want to destroy an object, be it a building, magical artifact, or obstacle, tell the GM what it is. It is always possible, but the GM will give you 1 to 4 of the following requirements (separated by "ANDs" or "ORs");

- It's going to take hours/days/weeks.
- First you must _____.
- You'll need help from _____.
- You'll need to use _____.
- It will be easy/difficult to repair
- You and your allies will risk _____.
- You'll have to use up/wear out _____.

You can use this to do things like start a cave-in, break down a wall, blow up a building, shatter a magical sword, or drop a magical ring into a volcano.

Signature Weapon

You don't wield an ordinary weapon, but instead have an especially powerful or unusual one. See Assets on Page 29 for details on creating your Signature Weapon.

How did you get your signature weapon? Was it won in a battle, given as a gift, discovered in a tomb, or something else?

BACKGROUNDS

Champion

Gladiator, hero, warlord, butcher - you've been at least one of these things, if not more, and it's taught you where the battle truly lies; in the hearts and eyes of the crowd.

When you enter a fight or deliver a killing blow, you become the center of attention.

When you Defy to gain or keep attention on yourself, roll with Advantage.

Starting Stats: +2 STR, +1 CHA

Equipment: 2 Wealth

Drive: Turn a situation into a spectacle.

Knight

Be it for a monarch, a cause, or a principle, you fought to uphold and protect others.

When you taunt or aggravate someone in a fight, spend 1 Momentum to redirect harm from an ally to yourself.

Starting Stats: +2 STR, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Refuse assistance, an Advantage, or a boon because of honor.

Veteran

Whether on the front lines of a battle or the back roads of a quiet village, you've learned to always trust your gut.

Whenever you'd like, you may ask the GM "What gives me a bad feeling about this?" They will answer truthfully, though not always in full detail.

Starting Stats: +2 STR, +1 WIS

Equipment: Supplies (3 Uses)

Drive: Teach someone a lesson.

EQUIPMENT

You start with:

- Your Signature Weapon
- Well-Used Heavy Armor (2 Armor, Clumsy)
- The Equipment from your Background

Choose three:

- Heavy Crossbow (Near, Distinctive, Reload)
- Hidden Knives (Intimate, Near, Infinite)
- Jagged Spear (Close, Near)
- Sturdy Shield (+1 Armor)
- Healing Potion
- Medicine (2 Uses)
- Flask of Whiskey (2 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Hawk, Finnegan, Cadeus, Lenna, Brianne, Tas, a humble name, an ancient name, a royal name.*

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here thinks I'm too violent or dangerous?

Who here have I saved from certain doom?

Who here am I suspicious of?

ANSWER

Who are the most feared warriors in the land?

What comrade, mentor, or rival frequently tests your skill in battle?

For what purpose or goal do you still fight?

FAVOR

Initially, you Favor the PC you've fought back-to-back with.

Who did you fight? Why? How did the battle turn out?

ADVANCED MOVES

Basic Training

You've gotten used to the tireless marches, late nights, early mornings and backbreaking labor. You are unaffected by all but the most extreme forms of exhaustion. **Gain +1 Armor against fatigue or exhaustion.**

When you Settle In, you can stay up all night on watch without feeling tired.

Battleborn

When you Defy in battle, you may spend 1 Momentum to roll with Advantage.

Charge

Your maximum Momentum is now 7. **When you enter a fight**, gain 1 Momentum.

Disabler

When you harm someone, you may spend 2 Momentum to destroy a weapon or disable a form of attack.

Non-weapon forms of attack might only be temporarily disabled depending on what it is and how feasible it would be to regain it. Such an attack is still disabled for the rest of this scene at a minimum.

Eye for Danger

When you Scrutinize a dangerous NPC, the GM will also reveal to you an ability or tactic they can use.

Dangerous here can mean different things. Perhaps you perceive them as dangerous, or you might ask your GM if they count as dangerous. Maybe they are dangerous politically rather than martially, or they are mysterious but not truly dangerous.

Field Repair

When you heal someone with Supplies or Medicine, you or your patient (your choice) also refresh 1 spent Armor.

Grudge Match

When you attack someone in public, no one will directly intervene as long as it's just you two fighting, unless someone is incapacitated or killed.

Whether street fights, ballroom duels, or brazen public assassination, everyone fears and/or respects you too much to interrupt. Still, someone might try to indirectly sabotage you or aid your enemy.

I Aim to Misbehave

When you use Demolitionist, after the GM gives you the requirements you may then ignore or veto one of them.

Master Stroke

When you roll a 12+ on Engage, you can choose two instead of one.

Narsil

Your signature weapon gains 2 additional enhancements, 4 in total.

How did it get these new enhancements?

Firm Grip

When you stop someone from leaving your reach, roll with Advantage.

This could be Defy, or Engage, or something else entirely.

Percussive Counterspell

When you interrupt a spell or magical effect using force, roll+STR.

On a 10+ you successfully interrupt it.

On a 7-9 the magic is reduced or redirected in some way, the GM will say how.

When you're up close and personal with a spellcaster, you automatically inflict a condition on them whenever they use magic against you.

Quarterback

While you forcefully hold a creature, it is helpless unless it's particularly large or strong, and even then it is hampered and/or distracted by you.

When you forcefully grab or tackle a foe, roll+STR.

On a 10+ you have a good hold of them.

On a 7-9 they struggle for a bit at first, inflicting a condition before you get a good hold.

Riddle of Steel

Fighting someone counts as intimate and prying conversation for the purposes of Scrutinizing them.

When you Scrutinize someone you're fighting, roll with Advantage.

Smith

When you Settle In, you can repair one destroyed item, or damaged piece of equipment. You can also remove all enhancements from your Signature Weapon and add them another weapon, which becomes your new Signature Weapon.

Steel Gaze

When you enter combat, roll+CHA.

On a 10+ gain 2 Steel.

On a 7-9 gain 1 Steel.

On a 6- your enemies immediately identify you as their biggest threat.

During the fight you can spend 1 Steel to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off or they are wounded. When the fight ends lose all Steel.

Even with 2 Steel it would be difficult to maintain eye contact with two NPCs at the same time.

Tough as Nails

You have +1 Armor against physical harm.

Yoink

When you avoid a blow from a close-up weapon, you may spend 2 Momentum to take that weapon for yourself.

REQUIRES LEVEL 10+

Second in Command

When you enter a fight, choose one ally. In addition to yourself, you also gain Momentum when they suffer or inflict conditions.

Andúril (requires Narsil)

Your Signature Weapon gains 2 additional enhancements, 6 in total.



Blistering heat and blazing light, maddening agony and dazzling beauty. You are all of these and more, the flame unquenchable and unrestrained. You sacrificed much for your fire, for powers beyond mere mortals. Now it burns ever brighter in your heart, spreading fear and allure in equal measure. Let everyone see you, for you will never be extinguished.

STARTING MOVES

Firebrand

You can move and manipulate fire in a variety of ways - dimming, flaring, sparking, changing color, creating shapes and images, and more. Your fire is Distinctive, Fiery, and Near when you fight with it. Additionally, choose two traits for it:

- **Adaptable:** Your fire has the Intimate and Close tags.
- **Ambitious:** Your fire has the Far tag.
- **Bold:** Your fire has the Area tag.
- **Restrained:** You and nearby allies have +1 Armor against your fire and its effects.
- **Spontaneous:** You can create fire rather than manipulate what's already burning.

When you Burn a trait, your fire loses it until you next Settle In. See Unleash Flames for more info.

Unleash Flames

When you fight using fire as a weapon, roll+CHA.

On a 10+ you hurt your foe, but choose one.

On a 7-9 you hurt your foe, but choose two.

- You cause unintended collateral damage
- You suffer a condition, perhaps due to overexertion or a foe's counterattack
- Choose and Burn one of your fire's traits
- You draw unwanted attention from nearby

From the Ashes

When you burn a sacrifice and stare deeply into the flames, ask the GM one question about your sacrifice or something associated with it (owners, loved ones, history, etc.) and roll+CHA.

On a 10+ you see a clear and detailed vision in the flames that answers your question and related follow-up questions.

On a 7-9 you see a brief vision in the flames that answers your question vaguely.

Examples include: What secret did this pendant's owner keep? Where is the person whose hair this is? How can I save the nation that bears this flag?

Sacrifices may physical objects or metaphysical ideas, emotions, memories, etc. Either way, they are gone forever once burned. The amount of information you gain should be proportional to the significance of the sacrifice.

Captivate

When you share an intimate or enchanting moment with someone, usually with time and privacy, roll+CHA.

On a 10+ you have 2 Charm over them.

On a 7-9 you have 1 Charm over them.

They can reduce your Charm over them by 1 by:

- Giving you something they think you want.
- Doing something you tell them to do.
- Fighting to protect you.
- Favoring you, but only if they don't already.

If they're an NPC, they can't act out against you while Charmed. **If they're a PC**, you also can spend 1 Charm to inspire or distract them, granting them Advantage or Disadvantage on their next roll.

BACKGROUNDS

Chosen of the Sun

Your old life was burned way long ago when the sun granted you a portion of its power and called on you to accomplish its shining will.

You have the Invocation Move from the Cleric Playbook, know one Invocation, and cannot gain or lose the Sun's Favor. You cannot learn more invocations when you Level Up.

While in direct sunlight, you have Advantage to use your Invocation, as if you had the Sun's Favor.

Starting Stats: +2 CHA, +1 WIS

Equipment: Shield (+1 Armor)

Drive: Bring a secret or scheme to light.

Heart of the Phoenix

You sacrificed your entire being, but were returned to life shortly afterwards with fire in your heart. You may have 'died' several times since then, but it doesn't seem to stick.

When you Crumble, replace 'Die' with 'Die for now, then return to life when everyone next Settles In.'

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Act callously or recklessly about death.

Practiced Enlightenment

You sacrificed many years, kindling your fire through dangerous training and sweltering meditation, and you have the scars to prove it.

You have +2 Armor against fire, even if it's magical. This Armor cannot be ignored or Pierced.

Starting Stats: +2 CHA, +1 DEX

Equipment: Pipeleaf (3 Uses)

Drive: Endure or correct foolishness with calmness.

EQUIPMENT

You start with:

- 1 Wealth
- A Bundle of Torches (5 Uses)
- The equipment from your Background

Choose one:

- Smoky Leather Armor (1 Armor)
- Fire-Resistant Robes (Valuable, 1 Armor vs Fire)

Choose two:

- Burnished Sword (Intimate, Close)
- Scorched Knife (Intimate)
- Supplies (3 Uses, Slow)
- Flask of Whiskey (2 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Omen*, *Leoric*, *Agar*, *Prynne*, *Solomon*, *Isil*, *a violent name*, *an enchanting name*, *a hollow name*.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here knows me from before the flames?

Who here am I still trying to enamor or impress?

Who here is trying to guide or control me?

ANSWER

When did your flames last get truly out of control?

What did you sacrifice to gain your fire?

What forboding vision did the flames show you?

FAVOR

Initially, you Favor the PC who's been burned by your fire.

What caused this? What did they lose to the flames?

ADVANCED MOVES

Agni Kai

When you take a condition or mark Armor due to fire or heat, recover one of your Burned traits.

Blades of Chaos

Your fire gains the additional trait -

Cruel: Your fire has the Messy and Vicious tags.

Burning Hearts

When you gaze intensely into someone's eyes, you may ask them "what is your deepest desire?" Their player will answer with the truth, even if the character does not know or wouldn't answer.

The GM counts as the player of any NPC for the purpose of this Move and similar ones.

By Fire Be Purged

When you burn away a magical enchantment, compulsion or curse, roll+CHA.

On a 10+ it is destroyed completely.

On a 7-9 choose one:

- It is only cleansed partially or temporarily.
- The cleansing has left its mark on the subject (if that's a person they might suffer a condition)
- The cleansing draws unwanted attention from the magic's source.

Don't Blink

When you stand your ground before a creature of fire, such as an elemental or a dragon, roll+CHA.

On a 10+ you have earned its tentative respect and it will not attack you (for now).

On a 7-9 it won't attack you for now, but it grows impatient. The GM will tell you what to do to be spared its wrath.

Dragon of the West

When you Defy fire or heat, on a 12+ choose one:

- Redirect the fire back onto its source.
- Kindle your own flame, restoring a Burned trait.
- Ask the GM any one question about the flame or its source.

Everburning

When you imbue an object with a portion of your fire, it will burn with a dim, heatless flame without being consumed. For each one you choose below, take a cumulative -1 to Unleash Flames rolls until you touch the object and reclaim the flame.

- The flame is not heatless, the object burns foes when used as a weapon.
- The flame is bright, and will illuminate shadows, uncover illusions and reveal invisibility.
- The flame remains connected to you, you can see and hear everything near the object.

Objects do not need to be flammable to be imbued.

Eye for Destruction

At any time, ask the GM "What here is flammable?" They will answer truthfully.

Hypnotic

When you share a regret, dream, or fear with someone when Captivating them, on a 7+ gain +1 Charm over them.

Infernal

Your fire gains an additional trait of your choice from Firebrand.

Mushu

You have an animal companion with the additional descriptor below. See Followers on Page 20.

Affinity for Fire: This follower cannot be harmed by fire or heat, even of a magical nature.

Scorched Earth

Your fire gains the additional trait -

Furious: Your fire Pierces Armor.

Smokestep

When you obscure yourself with a cloud of smoke, ash or cinders, you can instantly transport yourself anywhere within the cloud, or to another nearby cloud.

Twice as Bright, Half as Long

While channeling your fire, after your roll you may sacrifice something to treat a result of 6- as a 7-9, or a result of 7-9 as a 10+. This sacrifice may be material or immaterial, but it is always notable.

Examples include a treasure, an emotion, a memory, a relationship. This can be used for all Moves involved in you channeling your fire, even if you Defy or use a Move not specific to this Playbook.

Twinflame

You have an additional drive. Write it down next to your original one. This new drive also grants 1 XP if it was accomplished by the end of each session.

When you Push Yourself to pursue one of your drives, you may Burn one of your flame's traits instead of taking a condition.

Example fiery drives include: unnecessarily escalate a situation, soothe another's pain, burn a literal or metaphorical bridge, acquire praise or love from someone new.

REQUIRES LEVEL 10+

Master of the Flame

When you Unleash Flames, on a 10+ you don't have to choose any from the list.

Watch the World Burn

When you channel the flames and call down a firestorm, tell the GM what you're sacrificing.

The sky open ups and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area is severely hurt or worse (2-3 conditions). Then roll+CHA.

On a 10+ you can extinguish the storm with some effort when you so choose.

On a 7-9 the fires rage out of control, spreading and growing where they are carried by wind and weather.

On a 6- something cruel, intelligent, and hungry arrives with the storm.

Puppetmaster

When you tell an NPC you have Charm over specifically what you desire, until that desire is fulfilled, pursuing it is the only way they can reduce your Charm on them.



You are the sword of righteousness, walking the narrow path and lighting the way for those who would follow. Protector, healer, judge, executioner, you are all of these and more. Let the innocent come, for you will shelter them from their troubles. Let the guilty cower in their dark recesses, for you are coming, and they will find no mercy.

STARTING MOVES

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Devout Virtues

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. Each virtue has a vow that must be kept and a boon it grants you. Choose two now:

- **Courage:** Refuse to let those who have power abuse it. **While you physically stand in defense of another**, they will not be targeted or harmed.
- **Honor:** Never harm the helpless or unaware. **When you Decree an enemy to surrender or repent**, you can treat a 6- as a 7-9.
- **Justice:** Suffer not a crime unpunished. **When you question a captive or friendly individual**, you know if they're lying.
- **Loyalty:** Remain true to your word and to your allies. **When you speak the truth**, none can doubt you. They might deny it out loud, but in their hearts they recognise your conviction.
- **Mercy:** Let no innocent creature suffer unaided in your presence. **When you heal someone else**, you are also healed of one condition.
- **Purity:** Abstain from mortal pleasures and finery. You are immune to all maladies, such as poisons, diseases, and curses.

Chains of Faith

Whenever you fail to act in accordance to one of your Devout Virtues, depending on the severity of your actions, you may lose access to that vow and its associated benefits until you atone for your misdeeds. The GM will tell you what you must do.

If unsure, check with your GM and talk about it as a group regarding whether or not something would count as disregarding a virtue.

The task required to atone should depend on the severity of the action or inaction.

Decree

When you command an order to an NPC, roll+CHA.

On a 10+ choose two before they flee, attack, or follow your order.

On a 7-9 choose one before they flee, attack, or follow your order.

- If they do anything other than follow your order, gain Advantage Forward against them.
- They reveal a piece of relevant information to you (unwittingly or otherwise).
- They cannot flee.

Healing Hands

When you treat someone with Supplies or Medicine, choose one additional effect:

- It ignores the Slow tag, taking a few moments rather than minutes
- Heal them of an additional Condition
- The patient gains Advantage Forward (PCs only)

If you ignore the Slow tag, the treatment is extremely quick, sometimes even quick enough to do in the middle of a fight if you and your patient have a moment of safety together.

BACKGROUNDS

Guardian

You have known great pain and loss, but instead of staying broken you vowed to protect and restore others from the same agony.

When you restore someone with Healing Hands, choose two different effects instead of one.

Starting Stats: +2 CHA, +1 WIS

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself to save or protect someone

Paragon

Though you accomplished many great things, one deed in particular made you a shining role model and vaunted hero to many.

You have a heroic Reputation (see Assets on Page 29). **Once per session,** you can use your reputation as Favor when Compelling, Scrutinizing, or Connecting with someone.

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Exceed another's expectations.

Arbiter

Whether through lawful appointment or public respect, you are the open hand of redemption, and the clenched fist of punishment.

When a Paladin Move asks you to roll +CHA, or when you Compel openly and honestly, you may roll +WIS instead.

Starting Stats: +2 WIS, +1 DEX

Equipment: Crossbow (Near, Distinctive, Reload)

Drive: Offer or deny mercy to someone helpless or unworthy.

EQUIPMENT

You start with:

- A symbol of your authority
- Reliable Scale Armor (2 Armor, Clumsy)
- The equipment from your Background

Choose one:

- Ornate Halberd (Close, Heavy, Forceful)
- Sharpened Sword (Intimate, Close)

Choose two:

- Polished Shield (+1 Armor)
- Hearty Feast
- Healing Potion
- Supplies (3 Uses, Slow)
- Flask of Whiskey (2 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Thaddeus*, *Augustine*, *Regulus*, *Octavia*, *Brom*, *Kyra*, a noble name, a vengeful name, a titular name.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here is hiding something from me?

Who here did I once defy my vows to help?

Who here assisted me when I was desperate?

ANSWER

What fallible authority rules over these lands?

Who suffered when you once erred in judgement?

What is your largest blind spot or weakness?

FAVOR

Initially you Favor the PC who was once an enemy.

What changed this? Who else still hunts you both?

ADVANCED MOVES

Aid for Aid

When you treat someone with **Supplies** or **Medicine**, if they didn't already **Favor** you they do now.

*If they already Favor you, they don't again and **Appease** isn't triggered.*

Bloodhound

When you **Examine** outlaws, evil creatures, or sworn enemies, you may ask one question listed below in addition to your normal question. The GM will always answer it truthfully, even on a 6-.

- Where are they located?
- What is a vulnerability of theirs?
- What are they planning?
- Who is close to turning on them?

Divine Favor

You have gained the notice of a deity. Gain the Cleric's **Divine Agent** and **Invocation** Moves. Learn 1 **Invocation** now and gain your deity's **Favor**. You can only have a maximum of 3 **Invocations** known.

Duel of the Fates

When you **Decree** to a sworn enemy that they **fight you one-on-one, here and now**, on a 7+ you can make an additional choice and can also choose from these additional options:

- They won't cheat or use tricks during the fight
- You gain +1 **Armor** against them during the fight
- The fight counts as intimate and prying conversation for **Scrutinizing** them

Embolden

When you give an inspiring speech to your allies before facing a dire threat, roll+CHA.

On a 10+ you and each ally gains 2 **Inspiration**.

On a 7-9 you and each ally gains 1 **Inspiration** and the GM gains 2 **Fear**.

On a 6- the GM gains 3 **Fear**.

During the conflict, you and allies can spend 1 of their own **Inspiration** to:

- Act fearlessly against terrifying foes or odds.
- Gain +1 **Armor**
- Make their attack ignore **Armor**

During the battle, the GM can spend 1 **Fear** to:

- Have you or an ally roll with **Disadvantage**
- Have an enemy inflict an additional condition on an attack

Executioner

When you **Decree** and your target chooses to **attack**, or when a **Duel of the Fates** begins, you may immediately inflict a **Piercing** condition onto your target.

Healthy Distrust

Whenever you **Defy** magic wielded by your foes, treat any result of a 6- as a 7-9.

Improvised Care

You can spend uses of **Adventuring gear** as if they were **Supplies**.

Last Stand

When you mark your fourth condition, immediately refresh all of your **Armor**.

*This includes **Locked** conditions. If you have one locked condition and just marked your third ordinary condition, then **Last Stand** triggers.*

Quest

When you dedicate yourself to a mission, describe what the dedication looks like and state what you set out to do. The GM will give you an associated blessing. While you stay true to your goal, this blessing remains yours.

At the end of each session, gain 1 XP if you've made significant progress on your quest but haven't completed it.

When you complete your Quest, immediately lose your blessing and either gain 3 XP, heal 3 conditions, or heal a locked condition.

Example quests include discovering a particular secret, slaying a despised foe, or protecting someone from harm.

Example blessings include a voice that transcends language, an invulnerability to bladed weapons, an innate sense of your target direction, or ears that hear guilty thoughts.

Robin

You have taken on a young Apprentice (Page 26).

When your Apprentice Assists you in a task, on a 12+ you both heal 1 condition.

The Only Thing They Fear

When you Engage or Let Fly, on a 12+ your foe also Fears you.

When you Compel or Decree someone who Fears you, you can use up that Fear for a +2 bonus to the roll.

Fear never goes away on its own, it has to be used up. In the rare instance that someone both Fears and Favors you, the bonuses can add together.

There Are No Chains On Me

When you go out of your way to violate one of your Virtues, instead of losing access to its benefit you alter the virtue to fit your action. It is up to you how 'virtuous' the new vow is at all. When you change Playbooks, you can keep any and all altered Virtues if you wish. Once you have altered a Virtue you may no longer take any more paladin Advanced Moves when you Level Up.

When your virtues feel too restrictive, or no longer fit your outlook and experiences, this is one way to represent your transition away from your old self. It could be as dramatic as a dark fall from grace, or a more subtle and gradual open-mindedness.

Virtuous

Gain another Divine Virtue.

REQUIRES LEVEL 10+

Grail Hunting (Requires Quest)

When you Quest, receive two Blessings instead of one.

Smite Evil

When you condemn an individual beyond hope, redemption, or salvation, your attacks against them always inflict an extra condition.



You are the guide, the hunter, the creature that stalks the border between man and beast, between safety and peril. You have made the secret paths your highways - the hidden places your refuge. So ready your weapon, check your rations, and fasten your boots, for you venture where no one else dares.

STARTING MOVES

Bestiary Knowledge

When you first encounter a beast or monster you are familiar with (your call), you may ask the GM one question about it, and they'll tell you the truth.

Citizen of the Wild

When you **Track Down**, roll+WIS instead of +nothing and make one fewer choice on any result.

Choices when Tracking Down are negative consequences, so making fewer choices is good.

Ready For Anything

You have 4 Prep. When you **Settle In**, reset your Prep to 4. You can spend Prep to use a Flashback or a Honed Technique.

Flashback

When you retroactively declare how you prepared for something in advance, spend Prep as determined by the GM using the guideline below. As a consequence during a flashback the GM may say something costs extra Prep. If you spend more Prep than you have, take a condition for each remaining Prep.

- **1 Prep** - Ordinary action, easy opportunity, no rolls required, a short time ago.
Leaving a note in case of capture. Feigning sleep while remaining alert. Buying an item back in town.
- **2 Prep** - Complex action, unlikely opportunity, one roll required, some time ago.

Preparing an ambush. Poisoning a meal. Listening in on a private conversation. Hiding treasure.

- **3 Prep** - Elaborate action, special opportunity, several rolls required, a long time ago.
Finding a hidden stash of equipment from when you were in the area long ago. Acquiring rare items for a highly specialized purpose.

When Moves trigger during flashbacks they are still rolled but their consequences usually affect the present day rather than the past.

Honed Techniques

You have learned many skills from your time in the wilderness. You may spend 1 Prep to use a known Technique at any time without rolling. Choose two Techniques that you know:

- **Avoid:** Roll with Advantage when Defying a physical threat.
- **Exploit:** Make an attack Pierce Armor.
- **Impart:** Message or signal someone nearby, covertly or openly.
- **Maneuver:** Rapidly move somewhere nearby, overcoming a natural obstacle or environment in the way.
- **Snare:** Trap someone or something in place for a short time (you may spend your Trap Kit instead of Prep to use this technique).
- **Trick:** Manipulate someone nearby to move somewhere.
- **Vanish:** Disappear within a nearby dense or obscuring environment.

When you **Level Up**, you may choose to learn an additional Technique instead of another benefit.

BACKGROUNDS

Hermit

Whether through disaster, abandonment, or choice, you were raised by the wilderness itself. You made its creatures your siblings and its perils your mentor. They make better company than civilized folk anyways.

You can speak with and understand animals and other wild things, and you begin play with a trusted animal companion (see Followers on Page 20).

Starting Stats: +2 WIS, +1 CHA

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself for wildlife or outcasts.

Sentinel

Merchants, caravans, criminals, fools - you've guided and protected them all through treacherous lands. Countless times you've outmaneuvered death, but its sting still awaits a single mistake.

You are never caught off-guard or surprised. You always act first, even if someone gets the drop on you. Additionally, you have +1 Prep.

Starting Stats: +2 DEX, +1 WIS

Equipment: Flask of Whiskey (2 Uses)

Drive: Find or create a hidden danger.

Hunter

You've slain the true dangers that lurk in the darkest recesses of the wilds. By the time others notice a threat, you've already arrived at its lair to put it down. But by protecting civilization, you've seen how fragile it truly is.

You have Advantage when Tracking Down a beast or monster. **When you use Bestiary Knowledge**, you can ask an additional question.

Starting Stats: +2 INT, +1 WIS

Equipment: A dose of Serpent's Tears (see Example Poisons on Page 25)

Drive: Shoot first, physically or metaphorically.

EQUIPMENT

You start with:

- Quiet Leather Armor (1 Armor)
- Adventuring Gear (5 Uses)
- The equipment from your Background

Choose one:

- Pair of Reliable Hatchets (Intimate, Near)
- Carved Spear (Close, Near) & Shield (+1 Armor)
- Finely Oiled Bow (Near, Far)

Choose two:

- Healing Potion
- Trap Kit (Slow, Dangerous)
- Enchanted Arrows (3 Uses)
- Bandolier of Vials (5 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Thrandir*, *Jonah*, *Ysolt*, *Dianna*, *Celion*, *Eloise*, *Gendrig*, *an animal name*, *a dark name*, *a nickname*.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here am I trying to guide or protect?

Who here uncovered a secret of nature with me?

Who here frequently quarrels with me?

ANSWER

What perilous landscape have you yet to traverse?

What treacherous foe once escaped you?

What mistake or oversight cost you dearly?

FAVOR

Initially you Favor the PC who saved you from an unexpected threat.

What kind of threat? How does it still hunt you?

ADVANCED MOVES

Animal Whisperer

When you approach a dangerous animal carefully and peacefully, roll+WIS. On a 10+ it will not attack unless provoked. On a 7-9 you must first offer it something it wants (food, territory, etc.).

Athelas

When you forage for medicine and treat someone with it, roll+WIS.

On a 10+ you find just what you need - heal them of 1 Condition (slow) as if you used Supplies.

On a 7-9 you find something that will do for now - they are able to ignore 1 condition for the scene.

If you roll a 10+ this Move works alongside other Moves from other Playbooks that trigger when you treat people with Supplies.

Backup Plans

Your Prep resets to 6 instead of 4.

Big Game Hunter

There is always some creature or monster nearby that needs to be dealt with. **Whenever you like**, tell the GM there is a monster in the region. Then answer three of the questions below, and the GM will answer the remaining three questions in secret.

- How big is it?
- How many are there?
- Where is its lair?
- What are its defenses?
- What can it do?
- What valuables might it have?

When you show authorities proof that the threat is dealt with, they will award you with 3 Wealth.

Camouflaged

You have Advantage to Gain the Edge in the wilderness. **When you move slowly, carefully, and calmly**, you make no noise and leave no trace of your passage.

Favored Quarry

When you declare a specific type of creature to be your Favored Quarry (goblins, mages, ghosts, etc.), say how their kind wronged you and what you plan to do in return. Until you achieve it in full you cannot declare another Favored Quarry.

Your Favored Quarry takes an extra condition from all of your attacks, can never surprise you, and is always treated as a dangerous monster to you.

Knowledge is Power

When you Ponder or Examine a monster or wild creature, on a 10+ gain 1 Prep.

Mastermind

At the start of a Flashback, you may spend 1 additional Prep to gain Advantage on all rolls made during that flashback.

One Shot, One Kill

When you ambush your foe with an attack, if the GM thinks you can't miss, then treat your first roll as a 12+ no matter the result. If you can miss, then treat a 6- as a 7-9, a 7-9 as a 10+, or a 10+ as a 12.

You still gain XP for the roll if you have a condition on the associated stat, even if you can't miss.

Prepared For Battle

When you enter a battle, gain 1 Prep.

Scholar of the Wilds

When you Ponder creatures, monsters or the wild, you may roll with either WIS or INT.

When you Examine a situation in the wilderness, you may roll with either INT or WIS.

Scout Ahead

When you go off on your own to explore a dangerous area, roll+DEX.

On a 7 or higher you make it back safely; the GM will describe what you encountered. On a 10+ choose two. On a 7-9 choose one. On a 6- choose one in addition to whatever the GM says.

- Ask the GM one question as if you rolled a 7-9 to Examine the area you explored (you can choose this multiple times).
- Bring something interesting or useful back, the GM will say what.
- You made preparations while there. Gain 1 Prep.

Spotter

When you Cooperate with someone, if you would suffer costs or consequences from doing so you can spend 1 Prep to avoid them.

Tools of the Trade

When you search your belongings for a specific item to help defeat a monster or wild creature, if it's relatively cheap (1 Wealth) and common, you have it. If it's expensive, rare, or unique, you may spend 2 Prep to have it on you.

Trap Master

When you set up a Trap Kit into a trap, you and your allies can maneuver within and around it without any danger. Additionally, gain Advantage against any target while it is caught in a trap that you set.

REQUIRES LEVEL 10+

Ready for Everything

When you use a Honed Technique, you may spend 2 Prep instead of 1 to increase the effect in the following ways:

- **Avoid:** Roll with Advantage to Defy anything.
- **Exploit:** Make an attack Pierce Armor and deal an extra condition.
- **Impart:** Message or signal someone anywhere, covertly or openly, and know their response.
- **Maneuver:** Rapidly move somewhere nearby, overcoming any number of enemies, obstacles, or environments in the way.
- **Snare:** Trap someone or something in place until you release them (you may spend your Trap Kit plus 1 Prep to use this technique).
- **Trick:** Manipulate someone nearby to act precisely how you wish.
- **Vanish:** Disappear within any environment.

You dance among shadows and rooftops, wielding guile and wit as deftly as your knife. Let the wealthy fear your name within their locked manors. Let their bumbling minions blindly search for you. You've already come, gone, taken what you wanted, and moved on to the next mark. After all, there's so much wealth in this world just waiting for you to claim it.

STARTING MOVES

Dirty Fighting

When you have Advantage on Engage, you may roll+DEX instead of STR.

Poisoner

You've mastered the care and use of a poison. Choose an example poison from the list below, or work with the GM to create one. Poisons you have mastered are not Dangerous for you to use.

When you Settle In, you can create a dose of each of your mastered poisons.

- **Oil of Taggit:** Must be consumed. The target falls into a light sleep.
- **Bloodweed:** Requires contact. The first time the target would hurt someone each scene, they inflict no conditions.
- **Goldenroot:** Must be consumed. The target treats the next person they see as a trusted ally until proven otherwise.
- **Serpent's Tears:** Requires contact. The target takes 1 extra condition when hurt until they are cured.

Particularly exotic creatures may be resistant or immune to poisons. To create a custom poison, work with the GM to discuss what its effects, requirements, and risks might be. Effects might include include: hallucinogenics, toxic gases, slow killers, truth serums, delayed onset, blindness, deafness, or paralysis.

Tricks of the Trade

When you bypass security measures in order to steal something or trespass somewhere, roll+DEX.

On a 10+ you do it quickly and cleanly.

On a 7-9 you do it, but choose one.

- Authorities will discover your trail -gain 1 Heat
- Someone nearby is alerted of your presence
- There is an unexpected danger, trap, or ambush inside

Particularly fortified objects or locations might have multiple layers of security.

Wanted

Authorities are intent on capturing you for your past crimes, whether you truly committed them or were framed.

You start with 0 Heat, and your Heat cannot rise above 4. The GM may increase your Heat as a consequence of any other Move, usually involving public attention.

When you Push Yourself, instead of taking a condition, you may gain 1 Heat. How do you leave evidence of, or witness to, your presence?

When you have 4 Heat, law enforcement knows where you are and are moving to capture you; the GM will decide when and how they appear. After they have been defeated, escaped from, bargained with, etc., reset your Heat to 0.

When you Settle In after covering your tracks, reduce your Heat by 1.

Being hunted by the authorities is never fun, but the additional risk and pressure allows you to Push Yourself more frequently.

BACKGROUNDS

Criminal

You've lead what is easily described as a 'colorful' life. And every time you think your past is truly behind you, it once again rears its ugly head.

When you Connect with someone from the underworld, you may treat a 6- as a 7-9.

Starting Stats: +2 DEX, +1 STR

Equipment: Hidden Knives (Intimate, Near, Infinite)

Drive: Take advantage of an ally's patience or generosity.

Treasure Hunter

You fancy yourself a delver of lost treasure. You usually come up empty-handed, but those other times make it all worthwhile.

When you Defy Traps, roll with Advantage.

When you Examine, no matter the outcome of the roll you may also ask, "Is there treasure here that I don't know about?"

Starting Stats: +2 DEX, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Risk yourself or another for wealth.

Trickster

Deceptions, half-truths and scams are your speciality. You might be more comfortable in another's skin than your own.

When Defying to pass yourself off as someone else, roll with Advantage.

Starting Stats: +2 CHA, +1 DEX

Equipment: A Disguise Kit (5 Uses, 2 Wealth). Spend 1 use to make yourself look like a totally different person.

Drive: Get someone to act on false information.

EQUIPMENT

You start with:

- 2 Wealth
- A dose of poison of your choice
- The equipment from your Background

Choose one:

- Wicked Dagger (Intimate, Vicious)
- Compact Shortbow (Near, Far)

Choose two:

- Flask of Whiskey (2 Uses)
- Dark Leather Armor (1 Armor)
- Trap Kit (Dangerous, Slow)
- Blowgun (Near, Reload, Can poison from afar)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Dominic, Kieran, Lila, Scars, Riley, Raven, Marlow, a sly name, a grimy name, a bitter name.*

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here once committed a crime alongside me?

Who here thinks I'm scum?

Who here am I planning to trick or frame?

ANSWER

Who is the wealthiest person in the land?

What famous trick or theft made you wanted?

Who is your greatest enemy or rival?

FAVOR

Initially, you Favor the PC you owe a great debt to.

How did you come to owe them?

ADVANCED MOVES

Ace Up Your Sleeve

When you cheat in a game of chance, roll+DEX.

On a 10+ you decide the outcome of the game.

On a 7-9 you still decide the outcome of the game but choose one:

- Someone will try to get payback later
- You're not welcome to play here anymore
- You gain 1 Heat

Appraiser

Whenever you Examine an object, no matter the result, you can also ask the GM "How much Wealth is this worth?"

Additionally, Valuable items you sell are worth an additional 1 Wealth.

Case the Joint

When you Examine a location with the intention of breaking in and/or stealing something, instead of asking the GM any one question you may ask all of the questions below.

- What is my best way in and out?
- What's the greatest danger here?
- What's out of place here?
- Where do they keep the valuables?

As with normal Examinations, you and your allies have Advantage Forward when acting on the answers.

Deep Pockets

Once per session, you can pull out something from your pockets that you forgot about until just now, as if you had used Adventuring Gear.

When you conceal a small object on your person, no one can find it unless you are bound, stripped, and thoroughly searched. You can conceal up to your DEX stat in items at the same time this way.

Honorless

When you Refuse (see Favor Moves), roll+CHA instead of +nothing. Additionally, on a 10+ you can choose none.

Lair

You gain a Hideout with the additional unique feature:

- Safehouse - When you Settle In by covering your tracks and staying low at this Hideout you may decrease your Heat by 2 instead of 1.

Poison Expert

You've mastered two more poisons from Poisoner.

Pursuer

A significant NPC now leads the effort in your capture. This Pursuer will relentlessly chase you wherever you go, and always leads the charge whenever law enforcement moves against you.

When you reset your Heat to 0 after dealing with your Pursuer, first gain XP equal to your Heat. Next time they'll be back stronger or better prepared.

When your Pursuer is no longer able or willing to chase you, you temporarily lose access to the rest of this Move. **When you Settle In**, you may tell the GM that you have gained a new Pursuer and regain access to this Move.

Your Pursuer keeps you on your toes and pushes you to improve after each encounter with them.

Prowler

When you move or act quietly and or stealthily, you are generally unnoticed by ordinary NPCs and have Advantage to Defy being noticed.

When you search for a hiding space, the GM will tell you where the best spot is.

Reflexes

You always act first when the action starts, even when surprised or otherwise caught off-guard.

This usually means that you can be the first to strike in a fight, the first to run when in danger, and the first to shoot in a duel. If multiple PCs have Reflexes or a similar Move then they can decide who acts first.

Rooftop Routes

When you Gain the Edge in a Chase, after the roll you may gain 1 Heat to treat a 6- as a 7-9 or a 7-9 as a 10+.

Suspicious Gaze

When you think something is wrong and you scan your surroundings, ask the GM "Is there a trap or ambush here? If so, where would it come from?" They will answer honestly and you roll with Advantage to thwart the trap or ambush before it can be brought to bear.

Tall Tales

When you tell an outrageous lie that nobody in their right mind would believe, roll+CHA. On a 10+ all nearby NPCs believe you anyway, at least until they see or hear something that convinces them otherwise. On a 7-9 they'll be fooled, but not for long.

The Smoulder

You always look good. Even if you're wet, dirty, beat-up, or otherwise disheveled, you still look great. **When you use your impeccable good-looks and considerable charms to Compel someone**, treat them as if they Favor you, but gain 1 Heat as you are burned into their memory.

Trust Me

As long as you show a friendly face, anyone not already actively hostile towards you will treat you as a friend until proven otherwise. Anything you say will be accepted as open honesty unless hard evidence is given to the contrary.

REQUIRES LEVEL 10+

Thieves Guild

You have garnered a handful of like-minded accomplices. Gain a Follower with the additional Quality below. See Followers on Page 20.

Gang - This follower is a small group of individuals. If all of them are present they can assist two PCs at once. Additionally, once per session you can declare that your gang was already working on something as if they were an Assistant asset (see Page 27).



You weave the very fabric of reality, binding chaos into order and manifesting your will upon the world. While some hope for rain, you conjure stormclouds. While others travel for weeks between cities, you step between worlds in a blink. Some may fear and revile you for your gifts; they do not know what magic is truly out there, or how yours is safer by far.

STARTING MOVES

Evoke a Spell

When you unleash your magical talents, choose a spell you know and roll+SPELL.

On a 10+ you successfully evoke the spell and its effects come to pass.

On a 7-9 the spell is still successful but choose one consequence from the list below.

- The spell's Risk manifests as well.
- The spell's magic drains you. You take -1 Ongoing to Evoke Spells until you next Settle In.
- Using it puts you in danger or draws unwanted attention, the GM will say how.

You start with 2 spells known. **When you Level Up**, you can choose to Learn a New Spell instead of another benefit.

A Wizard's Background determines what stat is used for SPELL. If you gained this Move without being a wizard, choose a Wizard Background that best fits the source of your magic and use its SPELL stat.

Prestidigitation

You can easily invoke minor magical effects without issue. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without rolling.

Ritual

When you set out to achieve a powerful magical effect, tell the GM what you're trying to achieve. Any and all Ritual effects are possible, but the GM will give you 1 to 4 of the

Following conditions (separated by "ANDs" or "ORs"):

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You and your allies will risk _____.
- You'll have to destroy _____ to do it.

When you perform a Ritual while accessing a source of great magical power, you may ignore one requirement of your choice.

Ritual examples: Teleporting to a distant location; communicating between worlds; locating or viewing items, creatures, or places from afar, imbuing an object with magical power.

It's up to you, your GM, and your table as to what would be a great source of magical power for you. If you have a magical patron then perhaps it's a lair or altar dedicated to them. If your world features currents of magic then perhaps it's a particularly strong meeting point of those currents.

BACKGROUNDS

Seer

Whether it be due to birth, circumstance, or utter enigma, magic is as natural as breath to you.

Whenever you'd like, ask the GM "what here is magical?" and they will tell you truth.

SPELL Stat: WIS

Starting Stats: +2 WIS, +1 CHA

Equipment: Adventuring Gear (5 Uses)

Drive: Use magic in a reckless or unnecessary way.

Scholar

You've earned your power through sleepless years of study, effort, and exploitation.

You get twice as many uses out of Bags of Books.

When you Ponder using a Book or Bag of Books, the GM will always give you an additional piece of interesting (but not necessarily useful) information about the book's subject.

SPELL Stat: INT

Starting Stats: +2 INT, +1 WIS

Equipment: Supplies (3 Uses, Slow)

Drive: Reveal scholarly, magical, or ancient secrets.

Sorcerer

You learned your magic from someone or something else. Who are they? What do you owe them? The GM will tell you their agenda during play.

When you use the symbol of your patron, they immediately appear before you to bargain. Initially, you and your Patron Favor each other, but nothing from them is entirely without cost.

SPELL Stat: CHA

Starting Stats: +2 CHA, +1 DEX

Equipment: Flask of Whiskey (2 Uses) and a symbol of your patron (*what does it look like?*)

Drive: Advance your patron's agenda or avoid an inquiry into your activities.

EQUIPMENT

You start with:

- Bag of Books (5 Uses)
- Spellcasting Tools or Oddments
- The equipment from your Background

Choose one:

- Light Leather Armor (1 Armor)
- Peculiar Robes and a Healing Potion

Choose two:

- Glowing Staff (Close, Heavy)
- Bandolier of Vials (5 Uses)
- Simple Crossbow (Near, Distinctive, Reload)
- Pipeleaf (3 Uses)

NAME + LOOK

Give your character a name, alias, or title. Examples include *Starlight*, *Galadir*, *Mortimer*, *Xeno*, *Draft*, *Steburis*, *an alliterative name*, *an alien name*.

Then give your character a couple noticeable visual traits or descriptors. What are the first things one might notice about them?

ASK

Who here is learning more about my magic?

Who here do I give frequent unwanted advice to?

Who here thinks my magic is too dangerous?

ANSWER

What did/do you miss due to your magic?

What mystery are you close to uncovering?

What happens when your magic goes haywire?

FAVOR

Initially you Favor the PC you did a Ritual with.

What was the ritual? How did it change things?

ADVANCED MOVES

Advise

When another PC comes to you for advice and you honestly tell them what you think is best, they gain Advantage Forward to do as you suggest.

When you give sound advice to a receptive NPC, roll+CHA.

On a 10+ they follow your advice as best they can and appreciate it enough to Favor you.

On a 7-9 they follow your advice as best they can.

On a 6- they either act against your advice or need your help; the GM will say which and how.

Arcane Ward

You have +1 Armor against spells and magic.

Assimilate

(requires Dispel Magic or Counterspell)

When you Push Yourself to Dispel Magic or Counterspell, on a 7+ you can absorb and store the magical effect for later.

The magic can then be released like Evoking a Spell, after which the stored magic dissipates. If you release the stored magic immediately after absorbing it, you gain Advantage to Evoke it.

You can only store one magical effect at a time.

Counterspell

When you attempt to counter magic as it is being cast, roll+SPELL.

On a 10+ the magic is successfully countered and doesn't come to pass.

On a 7-9 the magic is countered but choose one.

- You can't use magic for a short time.
- The unraveled magic causes some collateral damage or side effects.
- It's only partially countered, a weaker version manifests instead.

Coven

When you Connect with a magical being, on a 7-9 you make the choice instead of the GM. Additionally, gain Advantage Forward when dealing with that NPC or their problems.

Dispel Magic

When you unravel an ongoing magical effect, roll+SPELL.

On a 10+ choose 3.

On a 7-9 choose 2.

- The dispel is permanent.
- A weaker version of the magic doesn't linger.
- The dispelled magic doesn't react or lash out.
- It only takes a moment.

Equivalent Exchange (cannot take Wild Mastery)

When you Push Yourself to Evoke a Spell, your Spell also gains its Greater effect.

Even Further Beyond

Choose a single spell. It always has its Greater effect by default. Furthermore, if the Greater effect would be invoked on this spell then its effects increase even more; the GM will say how.

Familiar

You have a magical companion as a Follower (see Followers on Page 20). This companion has an additional Quality:

Magical: You may use your familiar in place of yourself for the purposes of spell effects and requirements (touch, sight, range, etc.).

Ritual Master

When you set out to perform a Ritual, you may ask the GM where the nearest source of great magical power is and they will answer you honestly. Additionally, sources of great magical power let you ignore two Ritual requirements instead of one.

Sanctum

When you Settle In, you can create your own place of power for the purposes of the Ritual Move. Describe to the GM what kind of power it is and how you're binding it to this place. In return, the GM will tell you of someone or something that will have an interest in your activities.

Showoff

When you wow an audience with a display of your magic, roll+SPELL.

On a 10+ choose 2.

On a 7-9 choose 1.

- An NPC you name is present among the crowd.
- Your allies have Advantage Ongoing against the crowd while you keep them focused on you.
- You are given a gift equivalent to 1 Wealth.

Spellbook

When you Settle In, you can exchange one known Spell for another.

If you have access to the Cleric's Invocations you can instead exchange one Invocation for another. You cannot exchange Spells or Invocations for each other.

Wild Mastery (cannot take Equivalent Exchange)

When you Evoke a Spell, on a 10+ you may treat it as a 7-9 to invoke the spell's Greater effect.

REQUIRES LEVEL 10+

Multitasker

You can maintain up to two Ongoing spells at a time.

If you also have access to the Cleric's Invocations, then you can also maintain two Ongoing Invocations, or one Spell and one Invocation.

Unlimited Power

When you perform a Ritual, you may take a condition as if you Pushed Yourself to ignore one of its requirements. You may do this multiple times.

WIZARD SPELLS

You start with two known spells. See the Evoke a Spell Starting Move on Page 75 for details.

Only one Ongoing spell or invocation can normally be upheld at a time, though you can still use other spells that aren't Ongoing. You can stop an Ongoing spell any time.

The Risk of a spell usually only happens when you choose it on a 7-9, but something similar or worse may happen on a 6-.

A spell's Greater effect only happens when certain Advanced Moves unlock it.

Charm (Ongoing)

A creature you touch is bewitched into treating you as a trusted friend, and they Favor you for as long as the spell lasts. Once the spell ends, they know the effects of your magic

Risk: The entranced creature, though your friend, still doesn't Favor you deep down.

Greater: They don't remember the effects of your magic when the spell ends.

Though they treat you as a trusted friend, the creature's behavior is otherwise unchanged. Someone paranoid might trust your honesty but not your accuracy, or a brutal warrior might still use violence to solve their problems. This spell lets you talk freely with those you might not otherwise be able to, but it usually doesn't replace the act of talking itself.

Darkness (Ongoing)

A nearby area you designate is blanketed by supernatural darkness while the spell lasts. Torches, lanterns, and other mundane lights within the area are also snuffed out.

Risk: Something appears alongside the darkness - the GM will say what.

Greater: Even magical light cannot pierce the darkness.

Entangle (Ongoing)

The legs of a nearby creature or close group of creatures becomes ensnared by roots, webs, or magical bindings.

Risk: They can break free with a few moments of concentrated effort.

Greater: The spell also hurts them via thorns, choking, poison, etc.

Fireball

You evoke a mighty ball of flame that envelops your target and everyone near it, hurting them (Fiery, Area).

Risk: The blast effects either much more or much less than anticipated, the GM will say.

Greater: The fireball inflicts an extra condition.

Forcecage (Ongoing)

A nearby creature is held immobile in an unbreakable forcefield. While the spell is ongoing the caged creature cannot be harmed and can detect your thoughts. You cannot leave sight of the cage or it will vanish.

Risk: You cannot act while the spell is Ongoing (besides dismissing it).

Greater: The cage is large enough to also encompass those within a few paces of the target.

Guardian (Ongoing)

You conjure a being of magical energy (see Followers on Page 20). By default it is a Warrior with the Brutality cost, looks like a ghostly humanoid, and attacks your enemies relentlessly. Your Guardian persists until destroyed, dismissed, or you conjure another. Choose two features:

- **Adaptable:** It takes the form of a previously-encountered creature of your choice.
- **Skilled:** It gains another Quality. You can choose this feature multiple times.
- **Disciplined:** It intelligently obeys your orders.

Risk: The construct also gains the Unstable cost (They can sometimes be a danger to you, and you have to be prepared to put up with that.)

Greater: You can choose an additional feature.

Like all Followers and allied NPCs, the GM ultimately says what your Guardian does and how it acts.

Immunity (Ongoing)

Name one specific source of harm, such as burning, cutting, lightning, poisonous gas, or mundane projectiles; for as long as this spell is ongoing, you are immune to harm from that source (as well as any secondary effects; choking smoke, hypothermia, etc.).

Risk: You gain +2 Armor against it but are not immune.

Greater: Nearby allies are equally protected.

Invisibility

You or an ally you touch becomes invisible for the scene or until they attack.

Risk: Either one creature can still see them clear as day, or anyone perceptive enough might notice a shimmer; the GM will say which.

Greater: The effect is Ongoing and persists after attacking. It still only lasts for the scene.

Magic Missile (Ongoing)

You send bolts of magical energy at your enemies (Near, Distinctive, Piercing). While this is Ongoing, you can Let Fly by rolling+SPELL instead of +DEX.

Risk: The missiles aren't Piercing.

Greater: Your missiles gain the Far and Forceful tags.

Mind Meld

You form a telepathic bond with a creature you touch, allowing you to share thoughts and emotions across any distance. You can only have one bond at a time, and may dismiss it whenever you like.

Risk: When one of you suffers a condition that isn't absorbed by Armor (other than from Pushing Yourself) so does the other, though they don't have to be the same condition.

Greater: You can also share vision and other senses through the link.

Mirror Image

You conjure two nearby illusory duplicates for the scene that mimic your actions and appearance. Each illusion counts as +1 Armor against physical harm and cannot be Pierced, but can be bypassed through Area attacks. When you use an illusion's Armor it dissipates. When you evoke this spell again all previously conjured duplicates dissipate.

Risk: The illusion is flawed, and can be bypassed with Piercing attacks.

Greater: You conjure three illusory duplicates instead of two.

Polymorph (Ongoing)

Your touch transforms a willing creature into another non-magical creature until the end of the scene. Work with the GM to determine the strengths, adaptations, and weaknesses of the new form.

Risk: The creature's mind will be altered too, or the form has an unintended and unforeseen quality - the GM will say which and how.

Greater: The change persists until you release it or the target doesn't have to be willing -your choice.

Sleep

A single powerful creature or 3-6 weaker creatures that you can see fall asleep. Only creatures capable of sleeping are affected, and they will awaken if disturbed (loud noises, jostling, pain, etc.).

Risk: The effect is fleeting; they will awaken soon.

Greater: It affects two powerful creatures or up to 20 weaker creatures.

Spellblade (Ongoing)

You conjure a weapon of pure magic. Describe it and give it one or two range tags and Piercing.

Risk: The weapon's magic is unstable and it isn't Piercing.

Greater: The weapon also has two traits from the Signature Weapon enhancements. See Assets on Page 29.

Range tags are Intimate, Close, Near, and Far. Their details can be found on Page 22.

CHANGING PLAYBOOKS



When Your Old Ways Don't Fit

When your character has significantly changed due to choice, consequence, or circumstance, it may be time to change their Playbook.

The Ranger communes with a spirit of nature and becomes a Druid. The Immolator's flames have gone out but they take up the sword as a Fighter. The Cleric swears oaths to their deity and becomes a Paladin.

Changing Playbooks typically represents a new chapter in a character's life, they may not have forgotten the past and how they used to do things, but they've left a significant part of it behind. You can change Playbooks in one of two ways:

- **When you Level Up.** Perhaps you spend some time training or discovering new skills, or you encounter something unexpected while resting.
- **When you Crumble.** Your old way of doing things hasn't been working, and in order to overcome the challenges ahead you see that you'll need to change yourself.

How to Change Playbooks

1. Choose your new Playbook.

Mari the Fighter has Crumbled in battle, so she is changing to the Barbarian Playbook to represent her hidden rage taking over.

2. Choose the Background from your new Playbook that best fits your character's new identity and reason for changing Playbooks. If none of them fit, pick any.

While Survivor could fit Mari's refusal to die, Savage better represents her newfound anger.

3. Gain your Background's new drive, or write a new drive for them. A new Playbook is a significant enough change that your old drive rarely feels relevant.

"Provoke danger to prove your prowess" mostly fits, but let's take this opportunity to tweak it to "Provoke danger to satisfy your rage" which will fit her better.

4. Choose two of your stats which will switch, the rest will remain unchanged.

Mari used to be quiet and unassuming (-1 CHA) but smart and tactical (+1 INT) and now it will give way to a seething bitterness and recklessness, so those switch to +1 CHA and -1 INT.

5. Ignore Equipment, Ask, and Answer sections.

Only gain equipment from your new Background if it is central to that Background's Move, such as the symbol of your patron from the Sorcerer Background of the Wizard Playbook.

6. Gain all Starting Moves from your new Playbook.

7. Count the number of Advanced Moves you had from your old Playbook. Split that number among the following:

- Old Playbook Starting Moves to save.
- Old Playbook Advanced Moves to save.
- New Playbook Advanced Moves to gain.

If two Starting Moves are inherently linked together, such as the Druid's Shapeshift and Resist Instinct or the Immolator's Firebrand and Unleash Flames, they count as a single Starting Move for this step. The Fighter's Signature Weapon is both a Move and equipment, so it's up to you if it changes.

8. Lose all of your old Playbook's Starting and Advanced Moves that weren't saved, and gain Advanced Moves from your new Playbook that were chosen. Advanced Moves you previously knew from other Playbooks remain unchanged.

9. Your Level and XP remain unchanged.



GAME MASTER

The Role of GM

The Game Master is an important role, and can be extremely fun and rewarding. Here is what the role is and isn't about.

You are responsible for portraying the world around the PCs, such as the environment, NPCs, enemies, and obstacles in their way.

You are not responsible for everyone's fun. This is a collaborative game, and everyone is equally responsible for being mature, kind and respectful of each other.

You are there to have fun too! Collaboration is a two-way street, so feel free to inject your ideas into the world or suggest an idea to a PC (after asking if they are okay with that).

You are not the author. This is a shared narrative, and if you go in with a fixed 'plot' then the game will make that difficult and not fun. Lean into the unexpected, let yourself be surprised!

You don't have to be the organizer. It's up to everyone at the table equally to decide how to handle session scheduling, table behavior, snacks, what to do if someone is late or can't make it, etc.

You are not infallible, so don't sweat the small stuff. If you make a mistake, or have trouble coming up with ideas, that's okay. Feel free to ask for help from your fellow players or others.

Your NPCs are not the Adventurers. They can be awesome, some can be around frequently, but their most memorable moments should be how they interact with the PCs.



What Do You Do?

Most of your time will be spent describing a tense, perilous, or intriguing situation to one or more PCs, and then finishing it up with a phrase similar to “What do you do?”

“‘Fire!’ the Inquisitor shrieks, and a volley of arrows fly towards you. What do you do?”

“The volcano explodes in fire as Bloodscale flies out of it, smoke trailing from his scaled wings. She’s heading straight towards the village, and at this rate she’ll reach it before you. What do you do?”

“Your head sears in pain as the Gilded Monarch starts sifting through your memories, searching for one in particular. What do you do?”

This is the core of GMing Chasing Adventure - to present the players with interesting situations and ask them what they will do or what they are willing to risk or sacrifice in order to get what they want.

However, that’s not the only thing you’ll do as the GM. You’ll also spend some time:

- **Portraying the World.** The PCs aren’t always in tense or dangerous situations that demand to know how they respond. Sometimes they chat with NPCs, or they spend their Wealth on new equipment or services, or they simply observe the environment around them.
“As you reach the hill’s peak you finally see Whitecrest ahead, built into the side of an enormous icy cliff. Lights from hundreds of houses dot the cliff’s floor, and a frigid, lifeless castle stands perched at the cliff’s very top.”
“‘Newcomers...’ the man grumbles and looks at you with a barely hidden scowl of contempt. ‘That’ll be 2 Wealth.’ He’s clearly overcharging you.”
- **Adjudicating the Rules.** The rules can sometimes be unclear in certain situations. Does this subtle hint count as a threat for Compel? Is this enemy

in Near or Far range? Is a PC’s life untenable right now? You will act as the arbiter in these times, listening to your players’ input and staying consistent in your rulings within a campaign.

“This situation doesn’t seem charged enough to trigger Examine, unless you are making it charged. The wolf is on top of you, biting mercilessly at your armor. You’re going to need to get some breathing room before you can bring your bow to bear.”

- **Asking and Answering Questions.** Sometimes a player will ask you what time it is in the world, or if an NPC looks merely tired or actively sick. These may trigger Examine or Ponder, but they may also just be answered straightforwardly. Additionally, you may sometimes ask the PCs questions to clarify their actions. How exactly does the PC reach the head of the hydra to try to cut it off? What does it look like when they humiliate a corrupt judge in their own court?
“No, the wound isn’t serious, they can still fight. Cleric, this is the first time we’ve seen your deity visually. What do they look like here?”
- **Inflicting Consequences.** This could be as peaceful as someone’s Favor being lost or as violent as multiple inflicted conditions. The PCs aren’t the only ones who can get hurt, feel free to threaten friends, allies, and followers - then follow through if the danger isn’t thwarted.
“With a crash and shudder, the kraken tears a hole into the ship’s bottom, and it begins to sink. You manage to put the fire out, but not before your bag of books is ruined.”
- **Preparing for Adventure.** Perhaps during a five minute break in the middle of a session, or the two weeks before the next session. Come up with ideas on what the PCs might encounter or experience in the future, where they might go, or what might change among what has already been established.

An Adventurous Mindset

The GM Principles describe the overarching goals and priorities that best work for Chasing Adventure. They should inform your ideas and how you present them. The GM Principles are:

- Encourage Exciting Risks
- Portray a Lively World
- Think Dangerously
- Leave Things Open
- Ask, Then Gloss Over the Boring Stuff

Encourage Exciting Risks

This means nudging your players towards actions that aren't quite safe, but are awesome or important enough to try anyways. You can especially portray this principle when a player asks you about the world or what they can or can't do, or when they Examine or Ponder important info.

"The Jade Goliath is only weak to its own beam attack. You'll have to provoke one and reflect it back."

"She must have taken evidence from the crime scene. If you run now, you might still be able to catch her!"

Portray a Lively World

Describe your characters, environments, and actions in vivid, dynamic language. A yeti doesn't just swing its claws, it roars, grabs its victim, and drags them towards its frozen lair. The Acid Fens don't just bubble corrosively, the air burns your nostrils as a cloud of colorful insects bite you.

It takes practice become good at this, but often the best way to start is to focus on a few specific details and let the players' imaginations fill in the rest. If you describe Apothecary Nadine with *thick curly black hair, a simmering scowl and swarmed by a dozen scrambling assistants* then that's more than enough to convey a strong impression of her.

A lively world also means that your NPCs should feel real and alive. If a group of bandits fighting your PCs are losing, their boss might order a retreat instead of fighting to the death.

NPCs should also actively pursue their own goals and wants instead of just reacting to the PCs. If the PCs are searching for the bandits' hidden camp, maybe the bandits realize and skip town, or set an ambush.

Additionally, try to portray sweeping situations in down-to-earth ways. If there is a plague sweeping through a city, then maybe portray the feeling of decaying streets, describe the smell of burning bodies, and have a coughing beggar ask for change.

"You carry Harris back down the hill to safety, but before long the quaking sounds of deep tunneling returns, louder than ever. It seems that the giant centipede from before is back, and it brought a friend."

"As you hand Priscilla the warning letter, you almost flinch back when you feel her hand, it is deathly cold. Krauss may have already turned her into a vampire."

"As you enter the city with the dragon's head on your cart, passersby point and whisper in surprise, then cheer and applaud. You make your way up to the palace, a growing celebratory crowd following you. You spot Beldeth in the crowd, only once, her face is the only one not smiling."

Think Dangerously

No one and nothing that is actively a part of the game is truly safe. Don't be afraid of hurting or breaking things, sometimes temporarily and sometimes permanently. This could be an NPC you had plans for, an vital treasure or artifact, or the Adventurers themselves. If the PCs manage to vanquish Darthoridan the Eternal in the first session, then great! What happens next? How does that ripple across future events? Similarly, if the



Ranger tries to use his bow to block a troll's club, the bow might get smashed to pieces.

PCs can only die when they choose to, so don't pull your punches with them. That said, consequences are satisfying when they make sense. Don't surprise your PCs with ambushes out of nowhere, or poison in their drink, without at least hinting at the possibility beforehand.

"As you and the survivors climb a hill and retreat from the enclave, you watch the entire town sink into the sand, swallowed up without so much as a trace."

"With the extra guards you called and the plan you made, every one of the Brelin twins' exit strategies are covered and accounted for. It isn't long before they're arrested, their dangerous heist thwarted before it had a chance to really begin."

Leave Things Open

Because nothing is truly safe, anything can happen. One of the best parts of GMing a game like Chasing Adventure is that you get to be surprised too. You portray the world and challenges the PCs face, but the PCs act and react to this world in their own ways. When they do something that you didn't expect, but that makes sense in the moment and context of the rest of the game, embrace it. Sometimes a simple fight turns into a plea for help, or a secret traitor gets revealed early. That potential for anything to happen is exciting!

When you prepare to play Chasing Adventure, make sure your ideas are mutable and easy to change. That way if an idea comes up in the future that is more interesting, awesome, or makes more sense, you can tweak or sometimes even retcon it if that improves the game. This applies to PCs ideas and your own future ones. If a PC asks questions, offers ideas, or hopes for a certain outcome, consider incorporating that idea into the narrative.

"Despite the inquisitor's forboding reputation, she listens matter-of-factly as you present your case. At the end, after a long silence, she says 'I concur, we would make better allies than enemies.'"

"Emerson looks at you with hopeless eyes. 'I know you need me, I know the plague is still around, but...I just can't. I'm done.' He turns, still carrying his son, and starts walking out of town and into the wilderness."

Ask, Then Gloss Over the Boring Stuff

Think of Chasing Adventure like a TV show or movie; there are cuts, timeskips, even the occasional flashback. It's extremely rare for a cinematic narrative to be told minute-by-minute, hour-by-hour, day-by-day. If the players are taking a week-long journey, maybe say 'a week passes and you get there'. If they are spending some time buying stuff in town, consider just having them spend their Wealth and move on.

Always check with your players before skipping forwards, as it might not be boring for them or they may have something exciting planned.

"It takes several days of negotiating, waiting, arguing, bribing, and more waiting, but finally you manage to get an audience before the king."

"With the Kraken's Reef behind you, things are smooth sailing from here on out. It takes a few weeks to reach the new continent, and it turns out sailing can be monotonous when not being eaten by a sea monster, but one morning you see land on the horizon."

ADDRESS THE CHARACTERS

During most of play you want to address the PC's by their character's name rather than their player's name. This helps keep the characters as the focus of the narrative.

What Are GM Moves?

GM Moves are not like Moves that the PC have access to, they don't have fictional triggers, rolls, or defined outcomes. Where a PC describes what they do and then check to see if a Move is triggered, a GM looks at their list of Moves and chooses one or more of them to fit their description of what happens.

As the GM, you 'make a Move' to change the situation when:

- the players look to you to see what happens
- the players ignore a clear threat
- the players roll a 6- on most Moves
- a PC becomes exposed, vulnerable, or similar.

GM Moves

- Hit the Ground Running
- Inflict Conditions
- Throw Them Around
- Change the Environment
- Foreshadow an Ominous Force
- Set Up an Immediate Danger
- Make Them Choose
- Take Something Away
- Have It Backfire
- Sometimes, Give Them What They Want
- Introduce Something New
- Slow Down for a Bit
- Ask Them

This can seem restrictive, but a strong list of GM Moves simply list the things you'd want to do as the GM anyways to fit the intended tone of the game, they're simply explicit instead of implicit.

Hard and Soft Moves

GM Moves are often described as 'hard' or 'soft', usually based on the severity of their consequences and how much the PCs can do to stop them or recover from them.

A Hard Move is when something bad changes the narrative in a way that can't easily be undone, such as an ally getting seriously wounded, a treasure getting lost or stolen, or an enemy escaping the PC's grasp. Hard Moves are typically described with the full consequences, with the PCs only being asked 'What do you do?' after this happens, rather than before or during.

"The elementalist raises a crackling orb high in one hand, and even as you dive for her, a bolt of lightning arcs straight into the market center, detonating several barrels in a fiery explosion."

Soft Moves on the other hand do let the PCs intervene during or before the consequences are fully felt. This can be as straightforward as describing a sword swinging towards a PC, but they still have a chance to dodge or block, or as subtle as hinting at strange lights coming from the sealed tower in the center of town. Soft Moves are often used to warn the PCs of future Hard Moves, sometimes imminent ones and sometimes distant.

"The duchess pauses her speech to look at each face in the crowd. You suppress goosebumps as her gaze meets yours, before moving on to the next guest. It seems she's heard rumors of your plan."

The Hardness and Softness of a Move isn't always clear cut, you will probably find yourself describing one Hard Move leading into another Soft Move.

"The inquisitor's expression hardens, and it's clear your plea failed to convince prove your innocence. She gestures to the two guards next to her and they step forward, weapons ready, one with manacles in hand."



Hit The Ground Running

Skip the initial setup and downtime, and instead jump straight into the action. This Move is typically used when everyone looks to you to describe a new scene, after some time has passed, or if they are about to start a chase. It's also often used in tandem with another Move.

"We cut to Alfred, clinging to his sled as his dogs pull him through the snow. Behind him follows a trail of deafening roars and bent evergreens as the ogre chases after him. The rest of you are waiting in the underbrush nearby, ready to spring your trap."

"You're all awakened by many ringing bells, yelling guards, and the distinct smell of smoke. It seems someone set fire to the building, now's your chance to escape!"

Inflict Conditions

Hurt the Adventurers and tell them to mark one or more conditions. This should never just be a condition, always narratively describe what happens to cause the condition(s). A poisoned blade might cause nausea, or a flame wall might blister someone's arm. Because PCs choose what stat a condition goes to, and how it manifests, describing the narrative here is a cooperative effort. Conditions should be appropriate to the situation, and severe damage should be forewarned in advance.

"The cursebreaker finally isolates and contains the dark magic within you, but the process is extremely painful; take a condition from enduring it."

"The smell hits you like a hammer to the face. Whatever this creature is, it has the most putrid scent you've ever encountered. Take a condition as you fight off the urge to puke."

Throw Them Around

Knock the PCs down, tie them up, toss them through a window, or sometimes throw them down a cliff. They're tough, they can take it. Action in Chasing Adventure should feel kinetic, like a scene in a tv show or movie. When an NPC inflicts conditions on a PC they might do this at the same time, especially if they have the Forceful tag.

"Grinning, Kron drags you down and holds you tightly under the water with him. Unlike him, you can't breathe underwater."

"A dark shadow descends upon you, and before you can react an enormous talon grabs you around the waist and starts carrying you into the air. It seems the giant eagle has returned."

Change The Environment

This could mean collapsing the tunnel around the PCs, setting the building they're in on fire, or magically teleporting them. Sometimes this is moving them to a new place, other times it is altering or destroying the current one. The change doesn't have to be physical, maybe the social environment of the court changes when everyone finds out the Thief's true identity as a noble.

"The basement floor collapses, and you all fall with it. After recovering from the splinters and rubble, you look around the stone room you're all in. It is covered with softly glowing runes and obviously far older than the manor above."

"The prophetess glares at you, and the gem on her necklace flashes a blinding light. As the light fades, the world seems to melt around you. What was once a simple home is now an open field, filled with a legion of graves."



Foreshadow an Ominous Force

Describe the effect of an Ominous Force in the world. Maybe this is an event the Force is building towards, which the PC's may still have a chance to stop from happening. Maybe this is what the Force already accomplished, and the PC's encounter the aftermath. While the PCs probably won't know every detail of each Ominous Force, they should generally be aware of them in order to respond.

"As you call on your deity's power, you feel another presence wash over you. A chill runs down your spine as you feel it drain your deity's blessing from you before vanishing elsewhere. What the heck was that?"

"Like a wave across the universe, the entire night sky - moon, stars, and all - goes pitch black."

Set Up an Immediate Danger

This is the most common Soft Move. You describe something bad that is about to happen right here and now, but hasn't happened yet. Can the PCs stop it in time?

"The werewolf leaps on you, pinning you to the ground, and trying to bite your arm. Your leather armor is protecting you for now, but if it gets through that then you'll be exposed to the curse."

"You spot movement within shadows of a window and see the hint of something long and thin point toward the prince. What do you do?"

Make Them Choose

Put your PC's desires in conflict with each other. Do they want to save their prized sword or protect their companion? Do they attack the dragon's lair or protect the king from political assassination? Ask the PCs what they are willing to sacrifice and what they aren't. If the PCs are able to find a way around this choice and get everything they want, celebrate; but don't make that too easy for them.

"As you Scrutinize the queen you realize that, as evil as you know her advisor is, the queen sees him as family. If you convince her of his treachery, even if she agrees with you logically, a part of her will hate you for it and you will lose her Favor despite everything."

"'Not so fast.' the thieves say as you round the corner. One is holding her knife to the throat of a young man, probably a teenager, while the other also points a hand crossbow at him. 'Back off and the boy lives. Let us go, and he returns home to his mother tonight.'"

Take Something Away

Equipment, allies, opportunities, and more can all be taken away. Maybe it's only temporary and can be recovered later, but maybe the loss is permanent. Either way, the PCs are going to miss it. Be careful with taking away something core to a PC, such as a Wizard's spellcasting implements. If a loss is very significant it should be telegraphed beforehand through Soft Moves rather than be a total surprise.

"You hit the eagle right in its wing and it falters, dropping your pack. Unfortunately, it already flew too high up, and you hear the crunch of glass as your pack hits the ground. There goes your Healing Potion."

"'I can't come with you.' your follower says, looking you right in the eye. 'My place is here now, helping these people. They need me more than you do.'"

Have It Backfire

This means taking what the PCs did and twisting it. The Adventurers aren't incompetent, so don't portray this as them being inept. Instead this backfiring should be due to freak accident, unforeseeable consequence, active sabotage, or the frightening power of an enemy.

"The vault is empty! An alarm rings out across the bank and guards start pouring in. Who sold you out?"



"The dragon opens its maw and swallows your fireball whole, absorbing its magic. The sigils on its scales glow more brightly and it seems even stronger now."

Sometimes, Give Them What They Want

When you can't think of any interesting or appropriate consequences, or when you feel they've earned it, just say yes. Maybe there are strings attached to this, but maybe not. This is the go-to Move when things are safe, or when the PCs don't quite realize what they're asking for.

"As you launch into your explanation, the guard captain holds up her hand. 'I know who you are, and I know why you're here. Your friend is free to go, this time, but please keep him from any more trouble.'"

"'Wait, you only want one treasure from my hoard?' the dragon asks, the fire in its throat fading. 'Well why didn't you say so? Come in, come in, I'm sure we can work out a trade or something! You have no idea how many would-be-thieves come sneaking in nowadays.'"

Introduce Something New

Perhaps a new challenger appears, or maybe an ally, treasure, or new factor changes everything already going on. This can be harmful, helpful, or merely complicated.

"As you maneuver through the dancers at the ball, making your way to your target, a voice cuts through the music like a knife. It's Cattleford, the man you insulted last party, and he's challenging you to a duel."

"As the goliath gets back up, seemingly unscathed from your attacks, you hear a cannonfire from above and the area around it explodes with dust and shrapnel. The empire is here, and they brought an airship. With cannons."

Slow Down For a Bit

Sometimes it's nice to stop and smell the roses. Just describe the area without threats, peaceful towns, laughter-filled campfires, and friendly faces. Make it clear to the PCs that there aren't any urgent threats right in this moment, and offer them an opportunity to rest. Maybe even ask them what features or NPCs might be here. These treasured times make the challenges ahead more bearable, and make the threats and losses more palpable.

"The celebration is filled with cheer and wine. You're lauded many times over by the villagers for your valor, and it quickly becomes clear that this will go on well into the night. What do you do during the feast?"

"After days of rushing, everything is ready on time. The battle isn't for a few hours, but everything you can prepare for it has been done. The entire city waits on a knife's edge. Some are partying. Some are checking their preparations for the nth time. Some are making peace with the living or dead. What are you doing?"

Ask Them

Ask a player a question about the world and let them answer it. Surely the Druid can tell you about how treants are born? Maybe the Thief knows about the local thieves guild? This does not replace Ponder or Examine, but can let a player answer the result of such a roll. Try not to use this for immediate situations, such as "What do you see?" but instead for informing the broad world such as "How common are wizard familiars, and how do wizards generally acquire them?"

"Immolator, how difficult would it be for the Paladin to find fire-resistant clothing at the market? Is it something that's especially rare? Does it also work against magical fire?"

"Thief, you've been here before. Who was the wealthiest person in the city then, and who is it now?"



PLAYBOOK GM MOVES

These are more specific versions of the general GM Moves, tailored to each Playbook.

Barbarian

- Offer a tempting opportunity to fulfill an appetite, usually with a cost or consequence
- Have an NPC treat them differently from others due to being an outsider
- Present an opportunity to go all out and rampage

Bard

- Present a potential audience for their art
- Have an NPC recognize them, for better or for worse
- Offer an opportunity to Speak Softly with someone interesting or dangerous

Cleric

- Introduce something related to their deity's domains, such as an environment they control or an enemy they oppose
- Have a friend or foe seek their aid or advice
- Give them an opportunity to perform a Miracle

Druid

- Introduce a spirit or creature of the wild in need
- Tempt their Instinct if they're in an animal form, usually towards trouble
- Offer an opportunity to Commune with the spirits

Fighter

- Offer them an opportunity to Demolish something important
- Present a challenge specially suited to their skills or Signature Weapon
- Give them an opportunity to scare or intimidate someone, perhaps with later consequences

Immolator

- Have their fire burn something valuable, to them or to another
- Offer an opportunity for an intimate or enchanting moment with someone important
- Demand further sacrifice

Paladin

- Endanger the helpless in their presence
- Test their commitment to their Virtues
- Introduce a corrupt or rival authority

Ranger

- Give them a fleeing or hidden quarry to hunt
- Introduce a bizarre new natural environment
- Offer an opportunity to set up a trap or ambush

Thief

- Tempt them with riskily acquired Wealth
- Introduce the authorities that hunt them
- Present an opportunity to trick, poison, or steal

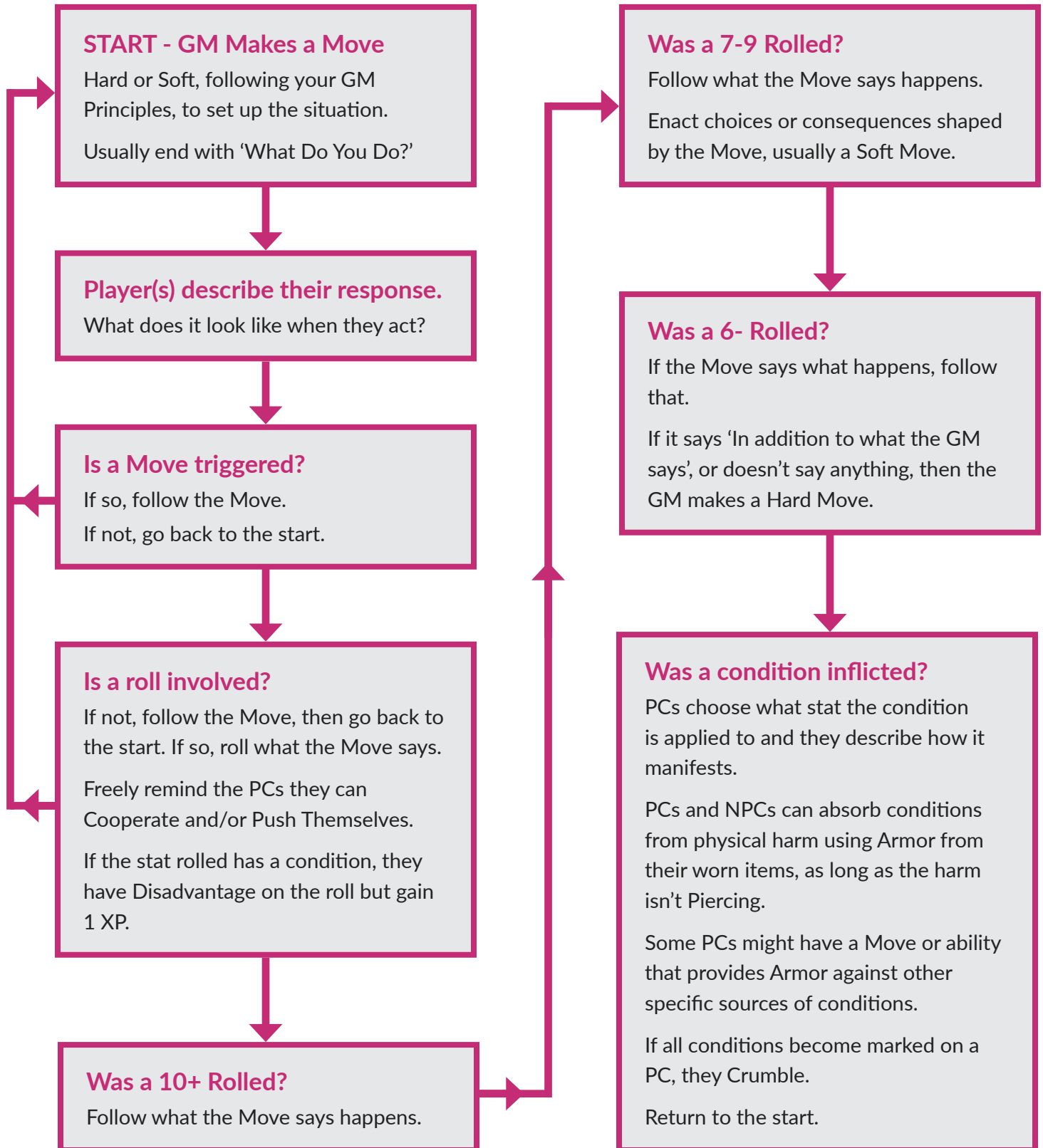
Wizard

- Introduce a magical threat or mystery
- Offer a costly or dangerous place of great magical power
- Have an NPC fear or admire their powers

PLAY ORDER



This flowchart portrays the typical conversation format of a group when playing Chasing Adventure.





THE FIRST SESSION

Getting Started

At the start of the first session everyone should talk about the game, establish what Safety Tools you want to use, create characters together, and ask each other questions. While the players create their PCs, you can come up with ideas and ask them leading questions to build an exciting, shared starting premise. See *Getting Started* on Page 6 and *Character Creation* on Page 32.

When character creation is finished, spend a few minutes preparing what you need for just this session. For a typical 3-4 hour session with 1 hour already spent on previous steps, this likely means 2-3 NPCs (see Page 95), a few environments or obstacles the PCs might encounter, and threads that tie some of these into the PCs and their questions and answers from earlier in the session.

Then open the scene in the middle of the action, set a situation up for one of the PCs specifically, and ask 'What do you do?'. This begins the ongoing conversation that is *Chasing Adventure*.

Asking Leading Questions

What weapon have you heard the Obsidian Knight wield?

When asking a question, prompt your PCs imagination by adding your own ideas in the form of evocative yet vague qualifiers and adjectives. This should help you guide PCs towards exciting answers quickly while still retaining their authority over the answer. Sometimes a PC will contradict a qualifier in your question - that's okay, follow that answer anyways as they likely prefer it.

What cursed, terrifying weapon have you heard the Obsidian Knight wield?

You can also ask even more specific follow-up questions, either alongside the initial question or after it's already been answered.

What horrific fate is said to befall those slain with that weapon?

If your group is not fully comfortable with this, perhaps ask for rumors or hearsay instead of facts. Encourage your PCs to ask you and each other questions as well. As a game goes on it's normal for questions like this to become less common as more is established and discovered about the world, so the best time to make use of leading questions is usually the first session and shortly after it.

Example Questions

The 'Answer' section of each Playbook already contains a few questions that help establish the world overall. Here are some more questions to flesh out a character's ties to an existing situation or location.

Barbarian - Which appetite can be sated here?

Bard - What artistic inspiration or component can be found here?

Cleric - What have you heard your deity's enemies are up to here?

Druid - What natural sanctuary or spirit do you seek in this area?

Fighter - What perilous enemy awaits you here?

Immolator - What calamity once happened here?

Paladin - What injustice or corruption lurks here?

Ranger - What rare creature or resource is nearby?

Thief - What valuable treasure is hidden here?

Wizard - What dangerous magic haunts this place?

PLANNING A CAMPAIGN



Campaign Play

Chasing Adventure can work well as a single session game (i.e. 'oneshot') but is also built for games of multiple sessions (a campaign). During those sessions you get to see the characters and world grow and change as you continue to explore and interact with them.

Notes and Ideas

During or after the first session, write down important characters, locations, and events. Then spend some time thinking about the session and coming up with ideas for the potential future.

When you feel ready, write down these ideas free form. Threats or dangers to things the PCs care about can then be structured into Ominous Forces (see Page 101), while others can remain free form. Make sure to follow the principle Leave Things Open and not require the PCs do something specific.

Preparation and Improvisation

The meeting between prepared details (i.e. prep) and PC actions in Chasing Adventure is meant to be a bit like a bull in a china shop. You set everything up but you never know what your players will do, and those unexpected surprises are a part of the rewards of GMing this game.

Because of that, there is always some improvisation required as the GM, but the amount can vary depending on your comfort level and how comprehensive your prep is. Here are some tips on prepping for this game:

Prep what you need to feel comfortable. Everyone does this differently, and if you feel like you need something specific, feel free to add it. Some GMs only prep broad ideas while others have detailed maps, descriptions, NPCs, obstacles, and treasure.

As people gain GMing experience over years, the amount of prep they need tends to decrease, though this still varies person-to-person, game-to-game, session-to-session. That said, *what* you prepare is more important than *how much* you prepare, a bunch of maps won't help you when trying to figure out how an NPC reacts when a PC threatens them. Here are some good starting points for prep.

- **Situations, problems, or opportunities.** Maybe an invading army has surrounded the PC's home city, or an artifact they need is locked in a king's vault. Feel free to prep ideas for how these might be resolved, but do not restrict PCs to only those methods. PCs will often solve things in different ways than we expect.
- **General environmental ideas,** usually a short phrase or sentence. For example a wizard's tower might have the notes: *chaotic animated library, wandering magical construct, and powerful magical staff.*
- **NPC Wants and Methods** define what a character wants and how they tend to get the things they want. This gives you a compass for how to play them consistently in any situation. You can also fully create the NPCs in advance (see Page 95).
- **Questions** about the world and future, be they leading or more straightforward, that you want to keep in mind when prepping other things or want to see answered through the narrative. What makes this area interesting? How do you want to challenge the PCs? What might change during this session? How might the PC's act in a specific situation? *Who will pick up the cursed sword? Who will the ghost reach out to? Will the PC's intrusion awaken the slumbering horror?*



Reasons For Preparation

It's always good to ask yourself what benefits you get out of prep, and then tailor your prep itself to provide them. Here are some example reasons.

- **To say interesting things.** Maybe you aren't comfortable coming up with things on the spot, or maybe you feel your prepped ideas tend to be more interesting than your in-the-moment ones.
- **To reduce pauses.** Perhaps you don't want to make an NPC in the middle of a session, or you are worried about taking too long to think of what a consequence might be.
- **To account for blind spots or weaknesses.** It could be that you always forget about a certain Follower in the moment, or you want to improve your combat and action descriptions.
- **To foreshadow an Ominous Force.** Maybe you need to showcase the Shadowmist's buildup in a more detailed or specific way than can easily be done in the moment.
- **To feel better about the game.** If you feel more comfortable or less anxious with more prep, that's fine! This is your game, and it's important that you have fun too.

ADDITIONAL RESOURCES

These are originally meant for other games, but also work well for Chasing Adventure.

The 7-3-1 Technique by Jason Cordova
<https://chasingadventuregame.com/731>

Five Room Dungeon by Matthew Neagley
<https://chasingadventuregame.com/fiveroomdungeon>

Mystery Countdowns by Troy Press
<https://chasingadventuregame.com/mysterycountdowns>

Brainstorming Moves by Troy Press
<https://chasingadventuregame.com/brainstormingmoves>

6 Methods for Making Dungeons More Interesting by Johnn Four
<https://chasingadventuregame.com/6methods>



Running Non Player Characters

NPCs are the primary method by which the GM interacts with the PCs and adds to the narrative.

NPCs do not have stats like a PC does, instead of rolling to act you simply say what they do as part of making a GM Move.

NPCs don't roll, they don't suffer penalties for Conditions, and they don't gain XP. If your NPC is not a skilled combatant, they would just be defeated when they take 1 Condition. If they are formidable in combat then they would need to take around 3 Conditions to be defeated.

NPCs can recover conditions. When time passes, such as when the PCs Settle In, feel free to restore some conditions to your wounded (but still alive) NPCs if it makes sense to. You can also restore conditions in the moment if the narrative fits, such as incredible regeneration abilities, but this should be rare and exceptional.

Most NPCs inflict one condition. If an NPC is particularly deadly in a fight, they inflict two.

Armor for NPCs and PCs work the same way, protecting from physical harm. NPCs rarely suffer conditions any other way.

Allied NPCs and Followers

NPCs sometimes work alongside a PC in a fight or other obstacle. Describe what the NPC does as normal, and keep them in mind with regards to the overall situation and consequences (see Fictional Positioning on Page 105). Perhaps the NPC holds an enemy down while a PC interrogates them, or grabs a falling PC at the last minute to stop them from falling down a cliff.

If the NPC is a Follower, then the PC(s) they follow has access to the Follower Moves (Page 21) which help them work together especially well. If the

NPC is not a Follower, their Want and Methods won't always align with the PCs (see the next page) and their help might have a larger limit or cost.

Followers can be gained through Moves or Assets, but they can also be gained through the narrative. If an NPC has decided to join the PCs for the foreseeable future, then they become a Follower.

Allied NPCs, including Followers, are supporting cast members of the narrative, while PCs are main characters. Take care that an NPC doesn't overshadow the PCs. Even in campaigns where PCs aren't the most capable around, the NPCs should usually sit in the back seat of the spotlight.

If an allied NPC or Follower acts alone then describe what happens as normal. Look at their Descriptors, Qualities, Methods, your GM Agenda and Moves, and the Command Move if it was used, to inform what you describe happens.

Groups and Hordes

Several similar NPCs can be tracked together. When fighting a group of creatures, instead of tracking each one individually, treat the whole group as a single stronger monster. When multiple NPCs fight together, treat them as one NPC using Group or Horde toughness (see NPC Creation).

When a group of different NPCs fight together, count the highest traits among them (Conditions, Armor, Tags, etc.) as the group's stat. When a several creatures all hurt the same target together, they inflict +1 (group) or +2 (horde) conditions.

When writing down an NPC, you can shorten Conditions to C. For an NPC that can take 3 Conditions and inflict 1, write down 3C and Inflicts 1C.



CREATING NPCs

What are they called?

This could be a name, title, creature type, or similar. If you're not sure then come back to this later, or ask the PCs.



How would one summarize them?

This freeform description is usually one or two sentences and could include appearance, behavior, history, or more.



What do they want?

What is their instinct, drive, ideal or longing? This is the core that drives them, and will inform how they act in the moment. Write this down by starting with 'Wants...'

There are some example Wants on Page 97.



What notable things can they do?

Some of them likely help them pursue their want, but some might be unrelated. Write them down in a list, usually 2-4. These will be referred to as their Methods.

During the game you can refer to this list for how to frame and describe your GM Moves associated with them.



Are they a capable combatant?

If so, then they have 3C and continue creating them. If not, they usually have 1C and you're done creating them.

CAPABLE COMBATANTS

How tough are they?

Choose any that apply:

- Primarily fight in a Group (3-6 members): -1C alone, +2C in a group
- Primarily fight in a Horde (7-20 members): -2C alone, +1C in a Group, +3C in a Horde
- Particularly tough in a fight: +1C
- Central to an Ominous Force: +1C



How dangerous are they?

Note how they fight and choose which apply:

- Can tear or bypass armor: Piercing
- Are especially deadly: +1C Inflicted. Write it down as *Inflicts 2C*.
- Can hurt several targets at once: Area
- Have unrelenting strength: Forceful
- Can easily tear things apart: Messy
- Loud or especially noticeable: Distinctive
- They fight in a unique way: Any other Tag that seems appropriate (see Page 22)



How well protected are they?

Choose which best applies:

- Cloth, Flesh, Fur: 0 Armor
- Scales, Leathers, Chainmail: 1 Armor
- Plate, Bone, Stone: 2 Armor

Choose if this applies:

- Special defensive skills, magic, or traits: +1 Armor

EXAMPLE NPCs



EXAMPLE WANTS

- Wants revenge no matter the cost
- Wants money, and lots of it
- Wants true freedom
- Wants to fight for the clan
- Wants a glorious death
- Wants to take to the skies
- Wants to rebuild a broken relationship
- Wants to spread the word of their god
- Wants to learn more about the world
- Wants to destroy all magic

EXAMPLE METHODS

- Take a hostage
- Leave a trail of destruction
- Summon unearthly horrors
- Set things ablaze
- Teleport short distances
- Change appearances
- Offer a blessing, with great cost
- Spring a trap or plan
- Devour metal
- Enchant someone via touch
- Dive from the skies
- Hide in unexpected places
- Burrow to safety
- Possess the weakminded
- Make a binding deal
- Lunge with terrifying speed

Addictive Chemist

This magical mixologist serves homemade drinks, potions, and drugs to their seedy customers.

Wants to test dangerous mixtures.

- Listen to any and all customers
- Offer strange magical substances
- Make someone reliant on their products

Death Knight

Once a champion of justice, this fallen warrior now serves darker masters for selfish goals.

Wants to bring death and destruction.

4 Conditions, 3 Armor

Cursed greatsword (Inflicts 2C, Forceful)

- Unleash dark magic
- Raise an undead slave
- Corrupt something sacred

Gem Wolves

Something about this pack's diet, lair, or past has caused these wolves to manifest crystalline fur, strange magical abilities, and an endless hunger.

Wants to hunt and devour precious stones.

5C (Group), 2C (Solo), 1 Armor

Bites and Claws, Energy Bolts (Distinctive)

- Track and surround
- Turn invisible
- Howl forth wild magic



Giant Wasps

Each the size of a large ball, these invasive, predatory insects build nests in hidden places.

Wants to feed and defend the hive.

6C (Horde), 4C (Group), 1C (Solo), 0 Armor

Venomous Stinger (Piercing)

- Prey on small creatures and animals
- Swarm and sting all trespassers

Grizzly Bear

Filled with territorial rage, this enormous beast will attack anyone it encounters.

Wants to kill and devour any near its home.

3 Conditions, 0 Armor

Teeth and Claws (Forceful, Piercing, Messy)

- Unleash a terrifying roar
- Charge and knock down
- Chase any who run

Goblin Horde

Nasty creatures that hide in caves, attack passersby, and pull vicious tricks.

Wants to cause pain and laugh at it.

6C (Horde), 4C (Group), 1C (Solo), 1 Armor

Rusty Knives and Ragged Bows

- Steal or destroy things
- Rapidly retreat through tiny crevices

Guard Captain

They don't make the rules, but they're the one responsible for ensuring they're followed.

Wants to enforce laws, but not consistently.

3C, 2 Armor

Sword

- Use a vice to forget a past trauma or mistake
- Bark orders
- Imprison criminals and enemies
- Call reinforcements

Honorable Armor

This chivalrous animated platemail wanders the land seeking justice and glory.

Wants to prove their worth in combat.

4 Conditions, 3 Armor

Heavy Greatsword (Forceful)

- Challenge to a duel at an inopportune time
- Refuse dishonorable or cowardly tactics
- Help the innocent or helpless

King of Knives

Having long ago learned the cost of mercy, he turned his struggling nation into a dystopia.

Wants to ruthlessly enforce his will.

- Obtain and use secrets and leverage
- Convince with his silver tongue
- Employ use of elite assassins



Pirate Crew

Prowling seas and large lakes, preying on ships and villages, ever on the hunt for booty.

Wants to easy riches and unfettered freedom.

6C (Horde), 4C (Group), 1C (Solo), 1 Armor

Cannons or Ballistae (Inflicts 2C, Piercing, Messy, Distinctive)

Sabres and Pistols or Crossbows (Distinctive).

- Rapidly sail towards or away
- Make a brutal show of force
- Propose a one-sided deal

Primordial Dragon

When angered she once burned an entire empire to ashes.

Wants to destroy all who enrage her.

5 Conditions, 3 Armor

Enormous teeth and claws (Inflicts 2C, Piercing, Forceful, Messy)

Incinerating fire (Inflicts 2C, Piercing, Fiery, Area)

- Summon natural disasters
- Devour someone whole
- Demand extreme tribute

Shadow Thief

The spirit of a legendary outlaw who died long ago in a betrayal even they have forgotten.

Wants to steal treasure from the living.

4 Conditions, 1 Armor

Ethereal knives (Piercing)

- Pass through solid matter
- Vanish into mist

Skeletal Laborers

Some skeletons are used as decorations, others as soldiers, but most are used as an easily exploitable work force.

Wants to follow their master's orders.

- Never sleep, eat, or rest
- Ignore harm and distraction
- Misunderstand complex tasks

Spider Drones

Whenever certain artifacts are discovered, these constructs seem to appear from thin air.

Wants to recover lost artifacts.

5C (Group), 2C (Individual), 2 Armor

Lightning Gun (Piercing, Distinctive)

- Perfectly track artifacts
- Turn invisible



The Faceless

These elite guards wear masks of sandstone.

Wants to coldly judge and execute the law.

4 Conditions, 1 Armor

Dual Scimitars (1 Condition)

- Unleash a display of psychic power
- Detect a lie

Timeshadow

Time magic's most common side effect is the manifestation a ghost of yourself from an alternate timeline who bears hostile intent.

Wants to replace the original.

- Use a skill or power from their original
- Make someone relive their worst memory
- Rewind a wound, object, or environment

Vampire Pixies

Despite their tiny stature, these winged fairies have incredible strength and a ceaseless thirst for blood.

Wants to feed without delay or interruption.

5C (Group), 2C (Solo), 1 Armor

Razor Fangs (Inflicts 2C), Powerful Punches and Throws (Forceful)

- Emit a cloud of hypnotizing fairy dust
- Drain a victim completely
- Fear the sun

Water Jester

Made entirely of water, this playful creature loves tricks and jokes, but its destructive temper and tendency to forget about others' need for air result in more deaths than laughs.

Wants to play dangerous games.

3 Conditions, 1 Armor

Drowning (Piercing) and Water Jets (Distinctive)

- Dissipate and reform
- Drag someone under
- Create convincing illusions

Wealthy Merchant

Used to letting her wealth do the talking for her, she is nevertheless a skilled haggler and can spot a good deal from a mile away.

Wants to grow her fortune.

- Understand something's value at a glance
- Offer beneficial bribes or deals
- Hire someone to handle something

Young Pickpocket

Possibly forced down this path due to poor circumstances or cruel masters, they will still snatch your coin and slip away before you notice.

Wants to take what isn't theirs.

- Steal accessible wealth
- Flee through paths too small for most
- Tell a sob story for pity

OMINOUS FORCES



Creeping Threats

In Chasing Adventure there are a number of ambitious individuals, mysterious entities, and powerful organizations seeking to change the world for the worse, perhaps even end it altogether. They are all known as Ominous Forces.

This is how the GM organizes long-term threats, dangers, or unwanted change. When the Ominous Forces are foreshadowed, the PCs will probably try to stop, delay or otherwise deal with them.

Ominous Forces can be almost anything, from a naturally-spreading plague, to an invading army, to an important person changing for the worse. Always make an Ominous Force about something that matters to the PCs, so they'll care about its outcome. If your Fighter is a patriotic soldier for his kingdom, maybe there's a force about said kingdom falling apart or being corrupted from within.

Creating an Ominous Force

To Create an Ominous Force, answer the following:

What terrible thing might ultimately happen?

Write that down as the Culmination.

What notable situations or events will occur leading to the Culmination, unless the Adventurers act? Write those down in order below as the Advancement. The first situation is what will be occurring fairly at the start of the game, and the final situation is the last one before the culmination.

How quickly, easily, and/or likely is each situation to lead to the next one? Use the guidelines below to write the numbers down after each situation. When the number is reached, the corresponding event moves to the next one.

1. Quick to unfold, a singular act, the only feasible result of the previous situation

2. Takes some time to happen, moderately complex events, quite plausible based on the previous situation
3. Takes a lot of time, series of intricate events, implausible based on previous situation
4. Takes ages to occur, bafflingly complex events, totally unforeseen based on the previous situation. Consider breaking this one down into multiple smaller stages.

What notable characters does this relate to? Write them down here. This includes both PCs and NPCs.

What interesting questions can be explored through this? Write the questions down now. This could be how the PCs will act in a situation, or information they might discover through play.

Lastly, give it an evocative title!

Managing Ominous Forces

You should begin your campaign's second session with 1 or 2 Ominous Forces, then add and refine them as sessions continue. The goal is for the PCs to juggle multiple Ominous Forces at a time during their adventures, without them feeling either too safe or too overwhelmed.

When a PC Crumbles, a single Ominous Force of your choice advances one stage.

When the group Settles In, all Ominous Forces that haven't been thwarted advance one stage. If a force has been thwarted enough for its stages to no longer be feasible, then choose one:

- Adapt the force. Don't advance it this time. Next time you prep, rewrite future stages to take the PC's actions into account.
- Remove the force entirely if it no longer makes sense to happen or is no longer interesting. If you want to add a new Ominous Force, then the next time you prep is a great opportunity.



Imminent Perils

An Imminent Peril is a version of an Ominous Force that takes place over a short amount of time, maybe a single session. An Imminent Peril may represent a quickly rising danger, or itself be a single situation in an Ominous Force. You can create them like a normal Ominous Force, except that instead of just foreshadowing it as a GM Move you can advance its events directly as well.

EXAMPLE OMINOUS FORCES

If the Lord of the Rings movie trilogy was a Chasing Adventure campaign, this might be how some of its Ominous Forces were organized at the start of each movie.

The Hunt for the One Ring (Movie 1)

Culmination: Sauron regains his full power

Advancement

- The Nazgul actively hunt the Ring (3).
- The Nazgul have found the ringbearer, and attack them to take the Ring (1).
- The Nazgul have taken the ring and are returning to Mordor (2)

Notable Characters:

- Frodo the Ringbearer
- Sam Gamgee
- The Nazgul
- Gollum

Questions:

- How long until the ring corrupts Frodo?
- What will it take for Sam to abandon him?
- How long can the PCs avoid the Nazgul?
- Will Gollum manage to steal the Ring?

The White Wizard (Movie 2)

Culmination: Rohan is destroyed utterly

Advancement

- While Saruman works to create a stronger type of orc, his spy joins Rohan's court (2).
- A curse by Saruman is claiming King Theoden's body and mind (1).
- Raiders incited by Saruman are sacking Rohan's outer villages. Eomer, the last hope of resistance, is fighting back with little support (2).
- While Saruman builds his orc army, Eomer and those loyal to him have been banished, and Rohan continues to wilt (2).
- Saruman's orc army is marching through Rohan and razing it the ground (3).

Notable Characters:

- Saruman, the White Wizard
- King Theoden of Rohan
- Eomer, Captain of Rohan
- Gandalf the Grey/White
- Grima Wormtongue, Saruman's Spy

Questions:

- Will the PCs be able to break King Theoden's curse?
- Who else sees Wormtongue's true loyalty?
- What vulnerability is Saruman blind to?
- Will Rohan survive as a kingdom?



The Siege of Gondor (Movie 3)

Culmination: Minas Tirith is taken by Sauron

Advancement

- Osgiliath is under constant attack by the Witch King. Captain Faramir often defends or retakes it with heavy casualties (3). Denethor refuses to call for aid.
- Osgiliath has been truly taken this time, The Witch King is reinforcing it as a staging ground to attack Minas Tirith itself (2).
- Denethor has ordered his son Faramir on a suicidal mission to retake Osgiliath (1).
- The Witch King begins his attack on the city. Denethor is overwhelmed by grief at his son's death and tries to burn himself alive (2).
- Sauron's army has breached the city, and they are storming its levels (1).

Notable Characters:

- Captain Faramir
- The Witch King of Angmar, Sauron's General
- Denethor II, Steward of Gondor

Questions:

- How will the PCs finally convince Denethor to ask other nations for aid? Who will come if they call?
- How can the Witch King be defeated?
- Can Faramir be saved?

This example Ominous Force could also be split up into two separate ones - one for the advancing army and a second for the deterioration of Denethor.

FURTHER EXAMPLES

Here are some entirely custom example forces.

The Slumbering Beast

Culmination: The titan awakens, and the city of Karsgarde, which was unknowingly built on its sleeping body, is destroyed.

Advancement

- Tremors and small earthquakes are becoming frequent in Karsgarde, whose leaders are trying to discover why (1).
- Princess Moraine is putting together an expedition deep beneath the city (2).
- The expedition has been ambushed by cult followers of the titan and doesn't return to the surface. As the tremors get worse, panic and chaos descend on the city (2).
- An unprecedented quake significantly damages the city. Queen Yessara oversees rescue and evacuation while Princess Moraine searches ancient archives (2).
- Moraine discovers the truth of the titan and a ritual to stop it, but is attacked and slain by cultists. (2)
- The Queen and survivors abandon Karsgarde (1).

Notable Characters:

- Queen Yessara
- Princess Moraine
- Titan Cultists

Questions:

- What is the titan dreaming about?
- What does the titan ritual entail? What great risk or sacrifice is vital to it?



The Weeping Plague

Culmination: The undead plague spreads uncontained across the world

Advancement

- Garth, a respected magician in town, grows increasingly isolated since his wife's passing. His friends are worried (2).
- Garth is secretly performing a misguided necromantic ritual to resurrect his wife, but it goes terribly wrong (1).
- The recent dead have started to spontaneously reanimate as undead, the graveyard is cordoned off (3).
- As the undead break out of the graveyard and spill into town, The Order of the Silver Branch quarantines the town itself (1).
- The quarantine is maintained but casualties are high. All dead now must be burned shortly after passing (2).
- In the most brutal attack yet, Commander Braewyn is slain and risen as an undead (1).
- Quarantine is shattered, and undead begin spreading through the city. (1)
- The city falls and undead hordes roam the countryside for new prey. (2)

Notable Characters:

- Garth the Grieving Magician
- Braewyn, Commander of the Order of the Silver Branch

Questions:

- What did the ritual do to Garth himself?
- How can the 'plague' be stopped?
- What is causing the undead to act in unexpected ways?

Spirit of Vengeance

Culmination: The city is destroyed and the spirits of the area are hostile to all mortals.

Advancement

- The Druid's father joins the long list of innocents executed by the Countess (1).
- Urmir is meeting with the spirits of the forest to find justice (2).
- Urmir's desire for vengeance spreads to the younger spirits, and with their aid he is attacking traveling government agents (2).
- Rumors of a 'rebel champion of the people' run rampant, but Urmir rejects any followers from the city, seeing them all as having the same corrupt heart (1).
- More spirits join Urmir. Lavender-Fields-At-Sunset contacts the Druid for aid. Urmir plans an attack on the city (2).
- The Countess' army are demolishing the forest to find Urmir, who in turn is appealing to Lavender-Fields-At-Sunset about how destructive these people are (1).
- Lavender-Fields-At-Sunset joins with Urmir, and they begin driving back the army and attacking the city directly (2).

Notable Characters:

- Urmir, grieving son and the druid's brother
- Countess Bryna, a brutal tyrant
- The prime spirit of the nearby grove, called Lavender-Fields-At-Sunset by its disciples.

Questions:

- Alongside revenge, what else drives Urmir?
- What might bring peace to the spirits?
- What will Urmir think of the other PCs?

ADDITIONAL TIPS



Managing the Spotlight

The Spotlight' refers to who the fiction is focusing on in the moment - who is in the camera and the focus of the scene. During a fast-paced scene, managing it in a fluid way can be difficult. Consider moving the spotlight to another player when the situation changes in an interesting way, such as:

- After a PC does something awesome, move the spotlight to another PC and ask them how they take advantage of this opportunity.
- After a PC gets into trouble, focus on another PC and ask them how (or if) they help them.

Additionally, sometimes your PCs may be clambering over each other to all speak or act at once. Make sure to take your time with the spotlight to make sure everyone, including your NPCs, have their time in the spotlight.

Skiping Forward

Sometimes PCs will find themselves with no *meaningful* choices to make for a time. Perhaps they are trekking through a dark forest, observing a noble's manor, or researching at a library. Ask your PCs if they want to do a specific scene or action, and if not then summarize the time spent until the next interesting this happens. Maybe they finish their task or maybe something interrupts or distracts them partway through.

Fictional Positioning

Fictional Positioning is a term that can be summarized as 'what is feasible to happen'. It can usually be split into three parts:

- How effective will it be if it goes well?
- How bad will it be if it goes wrong?
- How interesting and impactful is it overall?

If any of the above boil down to 'not very', then a Move shouldn't trigger like it normally would, as

that would put the mechanics of the Move into conflict with the fiction (and the fiction wins).

- Swinging a normal sword against a dragon's tougher-than-steel hide can't reasonably harm it. Engage doesn't trigger, it just doesn't work.
- Shooting a villager when they are tied up, unconscious, and a few feet away isn't risky, so Let Fly doesn't trigger. It just happens.
- Breaking through an ordinary locked door when there is no one nearby and you have plenty of time has no interesting failure so it just happens.

These are both examples of fictional positioning in action. Of course, fictional positioning can be changed by your GM Moves or by the PCs actions in the game.

- The Dragonbane Sabre can cut through even the toughest dragon hide, so a PC wielding it can Engage a dragon.
- Shooting a tied up *archdemon* is a whole different matter. Besides, are demons ever truly subdued? It might be a trick..roll to Let Fly.
- Breaking through a locked door while someone is on the other side fighting for their life adds enough pressure to make it interesting, so the PC can roll (probably to Defy) to overcome it.

When you Set Up an Immediate Danger, usually in the middle of a fight, you are establishing the fictional position of the PCs - how bad it will be if it goes wrong.

Offering Interesting Costs and Choices

Costs and choices are a core part of Chasing Adventure; when a PC pushes themselves they pay the cost of a condition for the benefit of Advantage. Over the course of the game, PCs will pay costs and make choices both big and small, obvious and subtle.



Coming up with Costs that are big enough to hurt, while also not small enough to not feel punitive or meaningless, takes practice. Every PC has different priorities and thresholds for what costs, and types of costs, they are willing to pay. Pay attention and remember how they feel about each cost.

The most interesting choice is one the PC struggles with. Typically this happens when two things they want (or don't want, or a mix of both) are put in front of them and they have to select one. This is excellent potential for dramatic character-defining moments and memorable scenes.

Choices can be between two desires of the same PC, or they can be between two separate PC desires. Maybe the Paladin is making the choice between saving his close Thief friend from execution or or keeping to his lifelong vow of Justice.

When coming up with a cost or choice, the first thing that comes to mind is often the best thing - don't overthink it. You can also write down some ideas for interesting costs and choices between sessions.

On the rare occasion where a PC manages to bypass a choice and get both things they want, celebrate it!

Example Costs

- Lose or destroy a weapon or possession
- Inflict collateral damage
- Suffer a condition
- Lose favor with someone important
- Assist an enemy with their goals
- Make things more difficult in the future
- It takes a lot of time (when time is of essence)
- Become separated from your allies

PCs Acting as a Group

When multiple PCs are acting together, there are a few ways to handle this.

If they are working towards the same goal, but acting separately from each other or taking individual routes, then they might each be given separate situations and asked what they do.

If they are coordinating together in the same act itself, then ask who individually is managing this teamwork. If they are sneaking together as a group, maybe it is the person in front and keeping everyone quiet. If they are researching ancient magic in a forgotten archive, then perhaps it is the scholar giving speed reading advice to the others.

Either way, PCs can Cooperate with each other if they wish.

Fighting Dangerously

GMing in general takes time and practice to become skilled at, and that includes managing fights and threats. Here are some tips.

Foreshadow threats before they occur. A wizard doesn't just suddenly cast fireball, they start chanting eldritch tongues as flames gather in their palms. A tower shouldn't unexpectedly collapse, it cracks, shudders, groans and shakes first. Small threats might not need much forewarning, but the larger a threat is the more likely it is appropriate.

Portray NPCs believably. That ogre isn't just a ruthless killing machine, it might be hunting for food or defending its territory. Most creatures won't fight mindlessly to the death, but flee or surrender. If a creature is capable of emotions, imbue its actions with what it's feeling. If it isn't capable of feeling, then portray its cold otherness.



When appropriate, hit hard. PCs are easy to hurt but tough to kill, the Crumble Move is designed so that a PC can only die when their player lets them. When a PC faces off against a dangerous foe, it detracts from the fiction if they don't actually do anything dangerous. Instead of just vanishing like a normal ghost, the legendary Shadow Thief might first slip an ethereal dagger between your ribs with one hand while picking your pocket with the other.

Don't wait for the PCs to act. While a 6- roll is the most obvious time to make a GM Move, the most frequent opportunity is usually when the players look to you to see what happens, which is *often*. Additionally, if the PCs ignore a clear threat then you should follow through on that threat even if neither of the above happen.

Difficulty sometimes means more rolls. Particularly dangerous acts might first require dealing with multiple hazards to get into the appropriate position. Charging an archer to Engage them may require first dealing with the arrows they fire at you. Getting under a dragon might mean getting through both their flame breath and their claws. When someone Defys a danger like this, be clear on what they do and don't Defy. Once a threat is dealt with by a PC, it is usually assumed to remain dealt with until the situation changes.

Fight for a Purpose

Fights rarely happen for no reason, especially fights to the death. PC's should fight someone in order to do more than just beat them. Good enemy NPCs are instead obstacles to a PC's true goal, such as to enter a guarded place, acquire a dangerous treasure, learn a treacherous secret. Alternatively, a PC may be trying to stop an NPC from achieving their own goal. Either way, a fight should usually have more going on in it than simply to kill the other side.

Sometimes 'kill each other' is the most dramatic and interesting goal, in which case go right ahead. But those times are rare and often happen during a narrative climax.

When No Move Fits

Sometimes a PC does something risky without obviously triggering a Move.

- Pleading before the Tyrant Queen without using favor, payment, promises or threats does not trigger Compel.
- Trying to read Baron Krauss's true intentions without having an intimate or prying conversation does not trigger Scrutinize.
- Attacking from the shadows is not fighting someone 'openly', so it doesn't trigger Engage.

There are two ways to resolve this situation.

If this action is particularly risky, you can demand they Defy the danger associated with it. Even if they succeed, it just means nothing bad happened, they still might not get exactly what they want.

Alternatively you can make a GM Move or two in the form of just saying what happens, since everyone is likely looking to you anyways to find out. Not all Moves are bad for the PCs, maybe it's time to Sometimes, Give Them What They Want.

In both situations, there are fewer limits on the stakes and consequences; anything could happen!



Running a Chase

Chases are a core part of many stories, especially action, but they can come in a few different forms:

Most chases take place over a short amount of time with high tension. See the Fast and Furious series, the opening of Men in Black, and many more such movies, tv shows, and books.

Some chases take place over a long time and/or distance. For example, near the beginning of the second Lord of the Rings movie, part of the fellowship are spending days chasing down a group of orcs that captured their friends.

Some chases can be low tension, without much in terms of stakes or danger. The chase at the start of Aladdin is used to introduce the titular character, but he's never in any real danger.

Chases aren't so different from any other scenes. You still describe and setup the situation, make Moves as appropriate, and often end with 'what do you do?'. PCs still have access to all of their normal Moves during a chase, they aren't restricted to just the Chase Moves.

If the purpose behind a PC's act is to get an Advantage in the chase, then they're usually trying to Gain the Edge over a normally applicable Move. If they are firing a crossbow as they run or a similar action, ask them what their primary intent is. Do they want to harm their target, or do they want to distract them in order to escape? The answer will determine if they are Letting Fly or Gaining the Edge.

Traveling

When the PCs travel across the land when not in pursuit of a quarry, they don't trigger Track Down. Instead the you simply make GM Moves as When No Move Fits. If they are travelling in a relatively safe area, perhaps you Slow Down For A Bit to

describe a stunning vista and Ask Them what they are doing while travelling, before Changing the Environment and skipping time forward until they get there.

If they are traveling through a dangerous area, then perhaps Introduce Something New in the form of an unexpected threat or obstacle, or Foreshadow an Ominous Force at work in the area, or Ask Them what cursed rumors have they heard of this region.

Food, Water, and Survival

Chasing Adventure isn't typically about subsistence. Even without a Ranger or Druid among the Adventurers, they are generally assumed to have, or be able to get, enough food and water to survive. If it makes sense for a PC to run out of food or water, or for there to be no place to safely sleep, then that should primarily be a narrative consequence and part of your GM Moves.

Lost or Separated

Sometimes one or more PCs might lose their way and go the wrong direction, maybe an obstacle disorients them, changes their environment, or removes their method of navigation. Either way, they are now lost.

Being lost isn't fun, nor is it usually interesting. Typically you wander for a time looking for a sign of what you're supposed to be doing or where you are supposed to be going. Maybe they can Navigate their way out if they're in pursuit of a quarry, but they might not be in a position of safety to venture out from anymore. Maybe they can Examine the area for a clue on where to go, or just start walking and see where they end up.



When a PC is lost you should usually Ask, Then Gloss Over the Boring Stuff until they find something interesting, be it good or bad.

When an individual PC is lost or isolated it may be a great opportunity to use some GM Moves. Perhaps you can Foreshadow an Ominous Force in a way where they need to tell the other PCs. Maybe you Introduce Something New that is specific to their ties to the world. Or you Sometimes, Give Them What They Want in the form of an opportunity for them alone.

PCs frequently become separated from each other in Chasing Adventure, by circumstance or by choice, and that's fine. Use these opportunities to give the separate PCs a moment to shine, or test how capable they are without all of their allies. That said, don't drag out the separation beyond what is fun and engaging.

Stealth

Stealth and subterfuge are usually handled the same way as most other obstacles in Chasing Adventure. You describe the PCs situation, making some Moves as part of this, and the PCs describe what they do in response. When making GM Moves in these situations, you often want to Ask, then Gloss Over the Boring Stuff. This means skipping the monotony of stealth like waiting for a guard patrol to change, or creeping through a hallway careful step by careful step. Instead, skip forward to the next interesting situation, maybe the guards discuss the new patrol schedule as they rotate and the thief can risk getting closer in order to overhear, or a servant backs into the hallway right in front of the thief, but is carrying a heavy tray and they have a quick moment to act.

Sometimes a character, such as a Thief or Ranger, will have a stealthy Move that lets them bypass a danger. That's fine, but it usually only affects them, not the rest of the PCs.

Hidden or Invisible Threats

Sometimes it's not the PCs that have the advantage of stealth, but the NPCs. In these situations, careful foreshadowing and telegraphing that fits the character is important. A street-smart Thief might notice it being too quiet in a dark alley, or a canny Ranger may notice a flock of birds suddenly take flight, but a sheltered Wizard likely wouldn't notice either of those signs.

If a PC is being watched or followed, then you usually want to describe a feeling of someone's eyes on the back of their neck. If they don't act on it then, then perhaps escalate to more obvious clues such as footsteps on the roof above them, a cloaked figure merging into a crowd before they can get a good look, or similar. The details will depend on who or what the entity is.

If the PCs still don't act on it, then the pursuer probably accomplishes whatever it is they set out to do. If that goal doesn't involve a direct threat to a PC then they can fade back into the background. If it is a threat, such as an attack or ambush, then you can Setup an Immediate Threat by describing the click of a trigger, twang of an arrowstring, or glint of a dagger, and ask the PC what they do with the fraction of a second they have to react.



Large Battles

Sometimes the PCs might find themselves embroiled in the middle of a battle between two armies or similar large-scale forces. There are a few ways to handle this.

If the PCs are a part of the battle, whether in command of an army or not, then treat the battle like any other Chasing Adventure scene. Make GM Moves and present the PCs with situations related to the battle. Perhaps a powerful enemy is leading a charge, a beloved ally is in danger, or a vital position is being threatened.

Create an Imminent Peril for the battle itself (see Page 102), and adapt and advance it as the battle progresses. Present the battlefield like a dangerous and shifting environment - defeating a few ordinary enemy soldiers isn't dangerous enough to require the PCs to Engage, but a famous elite squadron or powerful magician probably is.

If PCs directly command an entire army, you could run present them with command-related situations to deal with in battle and let them use their existing Moves and tools to handle it. Alternatively you could create a new Move, from scratch or by modifying another Move like Command, to handle the act of overseeing an army.

Chasing Adventure does not focus on army-related tactics beyond what it brings to the narrative. Be careful not to focus on the minutiae more than is fun and works for the game.

TABLE TROUBLES

The GM may have a broader responsibility of elements in the narrative, but that does not mean they have authority over the players themselves. If an issue arises during play, solve it alongside your players rather than refereeing it from above.

If an issue arises between anyone at the table. Everyone involved should do the following.

1. **Discuss the issue respectfully.** Let everyone speak, and listen to what they say. Work together to come to a solution or compromise that everyone is happy with. If the issue is with something in the fiction, it may mean using safety tools to change the fiction. If the issue is with player behavior then make sure to be completely clear on what is and isn't okay.
2. **If a solution or compromise can't be reached, then consider changing the group.** This could mean asking someone to leave the group, leaving it yourself, or changing what you do together as a group. Sometimes not playing a roleplaying game at all is better than having a bad experience with one.

TRAPS AND PUZZLES



Framing Traps and Puzzles

Traps and puzzles are often associated with action adventure stories. The Labyrinth in greek mythology and ancient tombs depicted by Hollywood both show this expectation. When implemented into the first tabletop roleplaying games, traps and puzzles were more intended for the *players* to solve than their *characters*.

In Chasing Adventure traps and puzzles can't be used the same way as in more traditional roleplaying games, or they would be too different from the rest of the game experience. That said, if you can present traps and puzzles like any other obstacle in Chasing Adventure, like they are seen in movies and other media, it can be very exciting!

Traps

Traps are not merely obstacles, they are an environment. There's not just a single swinging axe trap, there's *a series of ominous trap-infested hallways littered with skeletons*. There's not just a dart-trapped hallway, there's *a pattern of unusual holes on one of the walls*.

Describe the players surroundings as normal, including clues such as bodies of previous victims, raised parts of the floor, or a mysterious thin slit in the wall. Then the PCs can describe what they do as normal. Maybe they question, investigate, and carefully prod, probably triggering an Examine roll. Maybe they ignore and charge ahead, causing either a direct Hard Move or a last-second Defy to avoid the triggered trap. They could also carefully navigate the area, trying to avoid the traps as they encounter them, which may be another type of Defy or a Playbook-specific Move.

If the traps are especially dangerous or cover a very large area then a single roll may only deal with a portion of them. This gives you the freedom to

spring whatever trap feels most appropriate to each situation.

When prepping traps, don't prepare specific locations, triggers, or mechanisms beforehand, instead just write down a few interesting ideas for traps and clues, and have them trigger when and where feels appropriate in the moment.

Puzzles

Puzzles are even tougher to present than traps, as even today they are almost completely focused on the players rather than the characters. Here are some tips that may help with puzzles:

Require more than just an answer to overcome it. Maybe a puzzle door gives you clues to what key is needed to open it, but either way you still have to get the key from elsewhere and bring it here.

Engage the characters as well as the players. Encourage Examining and Pondering and more to get information. Don't just 'roll to solve' the puzzle, but use the rolls to provide clues and direction to the players. When an answer has been found, make it clear if it solves the puzzle.

Don't restrict solutions. If a PC comes up with an unexpected way to solve or bypass a puzzle then let them try it and let it succeed if it makes sense. Similarly, don't plan puzzles with restrictive solutions in mind.

Riddles inherently don't work with most of these tips and can be very difficult to do well. Don't use them without a specific idea that you know will work.

Some traps or puzzles might be interesting, complex, or sweeping enough to write Custom Moves for.



ADDITIONAL RESOURCES

These have been written for different games that require a similar mindset and practices to Chasing Adventure.

Dungeon World Guide by Eon Fontes-May and Sean M. Dunstan.

<https://chasingadventuregame.com/dungeonworldguide>

Dungeon World GM Framework by Jeremy Strandberg

<https://chasingadventuregame.com/dungeonworldframework>

Picking the Right GM Move by Magpie Games

<https://chasingadventuregame.com/pickingtherightgmmove>

Crossing the Line by John Harper

<https://chasingadventuregame.com/crossingtheline>

Failure in Dungeon World by Gomad

<https://chasingadventuregame.com/faileddungeonworld>

When Everyone Looks At You To Find Out What Happens by bms42

<https://chasingadventuregame.com/wheneveryonelooks>

Pacing in Fights

<https://chasingadventuregame.com/pacinginfights>

Hard Moves & GM Instrusions by John Lewis

<https://chasingadventuregame.com/hardmovesandgmintrusions>

Concentric Game Design by Vincent Baker

<https://chasingadventuregame.com/concentricgamedesign>

Hamlet's Hit Points by Robin D. Laws

<https://chasingadventuregame.com/hamletshitpoints>

Kobold Guide to Plots & Campaigns by Kobold Press

<https://chasingadventuregame.com/koboldguide>

Related Words is an open source tool you can use to add variety to your descriptions

<https://chasingadventuregame.com/relatedwords>



Magic items are any objects that have exceptional or supernatural components to them. Sometimes they might not technically be magic, but with their effect they might as well be. They often increase a user's power, agency, and ability to effect the world around them.

The below are guidelines for how to use magic items in your game. You can change all of these how you see fit to fit your world, tone, and goals for your game, but these are the default suggestions.

Encountering Magic Items

Magic items are almost never merely purchased. They are rare, often unique, and usually can only be found through adventures. Some campaigns might not have magic items at all.

Additionally, magic items existed before they were found by the PCs, and likely effected the world and narrative then. Perhaps an enemy was using the item before they were felled, or the item was specifically sealed or hidden here for a purpose. Maybe the previous owner perished or lost it.

For these reasons, magic items are not on the rewards tables on Page 31. The GM may often use them to shape or inform the adventure before the PCs acquire them.

Magic items are also often chosen for the adventure and characters. There are many example magic items for you to use starting on the next page.

Identifying Magic Items

There are several ways to handle recognizing and learning to use magic items, depending on how you want to portray them and varying depending on the item itself.

- **Once you trigger its effects or a Move it has.**
This one is recommended as the default as it gives the item more presence in the narrative. Even without definitively identifying it, PCs can intuit, research, Ponder, or ask around to get information about the magic item and how it might work.
- **When you Settle In,** you automatically learn how it works, maybe you spend some time during your break experimenting and learning. This encourages Settling In a bit more for groups that might want to avoid it, and can make the choice of when to Settle In more engaging.
- **When you first pick it up,** maybe it imprints knowledge onto its holder, communicates directly, has written instructions, or it's just really obvious how to use it.
- **When you get a specialist to reveal or unlock it.**
Perhaps this magic item has a protective charm that needs to be broken before someone new can use it, or perhaps figuring magic items out is a very involved and dangerous process that there is a dedicated profession to in your world.

Cursed Items

Typical cursed items are not fun in Chasing Adventure, as they often harm, hamper, or force a PC to lose capabilities and/or act in certain ways. That said, a well done cursed item can be used to have a PC make difficult choices because of their agency, rewarding them for advancing the curse instead of punishing them for now. The Ring of Temptation on Page 120 is one such a double-edged item that doesn't reduce a PC's agency.



MAGIC ITEM CATEGORIES

Create a Simple Effect

These are usually minor trinkets often used to add descriptive flair, but can very powerful if used creatively. They don't have a rolled or complex Move associated with them, but can have a straightforward Move.

Examples include: Amulet of Mer, Aphantasia, Dimensional Pouch, Praetorian Shield, Quill of Eavesdropping.

Augment an Existing Move

These items take a Move or asset the user already has access to and alters it some way, usually empowering it.

Examples include: Cloak of the Traveler, Echo Blade, Sneakers of Swiftiness, Sphere of Assistance

Bestow a New Move

These grant their user access to a whole new Move - one that may or may not be related to their existing Moves.

Examples include: Archfiend Contract, Flying Carpet, Forecast Compass, Recording Cube

Bestow Multiple Moves

These items are typically especially powerful and complex, and their Moves are often directly related or lead into each other.

Examples include: Ring of Temptation, False Crown, Prospecting Pick, Orb of Ley Resonance

Limited Use

Some items may be destroyed by use, have a limited charge, or have a custom Move that destroys them as part of a 6- or 7-9 roll on a custom Move.

Examples include: Potion of Transformation, Shard of the Hourglass, Ectoplasmic Oil, Scroll of the Blazing Circle, and Healing Incense, Magic Wand.

MAGIC ITEM EXAMPLES

Magic items typically have a name, description, and effect.

Ambrosia

This golden cheese emanates a mouth-watering scent and strengthens the body and spirit of all who consume it.

When you partake of Ambrosia, mark off a use to gain 2 Armor against anything until you next Settle In. 3 Uses.

Amulet of Mer

This heavy silver chain rapidly decomposes unless immersed in water.

When you wear the amulet, you can breathe easily and Move quickly underwater as if it was your native environment.

Amnesia Venom

This highly secretive and illegal smoky liquid is magically synthesized rather than harvested.

When you apply Amnesia Venom and make your target recall a specific memory, they forget it completely.



Angelic Feather

A glowing white feather fallen from the heavens. What happened to its bearer?

When you brush your body with the feather, it loses its power and glow and you can fly for the scene. It also tickles a lot.

Autoharmonica

A ticking clockwork harmonica with several brass dials and buttons.

When you play a tune on the harmonica, everyone hears their favorite song played perfectly.

Aphantasia

A beautifully jeweled letter opener.

When you touch paper with this knife, you immediately know the details of any writing on it.

Boots of the Spider

It's a bit disorienting to have gravity rotate around you, but it has its advantages.

While wearing the boots, you can walk and run on walls and ceilings as if they are the floor.

Archfiend Contract

Long ago a powerful wizard sealed twelve demons into an ancient contract, only to be released once fulfilling its terms. Speak the demon's name from the contract and say what you wish for them to do.

When you summon and command a demon from the contract, roll+WIS. On a 7+ the demon does what you command.

On a 10+ choose one.

On a 7-9 choose two.

- The demon demands something of you in return, and will not act until you fulfill it.
- The demon is released from the contract after this.
- The demon follows the letter of your command, but definitely not the spirit.

Cloak of the Traveler

Its shimmering cloth protects you from most weather and blends in with any environment.

When you Navigate while wearing this cloak, before you roll choose one from the Move's list. It cannot happen, even on a 6-.

Cloudlance

The ash covering this spear hides an intricately carved haft and a gleaming silver point. It hums during storms.

When you Let Fly by throwing Cloudlance, the spear transforms into a bolt of lightning, adding Area, Distinctive, and Piercing to the throw.



Child's Play

A heavy yellow scarf sewn with the words "I can't see you, you can't see me!"

While you wear the scarf as a blindfold and cannot see, you are invisible.

Desiderium Plate

This polished silver disc reflects not what is, but what once was.

When you Examine the recent past using the plate, treat a 7-9 as a 10+.

Dimensional Pouch

This ordinary-looking belt pouch, smells faintly of ozone.

This pouch can contain a cart's worth of volume and weight, while still seeming the same size and weight as if it was empty.

Echo Blade

This thin silvery knife subtly pulsates to an intangible rhythm.

When you Engage using the Echo Blade, on a 10+ you can also choose 'Ask the GM one question about your enemy's past or memories and they will answer truthfully'.

Ectoplasmic Oil

Made from the mold-slime found near ghostly spirits, this milky substance smells awful and jiggles on its own

When you coat something with this oil (weapon, ammunition, yourself, etc.), it can fully interact with ghosts, spirits, and the immaterial for the scene.

False Crown

This dazzling silver sapphire diadem still searches for the heir to a shattered throne.

When you don the False Crown, you take on the illusory appearance of a powerful and majestic ruler. So long as you act within the ideals of the crown, most people will treat you as a powerful and influential figure. The ideals are:

- Help those who suffer in your presence
- Remain true to your word and allies
- Refrain from needless violence

When you ignore or act against the crown's ideals, choose one:

- The crown demands penance - take two conditions of your choice.
- The crown's illusion dissipates in bright light and it will not help you again.



Farsense Spectacles

This complex series of head-mounted lenses and instruments can clearly see objects even a kilometer away.

When you focus on a distant location while wearing the spectacles, you can see and hear everything at the location as if you were standing in the midst of it.

Final Aegis

The armor of an angel slain long after the god they served, this celestial platemail still carries a ghostly echo of their power.

When you commune with the spirit of the armor, roll+WIS.

On a 10+ choose three.

On a 7-9 choose two.

- You emit bright light and take flight on spectral wings for the scene
- You detect the presence of demons, undead, or similar creatures for the scene
- You gain +1 Armor for the scene
- The powers that slew the angel don't notice you

Flash Vial

A glass vial separated in the middle, with grey powder on one side and glittering blue liquid in the other.

When you smash a flash vial, it releases a blinding light and deafening boom, overwhelming the senses of all nearby.

If you are near a flash vial as it releases, you can Defy to resist its effects, but will have Disadvantage if you weren't expecting it.

Flying Carpet

This fickle rug can carry passengers through the air, even long distances, but you must treat it with the proper respect.

When you call the carpet to you, roll+CHA.

On a 10+ the carpet arrives shortly to carry you. On a 7-9 choose one:

- It will not carry you all the way
- It demands a significant show of respect
- It gets damaged or frayed, and can't carry you again until it is repaired

Forecast Compass

Instead of pointing north, the arrow of this compass points towards one of several symbols along the face, each detailing a different weather pattern.

When you Settle In, tell the group what the weather will be like. It will remain that way until something changes it, significant time passes, or you next Settle In.



Frozen Lightning

A chunk of nevermelting ice, with a spark brightly glowing from its core

When you Let Fly by throwing the Frozen Lightning, the ice explodes into a blast of electricity, destroying it and granting your attack the Area, Distinctive, Forceful and Piercing tags.

Healing Incense

This aromatic stick imbues everyone around it with an immediate sense of peace and tranquility.

When you burn the incense, you and all those who can smell is healed 1 condition.

Horn of Ragnarok

Ancient runes and detailed carvings tell the story of a great climactic battle, but does it speak of the past or the future?

When you blow the Horn of Ragnarok, roll+STR.

On a 10+ an ally arrives to aid you immediately. The GM will say who.

On a 7-9 an ally arrives to aid you immediately, but an enemy of yours or theirs is not far behind them.

Houndmaster's Axe

This animated axe follows its master around everywhere and often emits panting or barking sounds.

This axe is a Follower with the Warrior tag and the cost Canine Care - it expects frequent petting and games of fetch.

When you fulfill your Axe's cost, it Favors you.

Hypnotic Rod

A mesmerizing prismatic crystal gleams on the head of this elegant scepter.

When you Compel someone while gesturing with the scepter, on a 10+ in addition to the normal effect they forget the details of this conversation.

Invisible Knife

The ideal assassin's weapon, this palm-sized knife is completely invisible even after getting blood on it. Be careful not to lose it.

When you try to hide or smuggle the invisible knife, you automatically succeed unless you are patted down thoroughly or otherwise searched through means other than sight.



Magic Wand

While each varies in design, most wands have intricately decorated shafts ending in a rare and perfectly carved gemstone. Each wand typically can invoke a single spell or effect.

When you first hold the magic wand, the GM will say what Wizard spell it can invoke.

When you wave the magic wand, roll+INT.

On a 10+ the spell manifests, choose one:

- You invoke the spell's Greater effect.
- You avoid or overcome the spell's Risk.

On a 7-9 the spell manifests, choose one above and one below:

- The wand drains you to power the spell. Take a condition, ignoring Armor.
- The wand drains itself to power the spell and isn't usable until you next Settle In.

Mirror Image Potion

The violet liquid seems to shimmer and fade in and out.

When you consume the potion, two nearby illusory duplicates appear next to you that mimic your actions. These illusions each count as +1 Armor against physical harm and cannot be Pierced, but can be bypassed through Area attacks. When you mark off an Armor, an illusion dissipates. If you later gain a similar effect, all previously conjured duplicates dissipate.

Monocle of Truesight

A moonglass lens set in a silver frame.

While you wear the monocle, you can see the invisible through that eye as if it was totally visible.

Orb of Ley Resonance

A large blue orb swirling with thick white mist.

When you spend time meditating with the orb, you can sense the location of the nearest place of great magical power.

When you shatter the orb, a magical cascade effect empowers the nearby area, transforming it into a place of great magical power until you next Settle In. Magical entities are often drawn to this energy.

Potion of Transformation

The bubbling liquid changes color whenever it is not being actively observed.

When you drink this while picturing a specific person in your mind's eye, you take on their exact appearance for the rest of the scene.

Praetorian Shield

This armored gauntlet can briefly project a magical barrier, at a distance if needed.

This shield grants +1 Armor like most shields, but that Armor can also be used to protect a nearby ally instead of yourself.



Prospecting Pick

This crystalline pickaxe glows softly when near subterranean ore, gems, or rarities.

When you arrive somewhere new, ask the GM if there are any nearby buried valuables and they will answer truthfully.

When you seek valuables you know are nearby, roll+WIS.

On a 10+ you find at least 1 Wealth of valuables, the GM will say what exactly.

On a 7-9 either what you find is less valuable than you hoped, or you also find danger, you choose.

Quill of Eavesdropping

It quietly whispers and chuckles when you're not looking.

When you place the quill next to ink and a writing surface, it will write down everything spoken near it until it runs out of ink or space.

Recording Cube

A wooden multi-part cube covered with esoteric symbols. It can glow blue or red depending on its configuration.

When you set the cube to red, it records all sights and sounds in its immediate vicinity for a few minutes or until you stop recording. Previous recordings are erased.

When you set the cube to blue, it projects and plays an illusion of its recording.

Ring of Temptation

A piece of seemingly simple jewelry, this metal ring stokes the avarice of all nearby.

When you flaunt the ring in front of someone new, roll+CHA.

On a 10+ choose two.

On a 7-9 choose one.

- They'll try to take it, now or later, and leave themselves vulnerable by doing so.
- You can ask their player one question as if you Scrutinized them.
- They Favor you while you have the ring.

When you part with the ring, willingly or not, roll+WIS.

On a 10+ you have managed to resist temptation.

On a 7-9 you mark 1 XP if you get the ring back, and another 1 XP if it's by force or subterfuge.

On a 6- treat it as a 7-9 but you also take and lock a Condition due to your obsession. This condition can only be removed by getting the ring back.

Rings of Union

Matching silver bands, intricately designed

When you wear one of the rings, you innately sense the direction of the other ring and the general wellbeing of anyone wearing it.



Safeguard

Dual scimitars that warn their wielder of impending danger.

While you wield these dual blades together, gain +1 Armor from physical harm, as if wielding a shield.

Shrinking Potion

This bubbling potion seems to increase and decrease in volume as you watch it.

When you drink the Shrinking Potion, you shrink down to a few inches in height until the end of the Scene.

Scroll of the Blazing Circle

The detailed illustration depicts a blazing wooden ring, said to represent constant change.

At the end of a session where you didn't accomplish your Drive, you may burn this scroll to mark 1 XP anyways and have an Epiphany (see Peripheral Moves on Page 16).

Skeleton Key

This wax key molds itself to fit and open any lock it's inserted into, then it melts completely afterwards.

When you open a secure lock using a Skeleton Key, open the lock without triggering any traps or alarms, but the key is used up.

Shard of the Hourglass

This delicate crystal makes those who touch it remember their childhood.

When you crush the shard in your hand, the last few minutes are rewind. Wounds are healed, conversations forgotten, mistakes unmade. Only you remember what happened.

Sneakers of Swiftess

These smelly shoes have a strange striped checkmark across them.

When you Start the Chase while wearing these sneakers, your side begins with 1 Edge instead of 0.

Shattersmash

This enormous greathammer of unbreakable polished marble is carved with a list of grudges.

When you Engage while wielding Shattersmash, on a 10+ instead of the other choices you may choose to destroy something they have.

Sphere of Assistance

This floating orb-like automaton has been inactive since its previous owner perished.

This Follower has the Educated (in a subject of the GM's choice) and Organized Qualities and only has the single cost - Maintenance: they require regular tune-ups and the occasional spare part.



Statue of Heroism

An ancient statue showcasing a long-forgotten hero who saved the world. Some say their spirit still lingers and blesses those who would follow in their footsteps.

The first time you pray to the hero before their statue, roll+nothing.

On a 10+ the hero blesses you, gain a Starting Move of your choice from any Playbook.

On a 7-9 the hero blesses you, but afterwards imposes a task, test, or sacrifice upon you if you want to keep your blessing.

On a 6- the hero recognizes your potential, but you must complete a task, test, or sacrifice to gain their blessing.

PCs are by default already heroes or have great heroic potential, and so the statue reacts to them in particular. If an ordinary NPC prayed before the statue they would likely not receive a blessing.

Strangling Net

This net is woven of living vines that relentlessly grab and constrict anything they touch. Handle with care.

When you Let Fly with the net against a suitable target, instead of inflicting a condition, the net traps them until they are released or break free. Only those with fire, deep slicing, or exceptional strength have a chance to free themselves.

Tome of Infinite Realities

This ancient book seems to shift the world without to fit the words within it.

When you Ponder secret or unknown information, on a 10+ you may answer your own question instead of the GM.

Truth Serum

A single dose of this mercury-like fluid, when used on the right person, can topple nations.

When you Scrutinize someone dosed with truth serum, you automatically succeed as if you rolled a 10+.

When you try to Defy the effects of truth serum, you can't completely resist it through mundane means but you can Defy to say the *technical* truth instead of meaningful truth.

Zephyr Blade

The curves and holes in its azure sword makes it whistle sharply when swung. It creates powerful gusts of winds when swung.

When you Engage with the Zephyr Blade, you gain the Forceful tag from bursts of wind.

When you rapidly and repeatedly swing the Zephyr Blade at someone in Near range, roll+STR.

On a 10+ you create a windstream that pushes back creatures while you maintain it.

On a 7-9 you create a windstream, as above, but either you can only maintain the wind for a short time or you take a condition from the strain of continually swinging, your choice.



REFERENCES + PRINTOUTS

This chapter provides you with versions of the game Moves, Playbooks, tables, and more - all in an easy to print and copy format. They use less ink, less images, no solid backgrounds, and smaller text sizes. Everything fits on fewer pages.

These should all be printable on ordinary letter sized paper without issues. If you want to save on printing costs make sure your printer is set to black and white instead of color. You can print either double-sided or single-sided.

Most comments and notes that look like this are not present in these reference materials. If something is confusing or unclear in this section, you can check the original to see if it is clarified there.

Here is a list recommended printouts numbers.

1 x Number of PCs If You'll Use Them

- Adventure Moves
- Peripheral Moves

1/2 x Number of PCs If You'll Use Them

- Items
- Tags

1 for the Group

- Chase + Favor Moves
- Follower Moves
- GM Principles & Moves
- NPCs
- Ask & Answer & Leading Questions
- Each Playbook

1 If You'll Use Them

- Rewards & Assets

ADVENTURE MOVES

DEFY

When you act despite an imminent threat or obstacle, tell us how you do it. Then roll...

- +STR if you endure or power through it.
- +DEX if you act with speed or finesse.
- +INT if you employ quick or out-of-the-box thinking.
- +WIS if you rely on mental fortitude or sharp senses.
- +CHA if you use charm, intrigue, or social grace.

On a 10+ the threat doesn't come to bear.

On a 7-9 it only abates if you make a costly sacrifice or ugly choice, the GM will tell you what.

ENGAGE

When you openly fight an enemy up close, roll+STR.

On a 7-9 you and your enemy trade blows, usually inflicting a condition on each other.

On a 10+ you trade blows, but choose one:

- Avoid or withstand their attack
- Inflict an extra condition
- Take something from them

LET FLY

When you attack a clear target from afar, roll+DEX.

On a 10+ your clean hit inflicts a condition.

On a 7-9 you inflict a condition but are either put in a dangerous position or gain Disadvantage Forward, your choice.

PONDER

When you consider what you know about a subject, ask the GM one question about it, say how you might know the answer, and roll+INT.

On a 10+ the GM will tell you the detailed, useful truth.

On a 7-9 they will tell you a vague, twisted, or incomplete truth.

You and your allies have Advantage when first acting on this information.

Here are some example questions:

- Where is _____ located?
- What could have caused _____?
- What might be the best way to _____?
- What have I heard or read about this person/creature?

EXAMINE

When you closely investigate a charged situation, ask the GM one question about it and roll+WIS.

On a 10+ the GM answers your question and related followup questions truthfully.

On a 7-9 the GM answers your question truthfully.

You and your allies roll with Advantage when first acting on this information.

Here are some example questions:

- Who/what else is hidden?
- How can I gain the upper hand?
- What would happen here if I did _____?
- Who is really in control here?

SCRUTINIZE

When you have an intimate or prying conversation with someone, roll+WIS.

On a 10+ gain 2 Insight. On a 7-9 gain 1 Insight.

Gain +1 Insight if they Favor you, even on a 6-.

During this conversation you can spend Insight 1-for-1 to ask their player (including the GM) any question about this person's thoughts, feelings or motivations and they must answer truthfully.

Here are some example questions:

- How might I get you to _____?
- How do you feel about _____?
- How can I gain your Favor?
- What is your goal?

COMPEL

When you use favor, payment, promises, or threats to get someone to do something, say what you want them to do (or not to do) and roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

For NPCs, on a 10+ they'll do what you want. On a 7-9 they'll only do it if you do something for them in return or Favor them afterwards, the GM will say which.

For PCs, on a 10+ both below occur, on a 7-9 choose one below to occur, and on a 6- they instead can immediately ask you two questions as if they Scrutinized you.

- If they do it, you will Favor them.
- If they don't do it, they have Disadvantage Forward and you no longer Favor them.

COOPERATE

When you assist of your companions in an act, you grant them Advantage to any rolls made as part of it, but you are both fully affected by any costs or consequences.

Multiple people can Cooperate with the same person at once, that person simply gains additional Advantage per person. You can do this before your ally resolves the Move, not after.

PUSH YOURSELF

When you put all of your effort into one act, roll with Advantage. Then after the roll you take a condition from the strain (which ignores Armor).

SETTLE IN

When you settle in to rest as a group, whether it's taking a short break, sleeping overnight, or relaxing for weeks, the GM advances the Ominous Forces. Then, if anyone has 5 or more XP, they Level Up. If you have enough XP, you can Level Up multiple times at once.

When you've finished resting and resume adventuring, remove all your conditions and refresh your undamaged Armor.

PERIPHERAL MOVES

END OF SESSION

At the end of each session, answer the following questions as a group:

- Did we discover something new and important about the world or characters?
- Did we newly visit or significantly alter a memorable location?
- Did we overcome a notable obstacle, enemy, or challenge?

For each "yes" answer, everyone marks 1 XP.

Lastly, mark 1 XP if you accomplished your Drive.

CRUMBLE

When you mark your last condition (other than Armor), your life is untenable.

When your life is untenable, from conditions or otherwise, you're out of the action for a while. Say how and choose one from the list below:

- Lock a condition of your choice. It can't be removed except through a Level Up. You still gain XP from rolling with it.
- Change to a new Playbook (see Page 81)
- Die

If you're not dead, remove all conditions that aren't Locked. The GM will advance the Ominous Forces and say when you're back in the action.

EPIPHANY

When you have a change of heart, say what is behind it and write a new Drive.

LEVEL UP

When you have 5 or more XP after Settling In, reduce your XP by 5 and choose one benefit below:

You can always take these options:

- Increase a stat of your choice from +0 to +1.
- Take an Advanced Move from your class.
- Acquire an Asset (see page 10).
- Remove a locked condition. (see Crumble on this page).
- Change Playbooks (see Page 81).

You can take these options only once each:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

Once you reach level 10 you can also always take these options:

- Take an Advanced Move (Level 10+) from your class.
- Increase a stat of your choice from +2 to +3.
- Retire to safety and cease your adventuring.

TRACK DOWN

When you venture out from safety in lengthy pursuit of a quarry, roll+Nothing, with Advantage if you already know your quarry's location.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- You are exhausted or distracted. All traveling PCs take a condition from fatigue.
- You are noticed, by your quarry or by someone else, and they act accordingly.
- You are impeded. A significant obstacle stands between you and your quarry.

CONNECT

When you declare you know an NPC who could help and go looking for them, roll+CHA. If you also declare that you Favor them, gain Advantage on the roll.

On a 10+ they could do what you need and they aren't hard to find.

On a 7-9 they could do what you need, but the GM will choose one:

- They have a grudge against you or aren't entirely willing to trust you.
- They're already caught up in some sort of trouble.
- They're far off, hiding, trapped, or hard to find.

ASK AROUND

When you Examine by gathering rumors and information from others, you may spend 1 Wealth to roll with Advantage.

COMPENSATE

When you Compel someone open to bribes, Offering 1 Wealth gives you Advantage, and offering 2 Wealth lets you automatically succeed as if you had rolled a 10+.

RETOIN

When you return after being away for a session or more, and explain your absence, say what happened and roll ...

- +STR if you fought an enemy or escaped captivity.
- +DEX if you did something covert or illicit.
- +INT if you learned obscure or ancient knowledge, or invented something.
- +WIS if you discovered a scandalous secret, went on a long journey or retreat, or had a spiritual encounter.
- +CHA if you made an ally, integrated with a group or culture, or bought something interesting.

On a 10+ your adventure was prosperous - gain Advantage Forward and 2 XP.

On a 7-9 your adventure was eventful - gain 2 XP, but the GM will tell you one or two unintended consequences.

On a 6- your adventure was perilous - the GM will say what trouble has followed you back to the entire group.

CHASE MOVES

START THE CHASE

When you enter a chase, either in pursuit or escape, you and your adversary form separate 'sides' that both start with 0 Edge. A chase usually has two sides, the chaser(s) and the chased, but there may be more.

When you Cooperate in a chase:

- If you are not part of the Chase, you must join a side of it, and are involved in that side's Edge, conclusion and consequences.
- If you are already part of the chase, you must Push Yourself to Cooperate.

GAIN THE EDGE

When you try to get ahead in a chase, say how much Edge you risk (1 to 3), and roll...

- +STR if you create or destroy obstacles.
- +DEX if you sprint, hide or maneuver.
- +INT if you distract or misdirect.
- +WIS if you watch or listen.
- +CHA if you disguise or provoke.

On a 10+ your side gains that Edge.

On a 7-9 your side and an opposing side both gain that Edge. If there are multiple opposing sides, you choose which one gains it.

On a 6- an opposing side gains that Edge, the GM will say which.

Then, unless a side has 3 or more Edge, the chase continues and the GM describes what happens next.

IT'S OVER

When any side in a chase has 3 or more Edge, the chase comes to an end. Whoever has the most Edge succeeds in escaping or catching their quarry. If multiple sides tie for the most Edge, the side with the most PCs wins (just barely). If that is also tied, then the PC that last Gained the Edge chooses one side to win and another to gain +1 Edge for the purposes of spending it below.

Losing sides can spend their Edge 1-for-1 to:

- Learn something about another party (where they will go, who leads them, how to escape them now, etc.)
- Have the chase end somewhere Advantageous for them (reinforcements, a trap or lair, an intervening third party, etc.)
- Grant Advantage Forward to all PCs on their side.
- Inflict Disadvantage Forward on all PCs on an opposing side.

AVALANCHE

When you navigate an imminent environmental danger (ongoing trap, rockslide, wildfire, etc.), use the Chase Moves as normal but with the following changes:

- When you Gain the Edge using knowledge or out-of-the-box thinking, roll+INT.
- If the environment's side loses the chase, it may not spend Edge to Learn something of another side, but may spend Edge to inflict 1 Condition to all characters on another side, including PCs.
- Every PC on the losing side Crumbles.

FAVOR MOVES

WHAT IS FAVOR?

Favor represents feelings of gratitude, honor, responsibility, or debt between a PC and another character (PC or NPC). A character who favors another will feel inclined to act in their interest, even if just to pay off a perceived debt.

When you Favor someone, or someone Favors you, note down their name and the details behind the Favor. Two people can mutually Favor each other, and you can Favor as many different people as you'd like.

While someone Favors you, they might treat you especially kindly, make you feel appreciated, act in your stead, or similar.

Gaining Favor: The most common way to gain someone's Favor is by accomplishing a significant task for them, triggering the Gratify Move shown to the right. The significance of this task is judged by the character it's done for, not the one doing it. One person might Favor you for the encouraging words you said when they needed to hear them, while another may demand you deal with a threat plaguing the area. GM's should consider an NPC's Want when judging if an accomplished task would gain their Favor.

Losing Favor: If you mistreat someone who Favors you, they no longer do so. Just like with gaining favor, what this entails is also up to the character who is Favoring you.

Favoring Others: You decide how you treat those you Favor, how you express it and what it means. Every character will have limits on how far they will go for someone they Favor.

GRATIFY

When you accomplish a significant task for someone, choose two if you Favor them, or one if you don't:

- Gain 1 XP
- You no longer Favor them
- They Favor you
- You get to ask them two questions as if you Scrutinized them

REFUSE

When you act against someone you Favor or deny their request, roll+nothing.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- Someone else no longer Favors you, the GM will say who.
- It will cost you or come back to bite you - the GM will say how now or when revealed.
- You have Disadvantage Forward against them.

ANTAGONIZE

When you insult, injure, or disappoint someone who Favors you, they no longer do.

APPEASE

When you would Favor someone you already Favor, choose one instead:

- Heal them of one condition; describe how you do so.
- Gain Advantage Forward to aid them or accomplish something for them.

FOLLOWERS

CREATING A FOLLOWER

Name and describe your follower, working with the GM and other players to detail it. Then choose one or two Qualities that they have, and the GM will tell you an equal number of Costs.

Some Followers gained through certain Advanced Moves or other unusual circumstances may have special or unique Qualities - these do not increase the Costs.

The GM will then create the Follower like any other NPC, following the NPCs section of the Game Master chapter on Page 95, and giving them a Want, Methods, Conditions, and Armor.

Finally, the GM will give them a few Descriptors, similar to Item Tags, fitting who or what they are.

EXAMPLE QUALITIES

- **Charming:** They are desirable or have a way with words. When they help you Compel someone who Favors you, you can gain the bonus from their Favor without using it up.
- **Cunning:** Clever and observant. When they help you Examine, treat a 7-9 as a 10+.
- **Educated:** They're knowledgeable about a particular subject. When they help you Ponder it, they'll also give you an additional interesting (but not necessarily useful) piece of information.
- **Healer:** When they tend to wounds with Supplies or Medicine, they can treat two patients with 1 use.
- **Meek:** They accept their lowly lot. They will agree to do degrading and unreasonable tasks without the need to Command them.
- **Organised:** They follow plans well and work well in a group. Once they agree to a plan, you don't need to Command them as long as the plan doesn't go awry.
- **Warrior:** They count as +1 Armor when they help you fight, and you don't have to Command them to fight unless the opposition is terrifying or overwhelming.

EXAMPLE COSTS

- **Assistance:** They inevitably need your help at the most inopportune moments.
- **Brutality:** They have an instinct or outright desire for savage, unnecessary violence.
- **Ego:** They want frequent and regular credit for heroics, regardless of whether or not they truly contributed.
- **Independence:** They may follow you for convenience or mutual gain, but they are not truly loyal to you.
- **Principles:** They have a code, belief or boundary that they expect you to adhere to.
- **Riches:** They demand regular coins, gems or other valuables.
- **Safety:** They expect you to protect them from any danger, or ideally for there to be no danger at all.
- **Unstable:** They can sometimes be a danger to you, and you have to be prepared to put up with that.

EXAMPLE DESCRIPTORS

- **Athletic:** Good at running, climbing, jumping, and physical maneuvering.
- **Cautious:** Careful and methodical; avoids acting rashly.
- **Devious:** Deceitful, treacherous, thieving.
- **Stealthy:** Avoids detection; often gets the drop on foes.
- **Beautiful:** Draws admiration and attention; makes an impression.
- **Terrifying:** Their presence and appearance invoke fear.
- **Group:** A team, gang, or mob, with all the strengths and drawbacks of greater numbers.
- **Ferocious:** Merciless, violent, and aggressive.
- **(In)Famous:** They're well-known, for good or for ill.
- **Stubborn:** Tough, hard-working, and willing to put up with discomfort.
- **Self-Sufficient:** Can easily navigate and live off the land.
- **Faithful:** Dedicated to a religion, belief, or cause.

FOLLOWER MOVES



ENDEAVOR

When your Follower does a dangerous task alone, they do it to the best of their ability, but are taken out of the action (trapped, injured, distracted, etc.). The GM will say how.



ASSIST

When you call on your Follower to help you with a task, roll with Advantage, but they are also exposed to the costs or consequences of your Move. Then the GM will invoke one of their Costs, and the follower will be unwilling or unable to Assist you again until it is fulfilled.



COMMAND

When you order your Follower to do something contrary to their instincts, want or costs, roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

On a 10+ they do it as well as you can expect.

On a 7-9 the GM chooses one:

- The experience endangers them; they do it but are out of the action for some time.
- They complain loudly, now or later, and demand compensation or your Favor.
- It takes them longer than expected, is done shoddily, or it will cost you later.

TAGS

GENERAL

Area: It hits or affects everything in an area.

Armor: Provides X Armor which can be used up 1-for-1 instead of taking conditions from physical harm. Usually only one source of Armor can be used or worn at a time, but if the tag has a + symbol then it can be used alongside other Armor and adds its Armor value to it.

Awkward: It's unwieldy and tough to wield or use appropriately.

Clumsy: It's incredibly unwieldy to use. You have Disadvantage on DEX rolls while using it.

Dangerous: It's very unsafe; take the proper precautions when using it or the GM may freely invoke the consequences.

Distinctive: It has an obvious and unique sound, appearance, or impression when used.

Fiery: It burns, sears, and causes things to catch fire. Painfully hot to the touch.

Forceful: It inflicts powerful, crushing blows that knock targets back and down.

Heavy: It requires two hands to wield properly.

Infinite: Too many to keep count. Throw one away, and you have another one. Severe consequences might still cause them all to be lost or destroyed.

Messy: It is particularly destructive and can tear people and things apart.

Piercing: It ignores Armor.

Reload: You have to take time to reload or recharge it between uses.

Slow: It takes a while to use - at least a minute, if not more.

Unbreakable: It can't be broken or destroyed by normal means.

Uses: The amount of times you can typically use this item before it runs out or breaks.

Valuable: It's worth 1 Wealth to the right person.

Vicious: It harms foes in an especially painful, cruel, or debilitating way.

Wealth: It typically costs X Wealth to purchase. Wealth is an abstract representation of your coins, treasure, and easily tradeable goods.

RANGE

These are the typical ranges that a weapon would be suited for. Someone using a weapon outside of its normal range may need to first use another Move such as Defy to do so, or may not be able to at all.

Intimate: It's useful when they're close enough to them or whisper in your ear.

Close: It's useful when they're a few feet away, close enough to read each other's expressions.

Near: It's useful when they're close enough to speak with, even if you have to raise your voice a bit to be heard clearly.

Far: It's useful when they're close enough to see clearly, or to hear you yell at the top of your lungs.

SERVICES AND EXPENSES

1 WEALTH

- Most standard services and expenditures
- Repair of typical damaged equipment
- Healing from a surgeon
- A week's stay at a peasant's inn
- A night of song, dance, and companionship
- A custom item from a blacksmith or other professional (in addition to its base price)
- A simple hired thug or killer
- A guide through perilous terrain
- Passage across the sea
- A standard hirelings services for a week

2 WEALTH

- Exceptional and exotic services and expenditures
- Magical healing from a priest or alchemist
- A week's stay at a noble's inn
- A small festival
- A horse or similar riding animal
- The services of a professional assassin
- A guide through dangerous, life-threatening land

3+ WEALTH

- Elite or arcane services and expenditures
- A comfortable house
- A caravan or business
- A sizeable boat
- A notable treasure or magical item
- A noble title
- A week's stay in a queen's palace
- An enormous feast
- A trained and armored war mount, such as an elephant or tiger
- Creating and funding an organization

ITEMS

WEAPONS

Melee

Unarmed: Intimate

Brass Knuckles: Intimate, 1 Wealth

Dagger/Knife/Dirk: Intimate/Close/Near, 1 Wealth

Hidden Knives: Intimate/Near, Infinite, 2 Wealth

Club/Shillelagh: Close, 0 Wealth

Staff/Pike: Close, 1 Wealth

Sword/Axe/Mace: Intimate/Close, 1 Wealth

Greatsword/Glaive/Halberd: Close, Heavy, Forceful, 2 Wealth

Spiked Chain/Whip: Close, Vicious, Awkward, 1 Wealth

Rapier: Close, Piercing, 2 Wealth

Spear: Close/Near, 1 Wealth

Double-Bladed Staff: Close, Awkward, 1 Wealth

Nunchaku/Setsukon: Intimate/Close, Awkward, 1 Wealth

Ranged

Sling: Near, Awkward, Reload, 0 Wealth

Simple Bow: Near, 1 Wealth

Fine Bow: Near/Far, 2 Wealth

Crossbow: Near, Distinctive, Reload, 1 Wealth

ARMOR

Leather/Chainmail/Gambeson: 1 Armor, 2 Wealth

Scale Armor/Platemail: 2 Armor, Clumsy, 3 Wealth

Shield: +1 Armor, 1 Wealth

EQUIPMENT

Adventuring Gear - 5 Uses, 2 Wealth

A collection of useful mundane items such as chalk, poles, spikes, ropes, a frying pan, etc.

When you rummage through your adventuring gear for some useful mundane item, mark off a use and acquire what you need.

Bag of Books - 5 Uses, 2 Wealth

Anyone who thinks scholars are physically weak has obviously never carried a small library on their back while venturing into the depths.

When your bag of books contains just the right book for the subject you're Pondering (your choice), mark off a use to acquire the book and use it to roll with Advantage.

Bandolier of Vials - 5 Uses, 3 Wealth

Some problems require unusual solutions. These vials are protected from ordinary spillage and breakage, while keeping them easily accessible.

When you withdraw a vial, mark off one use and choose one type of vial below:

- Fiery - It can burst into flame.
- Acid - It can melt organic substances.
- Holy - It can cleanse corruption and undeath.
- Distinctive - It can make bright lights and loud noises.

Enchanted Arrows - 3 Uses, 2 Wealth

While adventurers are assumed to have as many ordinary arrows as they need, these arrows are exceptionally accurate...and expensive.

When you Let Fly using Enchanted Arrows, on a 7-9 you may spend 1 use instead of either of the other choices.

Flask of Whiskey - 2 Uses, 1 Wealth

A dose of liquid courage has saved many an adventurer (and slain even more).

When you down a draught of whiskey, mark off a use to roll with Advantage to act boldly or face down terror.

Healing Potion - 2 Wealth

Though typically a flask or vial of thin red liquid, these potions can take many forms and flavors.

When you drink an entire Healing Potion, immediately heal 3 conditions.

Hearty Feast - 2 Wealth

A warrior can endure hell itself if there's a good meal ready afterwards.

When you share this feast with others while Settling In, every NPC who partakes Favors you, and every PC who partakes gains 1 Armor until they next Settle In or gains 1 XP, their choice.

Medicine - 2 Uses, Slow, 2 Wealth

These might be poultices to heal wounds, herbal supplements to calm nerves, or similar remedies.

When you take a few minutes to prepare and use Medicine, mark off a use and heal 2 conditions or another affliction on yourself or someone else.

Pipeleaf - 3 Uses, 2 Wealth

Pipe tobacco is typically shared among long-time friends or would-be-acquaintances.

When you offer to share pipeleaf with someone, and they accept, mark off a use and gain their Favor.

Supplies - 3 Uses, Slow, 1 Wealth

Food, water, bandages, anything that can offer relief during a moment of respite.

When you have spend a few minutes using your supplies, mark off a use and heal 1 condition on yourself or another.

Trap Kit - Dangerous, Slow, 1 Wealth

A bear trap, tripwire rig, bag of caltrops or marbles, or similar.

When you spend time setting up your trap kit in advance, it becomes a dangerous, impeding hazard for anyone that enters its range.

POISONS

Oil of Taggit - Dangerous, 2 Wealth.

Must be consumed. The target falls into a light sleep.

Bloodweed - Dangerous, 2 Wealth.

Requires contact. Until they are cured, the first time the target would hurt someone each scene, they inflict no conditions.

Goldenroot - Dangerous, 2 Wealth.

Must be consumed. The target treats the next person they see as a trusted ally, until proved otherwise.

Serpent's Tears - Dangerous, 3 Wealth

Requires contact. The target takes 1 extra condition when hurt until they are cured.

REWARDS

When the PCs encounter unexpected treasure, the GM can generate it by rolling a number of d6 on the Loot table based on following:

- 1d6 as a baseline for all treasure
- +1d6 if it was cleverly hidden, fiercely guarded, or severely costly
- +1d6 if it is connected to an Ominous Force

After rolling on the Loot table, you can then roll again on each result's corresponding table to get further details. Alternatively, you can choose each result instead of rolling.

LOOT

1. Goods Worth 1 Wealth
2. A Piece Of Equipment
3. Goods Or Riches Worth 2 Wealth
4. A Notable Find
5. Riches Worth 3 Wealth
6. A Notable Find & Piece of Equipment

GOODS

1. Raw Food (Flour, Potatoes, Beans)
2. Farm Animals (Sheep, Cattle, Chicken)
3. Cloth Bolts (Silk, Velvet, Lace, Satin)
4. Building Materials (Wood, Stone, Tools)
5. Metals (Ingots, Parts, Bronzeware)
6. Spices (Salt, Ginger, Saffron, Cinnamon)

EQUIPMENT

1. Supplies or Medicine
2. Adventuring Gear or a Bag of Books
3. Weapon or Armor
4. Flask of Whiskey or Dose of Poison
5. Trap Kit or Pipeleaf
6. Healing Potion or Enchanted Arrows

RICHES

1. Glittering Gemstones
2. Pristine Artwork
3. Precious Metal Ingots
4. Heavy Sack of Coins
5. Elegant Jewelry
6. Extravagant Garments

NOTABLE FINDS

1. Relic From An Ancient Civilization
2. Deed to a Perilous or Cursed Property
3. Key to Lost or Guarded Treasure
4. Invitation to an Upcoming Celebration
5. Coded Missive of a Secret or Leverage
6. Mysterious Egg

ASSETS

Apprentice

Perhaps a plucky sibling following behind you, an orphan kid you caught picking your pocket, or a former enemy seeking redemption.

An Apprentice is a yet-to-be player character. Create them as a normal PC with the following changes:

- They don't start with a Background.
- The Equipment, Ask, Answer, and Favor sections may be ignored.
- Choose one Starting Move from their Playbook; they only start with access to that Move. Clearly linked Moves such as the Druid's Shapeshift and Resist Instinct, the Immolator's Firebrand and Unleash Flames, or the Paladin's Devout Virtues and Chains of Faith, count as a single choice.
- Their stats are +1, +0, +0, +0, -1, in any order you set, and they start at Level 1.

When you Level Up, you have your Apprentice Level Up instead. Their Level increases by 1 and they gain another Starting Move from their Playbook.

When you retire, die, or otherwise stop adventuring, you can choose to have your Apprentice take your place. Their stats increase to that of a fully fledged Adventurer (+2, +1, +1, 0, -1) and they gain Level Up benefits equal to their current Level minus one.

For example if they were a level 3 Apprentice they become a Level 3 PC and gain two Level Up benefits.

Assistant

A faithful butler, snide secretary, or reluctant-yet-helpful family member assists you. They don't normally go where you go, but instead work off-screen to accomplish goals in multiple places at once.

Assistants don't have stats or conditions, but they do have two Skills that they use to support you. Example Skills include: Hospitality, Martial Arts, Cooking, Socializing, Stealth, Research, First Aid, Investment Management, Forgery.

Once per session, when you declare that your Assistant has been working on something for you, roll with no stat, but with a +1 bonus for each relevant Skill.

On a 10+ they accomplished a minor task or made good progress on a larger task.

On a 7-9 they accomplished something but choose one:

- They didn't accomplish as much as you intended.
- Their actions attracted trouble or unwanted attention towards you.

They are exhausted, on leave, or unreachable, and won't be available next session.

Artificer

You have the tools and expertise of a specific craft, and know how to create mundane items.

Example crafts: Artwork, Carpentry, Cooking, Glassblowing, Masonry, Smithing, Weaving.

When you want to use your expertise to create a significant item, say what it is and which of the features below apply to it:

- It is Valuable
- It is a useful tool or weapon
- It is rare, exotic, or uses unusual materials
- It must be made especially quickly

For each feature, the GM will say one of the following:

- First you have to get, build, or fix something specific
- You'll need X to help you with it
- It's going to cost X Wealth in materials
- You need to destroy or consume a specific item
- Making it is dangerous for you or your allies.

Complicated Past

You have a complex history; take an additional Background of your choice from your Playbook. You gain its equipment and abilities and can choose to overwrite your current drive with its starting drive. If your Backgrounds ever conflict (such as multiple Wizard Backgrounds) choose which one applies when you gain this asset.

Connections

Be it amongst street urchins, traveling merchants, or wealthy nobles, you know people and people know you.

When you spread the word 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 choice.

Familiarity

You have intimate closeness and knowledge with a place, or perhaps a person.

When you Examine or Scrutinize that with which are are familiar for things out of the ordinary, roll with Advantage.

Follower

You have a trusted companion - humanoid, beast, or monster - that travels with you. See Followers on Page 20.

Friend

You've gained someone's trust, perhaps through shared sorrow, heroic assistance, or a joint cause.

Name an existing non-hostile NPC or create a new one. They now Favor you.

When you Gratify your Friend, make an additional choice. See Page 19 for more details.

Hideout

You have a safe haven that you call your own - a decrepit library, rooftop hideout, abandoned keep, or similar.

Describe your hideout's appearance and location, then choose 2 features:

- Carefully hidden from prying eyes
- Traps and secret passageways
- Secured walls, windows, and doors
- A stockpile of food and water (5 Uses of Supplies)
- A workshop and tools
- A library of old books and tomes
- A stash of miscellaneous equipment (5 Uses of Adventuring Gear)
- A handful of attendants or associates.
- Comfortable sleeping quarters for several people
- A vault or safe for secure storage

When you Level Up, you may choose to add two more features to your hideout instead of another benefit.

Home

You have a true retreat, a place you can go back to when things get tough. Perhaps there are people waiting there who care about you, or perhaps you are safely alone and away from it all.

When you Settle In at home, you, and everyone with you, gain Advantage Forward.

Investment

You have a business or some other reliable source of income.

At the start of each session, gain 1 Wealth.

Mount or Vehicle

You have an animal, vehicle, vessel, or other tool that makes it easier to carry heavy loads great distances or traverse unusual terrain. What is it?

Organization

You have a membership with a guild, clan, organized religion, or similar faction. This membership will often allow you access to items, people, services, and locations that would normally be off-limits.

When you Connect with a fellow member of your organization, you may choose to Favor them to gain Advantage on your roll.

Reputation

Rumors and stories about you travel the land, for good and for ill. Tell the group what you might have done to contribute to this.

Fame and infamy are a double-edged sword; you can never predict how people might react to you, but those who deeply respect your reputation also Favor you.

When you meet someone for the first time who's heard of you, tell the group something they've heard about you. Then the GM will add something else they've heard about you.

Signature Weapon

You have a weapon or other piece of equipment that has been custom-tailored for you. Work with the GM to create it.

First choose the most appropriate base for your weapon:

- Small and personal: Intimate
- Medium and handy: Close
- Large: Close, Heavy, Forceful
- Ranged: Near, Reload, maybe Distinctive

Then choose two enhancements it has:

- It ignores Armor
- It provides you with +1 Armor
- It is Unbreakable
- It has an extra Range tag
- It's Messy
- It's Vicious
- It's not Heavy
- It loses Reload or Distinctive
- It glows when near something (elves, blood, secrets, murderous intent, etc.)

Title

You have been granted a title as a member of nobility, as a noble knight, or as another esteemed role in society.

Once per session, when you bring up your title to someone who respects it, they now Favor you.

GM PRINCIPLES AND MOVES

PRINCIPLES

- Encourage Exciting Risks
- Portray a Lively World
- Think Dangerously
- Leave Things Open
- Ask, Then Gloss Over the Boring Stuff

MOVES

- Hit the Ground Running
- Inflict Conditions
- Throw Them Around
- Change the Environment
- Foreshadow an Ominous Force
- Set Up an Immediate Danger
- Make Them Choose
- Take Something Away
- Have It Backfire
- Sometimes, Give Them What They Want
- Introduce Something New
- Slow Down for a Bit
- Ask Them

PLAY ORDER

Start - GM Makes a Move.

Hard or Soft, following your GM Principles, to set up the situation. Usually end with 'What Do You Do?'

Player(s) describe their response.

What does it look like when they act?

Is a Move triggered?

If so, follow the Move. If not, go back to the start.

Is a roll involved?

If not, follow the Move, then go back to the start. If so, roll what the Move says.

Freely remind the PCs they can Cooperate and/or Push Themselves.

If the stat rolled has a condition, they have Disadvantage on the roll but gain 1 XP.

Was a 10+ Rolled?

Follow what the Move says happens.

Was a 7-9 Rolled?

Follow what the Move says happens.

Enact choices or consequences shaped by the Move, usually a Soft Move.

Was a 6- Rolled?

If the Move says what happens, follow that.

If it says 'In addition to what the GM says' or similar, or if it doesn't say anything, then the GM makes a Hard Move.

Was a condition inflicted?

PCs choose what stat the condition is applied to and they describe how it manifests.

PCs and NPCs can absorb conditions from physical harm using Armor from their worn items, as long as it isn't Piercing.

Some PCs might have a Move or ability that provides Armor against other specific sources of conditions.

If all conditions become marked on a PC, they Crumble.

Return to the start.

PLAYBOOK-SPECIFIC GM MOVES

Barbarian

- Offer temptation to fulfill an appetite, usually with a later cost or consequence
- Have an NPC treat them differently from others due to being an outsider
- Present an opportunity to go all out and rampage

Bard

- Present a potential audience for their art
- Have an NPC recognize them, for better or for worse
- Offer an opportunity to Speak Softly with someone interesting

Cleric

- Introduce something related to their deity's domains, such as an environment they control or an enemy they oppose
- Have a friend or foe seek their aid or advice
- Give them an opportunity to perform a Miracle

Druid

- Introduce a spirit or creature of the wild in need
- Tempt their Instinct if they're in an animal form, usually towards trouble
- Offer an opportunity to Commune with the spirits

Fighter

- Offer them an opportunity to Demolish something important
- Present a challenge specially suited to their skills or Signature Weapon
- Give them an opportunity to scare or intimidate someone, perhaps with later consequences

Immolator

- Have their fire burn something valuable, to them or to another
- Offer an opportunity for an intimate or enchanting moment with someone important
- Demand further sacrifice

Paladin

- Endanger the helpless in their presence
- Test their commitment to their Virtues
- Introduce a corrupt or rival authority

Ranger

- Give them a fleeing or hidden quarry to Track Down
- Introduce a bizarre new natural environment
- Offer an opportunity to set up a trap or ambush

Thief

- Tempt them with riskily acquired Wealth
- Introduce the authorities that hunt them
- Present an opportunity trick, poison, or steal

Wizard

- Introduce a magical threat or mystery
- Offer a costly or dangerous place of great magical power
- Have an NPC fear or admire their powers

NPCS

CREATING NPCS

What are they called?

This could be a name, title, creature type, or similar. If you're not sure then come back to this later, or ask the PCs.

How would one summarize them?

This freeform description is usually one or two sentences and could include appearance, behavior, history, or more.

What do they want?

What is their instinct, drive, ideal or longing? This is the core that drives them, and will inform how they act in the moment. Write this down by starting with 'Wants...'

What notable things can they do?

Some of them likely help them pursue their want, but some might be unrelated. Write them down in a list, usually 2-4. These will be referred to as their Methods.

Are they a capable combatant?

If so, then they have 3C and continue creating them.

If not, they usually have 1C and you're done creating them.

How tough are they?

Choose any that apply:

- Primarily fight in a Group (3-6 members):
-1C alone, +2C in a group
- Primarily fight in a Horde (7-20 members):
-2C alone, +1C in a Group, +3C in a Horde
- Particularly tough in a fight: +1C
- Central to an Ominous Force: +1C

How dangerous are they?

Note how they fight and choose which apply:

- Can tear or bypass armor: Piercing
- Are especially deadly: +1C Inflicted. Write it down as *Inflicts 2C*.
- Can hurt several targets at once: Area
- Have unrelenting strength: Forceful
- Can easily tear things apart: Messy
- Loud or especially noticeable: Distinctive
- They fight in a unique way: Another Tag that seems appropriate (see Page 22)

How well protected are they?

Choose one:

- Cloth or flesh: 0 Armor
- Leathers or chainmail: 1 Armor
- Plate or bone: 2 Armor

Choose if this applies:

- Special defensive skills, magic, or traits: +1 Armor

EXAMPLE WANTS

- Wants revenge no matter the cost
- Wants money, and lots of it
- Wants true freedom
- Wants to fight for the clan
- Wants a glorious death
- Wants to take to the skies
- Wants to rebuild a broken relationship
- Wants to spread the word of their god
- Wants to learn more about the world
- Wants to destroy all magic

EXAMPLE METHODS

- Take a hostage
- Leave a trail of destruction
- Summon unearthly horrors
- Set things ablaze
- Teleport short distances
- Change faces
- Offer a blessing, with great cost
- Reveal another backup plan
- Devour metal
- Enchant someone via touch
- Dive from the skies
- Hide in unexpected places
- Burrow to safety
- Possess the weakminded
- Make a binding deal
- Lunge with terrifying speed

GROUPS AND HORDES

Several similar NPCs can be tracked together. When fighting a group of creatures, instead of tracking each one individually, treat the whole group as a single stronger monster. When multiple NPCs fight together, treat them as one NPC using Group or Horde toughness (see NPC Creation).

When a group of different NPCs fight together, count the highest traits among them (Conditions, Armor, Tags, etc.) as the group's stat.

When a group or horde of creatures all hurt the same person together, they inflict +1 (group) or +2 (horde) conditions.

ASK + ANSWER + LEADING QUESTIONS

BARBARIAN

Ask

- Who here shares one of my appetites?
- Who here do I see as untrustworthy or dangerous?
- Who here is interested in my homeland?

Answer

- What do you carry from your homeland and why?
- What great trial or wound have you endured?
- What friend or enemy is also from your homeland?

Favor

Initially, you Favor the PC teaching you their ways.

What are they teaching you? Are you doing something for them in return? What caused this to begin?

Example Leading Question

Which appetite can be sated here?

BARD

Ask

- Who here told me a dark or shocking secret?
- Who here did I once give unwanted assistance to?
- Who here heard stories about me before we met?

Answer

- What kind of art do you specialize in?
- What rival or enemy seeks to quash your art?
- What cause or scandal is currently causing unrest?

Favor

Initially, you Favor the PC who will be a part of your next masterpiece.

What will it be? What do you need to create it?

Example Leading Question

What artistic inspiration or component can be found here?

CLERIC

Ask

- Who here is treading down a dark path?
- Who here knows an enemy of my deity?
- Who here knows a secret about me or my faith?

Answer

- Who else serves your deity and how do you differ?
- When did your faith once fail you?
- What has your deity promised you?

Favor

Initially, you and your deity Favor each other. You also Favor the PC you had an ominous vision about. *What did your vision depict? Who have you told about it? Where might you find more information?*

Example Leading Question

What have you heard your deity's enemies are up to here?

DRUID

Ask

- Who here have the spirits warned me about?
- Who here has shown me a benefit of civilization?
- Who here think I am unkempt and unclean?

Answer

- What corrupting sickness spreads across the land?
- What enemy of nature did you once seal away?
- What wondrous natural feature is nearby?

Favor

Initially, you Favor the PC you shared a secret rite with.

How did the rite change or bond you both? What cost or sacrifice did it take? Do you regret it?

Example Leading Question

What natural sanctuary or spirit do you seek in this area?

FIGHTER

Ask

- Who here thinks I'm too violent or dangerous?
- Who here have I saved from certain doom?
- Who here am I suspicious of?

Answer

- Who are the most feared warriors in the land?
- What comrade, mentor, or rival frequently tests your skill in battle?
- For what purpose or goal do you still fight?

Favor

Initially, you Favor the PC you've fought back-to-back with.

Who did you fight? How did the battle turn out?

Example Leading Question

What perilous enemy awaits you here?

IMMOLATOR

Ask

- Who here knows me from before the flames?
- Who here am I trying to enamor or impress?
- Who here is trying to guide or control me?

Answer

- When did your flames last get truly out of control?
- What did you sacrifice to gain your fire?
- What forboding vision did the flames show you?

Favor

Initially, you Favor the PC who's been burned by your fire.

What caused this? What did they lose to the flames?

Example Leading Question

What calamity once happened here?

PALADIN

Ask

- Who here is hiding something from me?
- Who here did I once defy my vows to help?
- Who here assisted me when I was desperate?

Answer

- What fallible authority rules over these lands?
- Who suffered when you once erred in judgement?
- What is your largest blind spot or weakness?

Favor

Initially, you Favor the PC who was once an enemy.
What changed this? Who else still hunts you both?

Example Leading Question

What injustice or corruption lurks here?

RANGER

Ask

- Who here am I trying to guide or protect?
- Who here uncovered a secret of nature with me?
- Who here frequently quarrels with me?

Answer

- What perilous landscape have you yet to traverse?
- What treacherous foe once escaped you?
- What mistake or oversight cost you dearly?

Favor

Initially, you Favor the PC who saved you from an unexpected threat.
What kind of threat? How does it still hunt you?

Example Leading Question

What rare creature or resource is nearby?

THIEF

Ask

- Who here once committed a crime alongside me?
- Who here thinks I'm scum?
- Who here is am I planning to trick or frame?

Answer

- Who is the wealthiest person in the land?
- What famous trick or theft made you wanted?
- Who is your greatest enemy or rival?

Favor

Initially, you Favor the PC you owe a great debt to.
How did you come to owe them?

Example Leading Question

What valuable treasure is hidden here?

WIZARD

Ask

- Who here is learning more about my magic?
- Who here do I give frequent unwanted advice to?
- Who here thinks my magic is too dangerous?

Answer

- What did/do you miss due to your magic??
- What mystery are you close to uncovering?
- What happens when your magic goes haywire?

Favor

Initially, you Favor the PC you did a Ritual with.
What was the ritual? How did it change things?

Leading Question

What dangerous magic haunts this place?

BARBARIAN

You have traveled from the furthest reaches of the world in search of something. Be it glory, honor, vengeance, or treasure, you know what is best in life and you take it. Those in these lands call you primitive and uncivilized, but you know better. Their world of law and etiquette is fragile and fleeting, and when it inevitably falls, you will persist.

NAME

Examples: Gorm, Fafnir, Haepha, Qua, Thra-raxes, Sillius, The Glorious, The Foesmasher, The Gluttonous

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Formidable

You are known for your terrible proficiencies. Choose two:

- ☐ **Unencumbered, Unharmd:** You have 1 Armor as long as you are not restrained, are not wearing armor, and are not wielding a shield.
- ☐ **Musclebound:** Your weapons are always Forceful and Messy.
- ☐ **Immovable Object:** Your Armor can't be Pierced.
- ☐ **Unstoppable Force:** You have Advantage to Defy a moving danger (traps, swinging weapons, etc.).
- ☐ **Eye for Weakness:** At any time you can ask the GM 'Who or what here is weak or vulnerable?' and they will tell you honestly.
- ☐ **Walking Weapon:** Your limbs and body are as formidable as the sharpest sword or heaviest hammer. You can harm any opponent unarmed.

When you level up, you may gain another proficiency instead of a different benefit, up to a maximum of four proficiencies.

Herculean Appetites

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two:

- ☐ Conquest
- ☐ Pure Destruction
- ☐ Fame and Glory
- ☐ Power Over Others
- ☐ Mortal Pleasures
- ☐ Riches and Property

When you refuse a golden opportunity to sate an appetite, take 1 condition.

When you sate an appetite, heal yourself of 1 condition.

When you Push Yourself in pursuit of an appetite, gain two sources of Advantage instead of one.

Rampage

When you Engage, on a 10+ if you choose to inflict an extra condition, you instead inflict two extra.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="text"/>

Weakened, Nautious

DEX
<input type="text"/>

Dizzy, Shaky, Stunned

INT
<input type="text"/>

Dazed, Forgetful

WIS
<input type="text"/>

Confused, Exhausted

CHA
<input type="text"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /
Based on Equipment & Abilities

Limited Level Up Choices:

- ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Take a Starting or Advanced Move from another class.
 - ☐ Take a Starting or Advanced Move from another class.
- See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

☐ Outsider

You are from a far off land and have a fundamentally different way of life and of looking at things.

When you Ponder knowledge rare in these regions, roll with Advantage if you can say how it might be well-known in your homeland.

Starting Stats: +2 STR, +1 INT

Equipment: Trap Kit (Dangerous, Slow)

Drive: Teach someone of your culture or traditions.

☐ Savage

You hail from more alien and brutal lands than most can imagine and your time there has made you strong.

You have +1 Armor against Fear or Magic

Starting Stats: +2 STR, +1 CHA

Equipment: 3 Throwing Axes (Close, Near)

Drive: Provoke danger to prove your prowess.

☐ Survivor

You weathered a great calamity - something that resulted in the downfall of your family, your empire, or your livelihood - yet you have carried on.

When you Crumble, you can choose the additional following option:

- ☐ Look death in the eyes and spit in its face. If your life was untenable due to conditions, you heal up to three non-locked conditions immediately and are not removed from the scene. If it was for another reason, you survive relatively unscathed through superhuman feat or sheer force of will, the GM will say how.

Once you choose this option, you cannot choose it again until you Level Up.

Starting Stats: +2 STR, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Betray or forsake another for your own sake.

EQUIPMENT

You start with:

- Flask of Whiskey (2 Uses)
- A keepsake, relic, or symbol from your homeland
- The equipment from your Background

Choose one:

- Old Axe (Intimate, Close) and Shield (+1 Armor)
- Ancestral Greatsword (Close, Heavy, Forceful)

Choose two:

- Reliable Chainmail Armor (1 Armor)
- Harty Feast
- Medicine (2 Uses, Slow)
- Pipeleaf (3 Uses)
- A Healing Potion

ASK

Who here shares one of my appetites?

Who here do I see as untrustworthy or dangerous?

Who here is interested in my homeland?

ANSWER

What do you carry from your homeland and why?

What great trial or wound have you endured?

What friend or enemy is also from your homeland?

FAVOR

Initially, you Favor the PC teaching you their ways.

What are they teaching you? Are you doing something for them in return? What caused this to begin?

ADVANCED MOVES You may choose one when you Level Up.

○ A Good Day to Die

While you have four conditions marked, you have Advantage Ongoing on all rolls.

○ Acquired Taste

Gain another Herculean Appetite.

○ Ancestral Visions

When you ritually sacrificial something significant (your call) in ritual to the spirits (or gods, ancestors, totem, etc.), roll+WIS. On a 10+ choose three. On a 7-9 choose two.

- Gain a boon, gift, or blessing proportional to the sacrifice you made, the GM will say what.
- Ask the GM one question about an enemy's actions, location, or vulnerabilities and they will answer truthfully.
- Until you next Settle In, gain +1 Armor. This Armor works against both physical harm and conditions from ignoring your appetites.
- Learn of a prime opportunity to fulfill an appetite.

On a 6- choose one, but the spirits make a demand of you and will not accept your sacrifices again until you fulfill it.

○ Basking In Victory

When you Settle In, if you sated at least one of your appetites since you last Settled In, gain +1 Armor until you next Settle In.

If other PCs helped you sate those appetites, choose one and also grant them +1 Armor against anything until you next Settle In.

○ Berserker

When you Rampage, you also Pierce Armor.

○ Is That All You've Got?

When you are suffer harm at the hand of an enemy, instead of spending Armor to absorb a condition, you may take the condition and spend Armor one-for-one for any of the following effects:

- Your enemy leaves themselves open and exposed.
- You learn one of your enemy's weaknesses
- Your infuriate or terrify your enemy.

○ Khan of Khans

When a follower Assists you in pursuit of an appetite, the GM will not invoke a Cost, and if you roll a 10+ they also Favor you.

○ More! Always More!

When you satiate an appetite to the extreme (destroy something precious, gain enormous fame, mountains of riches, etc.), choose two:

- Mark 1 XP.
- Heal yourself of an additional condition.
- Learn of an opportunity to pursue another appetite
- Exchange one appetite for another.

○ Not To Be Trifled With

Any intelligent, mortal creatures who sees you knows instinctively that you are a force to be reckoned with and treats you appropriately.

When you fight a group or horde of foes at once, they don't inflict extra conditions to you.

○ Samson

When you Push Yourself to break free of a restraint or compulsion, be it physical or mental, you automatically succeed and are free.

○ Seasoned Wanderer

When you arrive at a new place of civilization, tell everyone about one important local tradition, ritual, belief, or practice here, as well as how you came to learn this.

○ The Great Destroyer

When you Engage, on a 12+, choose something physical your target has; they lose it if doing so doesn't immediately outright kill them.

○ Ugly Truth

When you smash through social etiquette to call something what it really is, roll+CHA. On a 10+ name someone here who now agrees with and Favors you. You also have Advantage Forward when doing something about it. On a 7-9 name someone here who now agrees with and Favors you.

○ Unyielding

You ignore the penalty from STR conditions.

○ Usurper

When you encounter an entity with significant political or institutional power (your call), you may ask the GM "How can I best ruin or humiliate them?" and they will answer you honestly. Gain Advantage Forward to pursue that action.

○ What Are You Waiting For?

When you cry out a challenge to your enemies, name one among them. For now, they will ignore your companions and treat you as the most obvious threat to be dealt with.

○ Sticks and Stones *(Requires Level 10+)*

You can use any Armor against conditions from any source.

BARD

You inspire peasantry and royals alike, soothing the savage beast and driving folk to a frenzy. A mere artist can portray a story, but it takes a true bard to live it. Someone's got to be there, fighting shoulder-to-shoulder with the soon-to-be-heroes. Who better than you to share the tale?

NAME

Examples: Baldric, Astrafel, Merida, Kosil, Lily,
a laughing name, a musical name, a catchy name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing.
What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Storied Knowledge

When you first encounter someone or something that you've heard tales, songs, or legends about (your call), tell the GM something interesting you've heard about it. The GM will tell you what else you've heard that complicates things.

Expressive Conflict

You wield renowned artistic skill, (music, writing, painting, etc.) which can do more than just capture hearts and minds. Choose two expressions that you know:

- Wield your art like a weapon for the scene. When you Engage or Let Fly using your art, you may roll with CHA instead of STR or DEX.
- Curse a foe, removing 2 of their unused Armor.
- Heal yourself or an ally of 1 condition.
- Distract, stun, or immobilize a foe

You have 3 Art. **When you Settle In**, reset your Art to this number. **When you invoke your artistry**, you may spend 1 Art and unleash one known expression.

Perform

When you practice or display your chosen art before an intelligent audience, roll+CHA.

On a 10+ gain 3 Awe. On a 7-9 gain 2 Awe.

Spend Awe 1-for-1 during and shortly after your performance to name an NPC in the audience and choose one.

- This person must see me.
- This person must give me a gift.
- This person Favors me.

Speak Softly

When you Scrutinize someone by speaking openly and honestly with them, you can roll+CHA instead of +WIS. You may also choose to gain 1 additional Insight, even on a 6-, but if you do then afterwards they will ask you a question as if they had 1 Insight on you. You may lie or obfuscate in your answer, but if you do you can't use this Move on them again and you lose their Favor forever.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /

Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

○ Folk Hero

You rose up for the sake of the people, and became a dashing rogue, adept at swordplay and acrobatics. With a quick smile and an even quicker blade, you're one of the finest duelists in the land!

When you Engage with your rapier or a similar weapon one-on-one, you roll with DEX instead of STR.

Starting Stats: +2 DEX, +1 CHA

Equipment: Rapier (Close, Piercing)

Drive: Charm or humiliate someone with your skills.

○ Loremaster

You spent much of your time collecting obscure knowledge, ancient wisdom and forgotten songbooks.

When you use Storied Knowledge, you can ask a single follow-up question which the GM will answer honestly.

Additionally, you have Advantage the first time you act on information gained from Bardic Knowledge.

Starting Stats: +2 INT, +1 CHA

Equipment: Bag of Books (5 Uses)

Drive: Write something down at the most inopportune moment.

○ Traveling Artist

You traversed the land in pursuit of inspiration, and earned your keep practicing and promoting your art wherever you went.

When you Perform, gain +1 Awe even on a 6-.

Additionally, you have 4 Art for Expressive Conflict instead of 3.

Starting Stats: +2 CHA, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Endanger or sacrifice something for the sake of your art.

EQUIPMENT

You start with:

- 1 Wealth
- Artistic Implements (Valuable)
- The equipment from your Background

Choose one:

- Travel-Worn Leather Armor (1Armor)
- Extravagant Outfit (Valuable)

Choose two:

- Glinting Dueling Saber (Close)
- Intricate Hand Crossbow (Near, Distinctive, Reload)
- Hearty Feast
- Pipeleaf (3 Uses)
- Supplies (3 Uses, Slow)

ASK

Who here told me a dark or shocking secret?

Who here did I once give unwanted assistance to?

Who here heard stories about me before we met?

ANSWER

What kind of art do you specialize in?

What rival or enemy seeks to quash your art?

What cause or scandal is currently causing unrest?

FAVOR

Initially, you Favor the PC who will be a part of your next masterpiece.
What will it be? What do you need to create it?

ADVANCED MOVES You may choose one when you Level Up.

○ Anything You Can Do, I Can Do Better

When you spend some quality time with another PC, you may share one of your Moves with them, or they with you. If so, erase any previously shared Moves. Whoever gains the Move can use it a number of times equal to your CHA.

○ Aura of Honesty

When you use up someone's Favor when Compelling or Scrutinizing them, on a 6- you still retain their Favor in addition to whatever the GM says. Additionally, when you Speak Softly with someone, you may choose to gain the additional Insight and still lie or obfuscate freely without consequence if they ask you a question in return.

○ Buckle Thy Swash

When you Defy your opponent in a one-on-one fight, on a 12+ you also disarm, trip, or otherwise outmaneuver your opponent.

○ Enchanting Performance

Your Performances can affect non-intelligent creatures and entities, such as undead, animals, plants, and constructs.

○ Encouraging Words

When you Settle In, you may comfort or compliment one ally and grant them +1 Armor against anything until they next Settle In.

○ Fugue

When you Perform, you may spend 2 Awe to invoke one effect on your entire audience for as long as your performance continues:

- Instill a singular powerful emotion
- Lull into a deep and infectious slumber.
- Hold their attention fully and completely

○ Prodigy

Gain +1 Art and learn an additional expression.

○ Researcher

When you spend downtime seeking out rumors and knowledge, roll+INT. On a 10+ choose two. On a 7-9 choose one.

- You learn of a valuable treasure.
- You learn of a dangerous enemy or organization.
- You learn something useful about an area's history, layout, or politics.

For each one you choose, the GM might ask how you learned it - tell them the truth.

○ Scholarly Insight

Name a general topic or subject when you take this Move.

When you Ponder this subject, you treat any result of a 6- as a 7-9.

○ Showstopper

When you make a showy, dramatic entrance into a tense situation, describe your grand entrance and roll+CHA. On a 10+ everyone is so shocked that you can make a grand speech or decisive action with Advantage and without bystander interference. On a 7-9 everyone stops to watch and listen to your entrance without interruption.

○ Slippery

When you Gain The Edge through dashing rogue-ish action, roll with Advantage.

○ Throw Down the Gauntlet

When you demand a formal duel in response to an insult or trespass, your opponent cannot decline, though they may use a substitute, propose conditions, or add complications.

While you are in a formal duel, you have +1 Armor against your opponent and your attacks Pierce their Armor.

○ Unflinching

You have +1 Armor against conditions caused by social situations, negative emotions, or mental strain.

○ Well-Traveled

When you return somewhere you've visited before (your call), tell the GM what happened when you were last here; they'll tell you how the situation has changed since then. When you next Connect there, you may treat a result of 6- as 7-9.

○ Master of the Arts (Requires Level 10+)

Enhance two known expressions:

- When you wield your art like a weapon, it's Piercing.
- When you curse a foe, you a remove all of their Armor.
- When you Heal an ally with your art, you also restore 1 of their used Armor.
- When you distract, stun or immobilize a foe, you can spend an additional Art to make it last until you dismiss it, but you cannot use an expression again until then.

○ World Renowned (Requires Level 10+)

Gain a Reputation as a master artist and adventurer (see Assets on Page 29). When you invoke your Reputation, after you and the GM have said what has been heard about you, you can speak again and add an additional thing they've heard.

CLERIC

You see the world as it truly is - a part of something greater, an existence filled with angels and demons, gods and devils, mortals and spirits. Some call you mad, others a liar, but you carry this truth with you to all people. No malady is too severe for you to heal, no burden too heavy for you to carry. For truth is made worthy through action.

NAME

Examples: Durga, Lenore, Penrose, Drummond, Freya, Sara, a traditional name, a sorrowful name, a common name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Atonement

You have 2 Spirit. **When you Settle In**, reset your Spirit to this number. **When you touch someone and pray for their well-being:** If they are a PC erase as many conditions from them as you'd like and gain that many for yourself. If they are an NPC tell the GM what you'd like to heal (physical, mental, spiritual, etc.) and the GM will say how many conditions it will cost based on these guidelines:

- 1 Condition - visible gash, furious temper
- 2 Conditions - broken bone, night terrors
- 3 Conditions - missing limb, tortured memories
- 4 Conditions - mortal wound, violent madness
- 5 Conditions - recent death

You can spend Spirit like Armor to absorb conditions from Atonement.

Divine Agent

You serve and worship a deity who grants you power. Give your deity a name, then define their domains by filling in each answer:

- What they Control (eg. sun, seas, skies, animals)
- What they Represent (eg. love, death, war, wind)
- Who Worships them (eg. nobles, wizards, lovers)
- Their Enemies (eg. undead, invaders, wolves)
- Their Demands (eg. sacrifices, secrets, victory)

While your deity Favors you, their domains react obviously to your presence (eg. animals adore you, nobles bow, demons, etc.).

When you ask your deity how to gain their Favor, the GM will give you a task related to their Demands. When you finish it, mark 1 XP and gain your deity's Favor.

Invocation

When you call upon your deity's power, choose an Invocation you know and roll+WIS, with Advantage if your deity Favors you. On a 10+ your deity's power flows through you and the effect comes to pass. On a 7-9 the effect comes to pass but you must choose one.

- The invocation's Risk comes to pass.
- You draw unwanted attention, probably from your deity's enemies
- You lose your deity's Favor

You start with 2 Invocations known (see Page 49).

When you Level Up, you can choose to Learn a New Invocation instead of another benefit. If you do, you also regain your deity's Favor if you don't already have it. While one Invocation is Ongoing, you can't use another. You can end an Ongoing Invocation whenever you wish.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor

Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

Hearts and Minds

When you Scrutinize someone, you can also ask one of the following questions, even on a 6-.

- What are your true feelings about my deity?
- What do you not want to admit (to me, to another, to yourself, etc.)
- Whom or what do you favor or care for most?

BACKGROUNDS

Choose One:

○ Luminary

You helped cultivate the community of faith that now surrounds your deity, and many now revere you as a beacon of your faith's values.

When you Connect with a worshipper or ally of your deity, on a 7-9 you make the choice instead of the GM. Additionally, worshippers of your deity now Favor you by default.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Change one's mind about a person, the world, or your faith.

○ Minister

You spent your life helping those the downtrodden, needy, marginalized, oppressed, and outcast. Some love you for it, while others despise you.

You have +1 Spirit. **When you use Atonement on an NPC**, they Favor you afterwards.

Starting Stats: +2 WIS, +1 DEX

Equipment: Medicine (2 Uses, Slow)

Drive: Sacrifice something important for someone who needs it more.

○ Warpriest

Your faith, and you as its sword, has stood firm against a great number of enemies and thwarted scheme after scheme.

You ignore the Clumsy tag on armor you're wearing. Shields you wield grant you an additional +1 Armor.

Starting Stats: +2 STR, +1 WIS

Equipment: Scale Mail (2 Armor, Clumsy)

Drive: Inspire awe or terror.

EQUIPMENT

You start with:

- A symbol of your faith
- The equipment from your Background
- Supplies (3 Uses, Slow)

Choose one:

- Regal Staff (Close, Heavy)
- Heavy Warhammer (Close, Forceful)

Choose two:

- Polished Chainmail (1 Armor)
- 2 Wealth
- Iconic Shield (+1 Armor)
- Flask of Whiskey (2 Uses)
- Adventuring Gear (5 Uses)

ASK

Who here is treading down a dark path?

Who here knows an enemy of my deity?

Who here knows a secret about me or my faith?

ANSWER

Who else serves your deity and how do you differ?

When did your faith fail you?

What has your deity promised you?

FAVOR

Initially, you and your deity Favor each other. You also Favor the PC you had an ominous vision about.

What did your vision depict? Who have you told about it? Where might you find more information?

ADVANCED MOVES You may choose one when you Level Up.

○ Anathema

When you harm your deity's enemies, inflict an extra condition.

○ Apotheosis

Choose a feature associated with your deity (rending claws, sapphire wings, an all-seeing third eye, etc.). In recognition of your devotion and faith, your deity bestows this gift upon you.

○ Divine Intervention

When you would Crumble while your deity Favors you, your deity miraculously intervenes, saves you, and no longer Favors you. Afterwards you heal one condition.

○ Gifts of the Spirit

Two Invocations that you know always have the Greater Effect.

○ Hype Man

When you exceedingly praise a friend or ally before someone who Favors you (except your deity), they now Favor them as well.

○ Interfaith Studies

When you encounter a faith or deity that you know about (your choice), you may ask the GM about three of their domains and they will tell you truthfully.

○ Inquisitor

Whenever you'd like you may ask the GM 'are enemies of my deity nearby?' and they will answer you truthfully.

Whenever you Examine or Scrutinize your deity's enemies, you gain +1 Insight even on a 6-.

○ My Faith is My Shield

Gain +1 Spirit. You can spend Spirit like Armor against any condition from your deity's enemies.

○ Organizer

When you and your allies cohesively Cooperate in a shared task, instead of one person rolling with Advantage, you may lead a group effort. Everyone involved rolls individually and the highest result is used for everyone, but you must take a condition or spend 1 Spirit for every 6- rolled.

○ Peaceful

No one who recognizes your faith will attack you directly and unprovoked, unless they are an enemy of your deity.

○ Shepherd

When you publicly proclaim a warning, judgement, or belief, those nearby notice and listen to your words; roll+WIS. On a 10+ choose three. On a 7-9 choose two.

- Your words don't attract unwanted attention.
- You can ask your listeners one question as if you had Scrutinized them collectively.
- Choose a listener - they now Favor you.
- Your listeners will achieve something collaboratively (build a bridge, burn a manor, acquire a treasure, etc.).

○ Spirit of Greatness

Gain +1 Spirit. When you use an Invocation, you may spend 1 Spirit or use up your deity's Favor to invoke its Greater effect.

○ Team Player

When you Cooperate, you can Push Yourself or spend 1 Spirit to grant an additional source of Advantage.

○ Thaumaturgy

You no longer have to touch someone to use Atonement on them.

When you petition your deity to perform a great miracle that pertains to their domains, tell the GM what you desire, they will give you a number of appropriate conditions based on the guidelines below, or say no.

- 1 Condition - Feed a large crowd
- 2 Conditions - Calm a raging storm
- 3 Conditions - Foresee an Ominous Force
- 4 Conditions - Summon a divine envoy
- 5 Conditions - Destroy or reshape a land

○ Theologian

When you Ponder or Examine something related to your deity's domains, you may ignore penalties from conditions and roll either +WIS or +INT.

○ Wrathful

Gain +1 Spirit. When you inflict a condition, you may spend 1 Spirit to inflict an extra condition.

○ Secret of the Divine (Requires Level 10+)

You discover the greatest secret of your faith. Choose one way listed below that this secret can be used, or create a new one, then work with the GM to define what this secret is, how you learned it, and how it affects your faith.

- You can destroy your deity's enemies forever.
- You can ascend to become a deity yourself.
- You can fundamentally alter the world in a way related to your deity's domains.

CLERIC INVOCATIONS

You start with two of these known, see the Invocation Starting Move on Page 45 for details.

Only one Ongoing invocation or spell can be maintained at a time.

The Risk of an Invocation usually only happens when you choose it on a 7-9, but something like it or worse may happen when the GM says what happens on a 6-.

An Invocation's Greater effect only happens when certain Advanced Moves unlock it.

○ Bestow Curse

A foe you touch has their Armor reduced to 0 or is struck by some supernatural disease, blindness, or another affliction for a few minutes.

Risk: You also suffer the effects of the curse.

Greater: On a 12+, the effect is permanent.

○ Bless

For the remainder of this scene, an ally gains Advantage Forward and either +1 Armor or +1 condition inflicted the next time they hurt someone - you choose when you Bless them.

Risk: You also receive Disadvantage Forward.

Greater: They have Advantage Ongoing for the scene, instead of just Forward.

○ Cause Fear (Ongoing)

Name an individual or a type of mortal creature. While they can see you they are filled with dread, causing them to recoil and back away - the weak and cowardly among them must outright flee.

Risk: Instead of simply recoiling or fleeing, they might act aggressively, rashly, or unpredictably.

Greater: On a 12+, even the mighty and strong-willed must flee.

○ Contact Spirits

You speak with a departed soul whose body is nearby or whom you knew when they were alive. Their spirit manifests for the scene, and will answer any one question you ask to the best of its ability before it returns.

Risk: Their answers are vague or veiled, as they are either unable or unwilling to answer you clearly.

Greater: On a 12+, you can ask them any number of questions for the scene.

○ Dismiss

A nearby otherworldly entity or spirit is banished from the world or back to whatever tethers it here.

Risk: As it leaves it manifests a curse, harm, or a way to return later, the GM will say how.

Greater: On a 12+, ordinary entities are utterly destroyed, and the strongest are driven away with whatever tethers them here destroyed.

○ Empower (Ongoing)

Filled with your deity's power, you or an ally treats one stat as +3 and ignores conditions on it (both for rolls and for XP).

Risk: Once the effect ends, the one(s) who benefited suffers two conditions from exhaustion.

Greater: You can affect both yourself and ally. The same stat is empowered for both of you.

○ Illuminate (Ongoing)

A magical light emits from you or something you touch, piercing darkness, illusions, and trickery.

Risk: The enemies of your deity can sense the disturbance caused by your divine magic for miles around.

Greater: The light is blinding to all who look at it and enemies of your deity can't bear to be near it.

○ Message

A message you speak is instantly delivered to a person of your choosing, no matter where they are.

Risk: It won't be delivered instantly.

Greater: When they receive the message, they can also respond with a single message in kind to you.

○ Procure

You miraculously have just the mundane item you need, as if you had spent 1 use of Adventuring Gear. Perhaps it was in your pack or sitting nearby.

Risk: You don't have exactly what you need, but something similar.

Greater: The item is of superb make, perhaps with an additional feature or quality.

○ Safeguard (Ongoing)

An ally either gains Advantage Ongoing to Defy or is protected from something pertaining to your deity's domains (you choose when this is invoked).

Risk: When this effect ends, those affected must fulfill a demand of your deity or suffer a condition.

Greater: On a 12+ all your allies are affected.

○ Sanctuary (Ongoing)

As you perform this invocation, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within this area, you know when someone enters it or when someone within it acts with malicious intent.

Risk: You only know when someone within the area acts with malicious intent, but not when someone enters.

Greater: On a 12+, none can enter the sanctuary without your express knowledge and consent.

○ Speak in Tongues

You can clearly speak with and understand any sentient creature for the scene.

Risk: You can understand them, or they you, pick one.

Greater: Nearby allies can also be affected.

○ Transcend Surroundings (Ongoing)

A nearby physical obstacle, hazard, or environment no longer poses any threat to you.

Risk: It does still pose a threat but you have Advantage Ongoing to Defy it.

Greater: The effect extends to nearby allies.

○ Unleash Wrath

Your deity's power harms an enemy, usually inflicting a condition (Forceful, Distinctive, Piercing).

Risk: It isn't Piercing.

Greater: On a 12+ they are also briefly stunned.

DRUID

You walk among the sacred groves, communing with spirits older than the stones themselves. True beauty is found among flowing creeks and wind-caressed leaves, and it must be preserved. So you adopt the forms of creatures large and small, and defend the balance. True beauty is found in the Even the greatest civilizations inevitably crumble, but the cycle of nature is eternal.

NAME

Examples: Hycarax, Elana, Weylan, Rose, Rehgar, Sigrial, an animal name, an primal name, a forgotten name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

At One With The World

You can speak with animals and Scrutinize and Compel them. You also don't require food or drink.

Attuned Creatures

You begin play with two Attuned Creatures of your choice. Each has a species name and an Instinct. **When you Level Up**, you may add two Attuned Creatures to your list instead of another benefit.

Instinct examples: smash and tear, fly free without care, prey upon the weak and isolated, consume and devour, skulk and ambush, weave webs and victimise the foolish, assault and challenge the brave or strong.

Commune

When you spend some time in a place, connecting with nearby creatures and spirits, roll+WIS. You will be granted a vision of significance to you, your allies, or the spirits around you, the GM will describe it.

On a 10+ the vision will be clear and helpful.

On a 7-9 the vision is unclear and murky.

On a 6- the vision is frightening or traumatic.

Shapeshift

When you call upon the wilds to change your shape, choose one of your attuned creatures to change into and roll+WIS.

On a 10+ you transform quickly and without issue.

On a 7-9 you still transform, but you are put in a spot or draw unwanted attention.

While in an animal shape, you gain any innate abilities and weaknesses of the form; claws, wings, gills, and so on. You also gain the Instinct of your new form. This primal urge is something innate to each creature and becomes a part of you while you are shifted.

Resist Instinct

When you try to change shape without having fulfilled your Instinct, roll+WIS.

On a 10+ you succeed and are now able to transform. If you're changing back to normal, you do so. If you're changing into another creature, roll to Shapeshift.

On a 7-9 you succeed, but won't be able to transform back into your previous form until you reattune with it by fulfilling its Instinct.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /

Based on Equipment & Abilities

Limited Level Up Choices:

- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Take a Starting or Advanced Move from another class.
- ☐ Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

Earthbound

Your soul feels a close kinship with the deep places of the world. Worms and mushrooms are your family, and lightless tunnels your hallways.

You can clearly sense your surroundings even when unable to see. **After you Commune**, you may also ask the spirits any one question and they will answer you as best they can.

Starting Stats: +2 WIS, +1 STR

Equipment: Medicine (2 Uses, Slow)

Drive: Hide or bury something.

Fangborn

You are connected to a specific type of animal above all others. Perhaps your behavior or appearance reflect theirs, or perhaps you advocate on their behalf.

Start with an additional Attuned Creature that is bound to you. You have Advantage when Shapeshifting into it.

Starting Stats: +2 WIS, +1 DEX

Equipment: Supplies (3 Uses, Slow)

Drive: Alienate or push away someone significant.

Spirit-touched

You were boldly marked by the spirits as a guardian, caretaker, and ambassador to nature. All who see you recognize your station, though some don't respect it.

Natural creatures and spirits Favor you by default. **When you Examine**, no matter the result you may you may also ask 'What here is a threat to the natural order?' and the GM will answer honestly.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Restore something to a healthy state.

EQUIPMENT

You start with:

- Fur or Wood Armor (1 Armor)
- The Equipment from your Background
- Adventuring Gear (5 Uses)

Choose one:

- Flowering Staff (Close, Heavy)
- Decorated Sling (Near, Awkward, Reload)
- Carved Shillelagh (Close) and Shield (+1 Armor)
- & Stone Knife (Intimate, Near)

Choose one:

- Healing Potion
- Trap Kit (Dangerous, Slow)
- Bag of Books (5 Uses)

ASK

Who here have the spirits warned me about?

Who here has shown me a benefit of civilization?

Who here thinks I am unkempt and unclean?

ANSWER

What corrupting sickness spreads across the land?

What enemy of nature did you once seal away?

What wondrous natural feature is nearby?

FAVOR

Initially, you Favor the PC you shared a secret rite with.

How did the rite change or bond you both? What cost or sacrifice did it take? Do you regret it?

ADVANCED MOVES You may choose one when you Level Up.

○ Apex

When you take the form of a fearsome predator, your attacks can gain either Near, Piercing, or Area - choose as appropriate to the shape. Additionally, your attacks may also be Messy, Forceful, and/or Vicious depending on the form.

○ Back to Basics

When you reveal a flaw or failure of civilization to an individual or group, roll+WIS. On a 10+ choose two. On a 7-9 choose one.

- They pledge to repair or account for the issue.
- They withdraw from civilization and begin connecting more with the natural world.
- They offer assistance to you and nature.
- They attack, or sabotage an enemy of nature.

○ Balance

When you inflict a condition, gain 1 Balance.

When you touch someone and invoke healing spirits, you may spend Balance. For each 2 Balance spent, heal 1 condition.

When you Settle In, lose all Balance.

○ Barkskin

While your feet touch the ground, you have +2 Armor against physical injuries.

○ Bridge Between Worlds

You see the patterns that make up the fabric of the world. You can now apply your At One With the World and Shapeshift Moves to inanimate natural objects (plants, rocks, etc.), as well as pure elements (fire, water, air, and earth). Add one such Attuned transformation now.

○ Call of the Wild

When you cry out to the wilderness for aid, choose a feasible type of animal and roll+WIS. On a 10+ they arrive to help you for the scene and choose two from below. On a 7-9 they arrive to help you for the scene and choose one from below.

- They terrify, intimidate or distract an enemy
- They arrive immediately, without delay
- They cause no collateral damage
- They continue to accompany you for a time after the current scene

○ Earthly Disciple

When you Compel an animal or spirit, you may roll +WIS instead of +CHA.

When you Ponder animals, nature, or the balance of life, you may roll +WIS instead of +INT.

○ Environmentalist

When you call upon nature to aid you against a foe, name a natural feature of your surroundings (deep roots, rocky cliffs, flowing wind, etc.) and roll+WIS. On a 7+ your foe is temporarily hampered or trapped by the feature. On a 10+ it also inflicts a condition on your foe.

○ Eye of the Tiger

When you mark an animal with blood, mud, or dirt, you can see through its eyes as if they were your own, no matter what distance separates you, and you can shapeshift into its species. Only one animal may be marked in this way at a time.

○ More Beast Than Man

When you Shapeshift, gain Advantage Forward to pursue your shape's Instinct.

○ Part the Sea

When you call upon the spirits for safe passage through a natural danger, environment, or hazard, roll+WIS. On a 10+ the way is made safe, but choose one. On a 7-9 the way is made safe, but choose two.

- It is only safe for you, not your allies or companions
- It is safe for now, but not for long
- The spirits demand a proportional payment or sacrifice in return

○ Predator and Prey

Whenever you'd like, you may ask 'What is my animal intuition telling me?' and the GM will answer truthfully.

○ Shed

When you shapeshift after fulfilling your current shape's Instinct, heal yourself of one condition.

○ Nothing More Than Animals (Requires Level 10+)

You can now attune with and shapeshift into specific people. Gain one such attuned form now. People typically have more complex Instincts than animals. If they are a pre-existing NPC then the GM will tell you their Instinct using their Want and Methods to inform it.

○ Weather Weaver (Requires Level 10+)

When you call upon the spirits to invoke a large natural phenomenon or disaster, roll+WIS. On a 10+ choose two. On a 7-9 choose one.

- The phenomenon appears immediately and lasts as long as you desire
- The land is not permanently damaged or altered
- None of your allies, wildlife or innocents are directly harmed

FIGHTER

It's a thankless job—living day by day by the strength of your arm and skin of your teeth. You bear your scars with pride, sharpen your sword with precision, and don your armor with practiced ease. Let every danger test itself against you. In the end, you'll be the last one standing.

NAME

Examples: Hawk, Finnegan, Cadeus, Lenna, Brianne, Tas, a humble name, an ancient name, a royal name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Battle Momentum

You perfectly understand the back and forth rhythm of a fight. **When you suffer or inflict harm as part of a fight** (even if it's absorbed with Armor), gain 1 Momentum. Anytime during a fight, you may spend the amount of Momentum in brackets for the following:

- (3) Restore 1 of your Armor
- (3) Inflict an extra condition on an attack
- (2) Gain Advantage Forward to Engage or Let Fly

You can have a maximum of 5 Momentum. **When you Settle In**, reset Momentum to 0.

Particular Set of Skills

When you Compel with threats of violence, roll with Advantage.

Demolitionist

When you want to destroy an object, be it a building, magical artifact, or obstacle, tell the GM what it is. It is always possible, but the GM will give you 1 to 4 of the following requirements (separated by "ANDs" and "ORs");

- It's going to take hours/days/weeks.
- First you must _____.
- You'll need help from _____.
- You'll need to use _____.
- It will be easy/difficult to repair
- You and your allies will risk _____.
- You'll have to use up/wear out _____.

You can use this to do things like start a cave-in, break down a wall, blow up a building, shatter a magical sword, or drop a magical ring into a volcano.

Signature Weapon

You don't wield an ordinary weapon, but instead have an especially powerful or unusual one. See Assets on Page 29 for details on creating your Signature Weapon.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="text"/>

Weakened, Nautious

DEX
<input type="text"/>

Dizzy, Shaky, Stunned

INT
<input type="text"/>

Dazed, Forgetful

WIS
<input type="text"/>

Confused, Exhausted

CHA
<input type="text"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

○ Champion

Gladiator, hero, warlord, butcher - you've been at least one of these things, if not more, and it's taught you where the battle truly lies; in the hearts and eyes of the crowd.

When you enter a fight or deliver a killing blow, you become the center of attention. **When you Defy to gain or keep attention on yourself**, roll with Advantage.

Starting Stats: +2 STR, +1 CHA

Equipment: 2 Wealth

Drive: Turn a situation into a spectacle

○ Knight

Be it for a monarch, a cause, or a principle, you fought to uphold and protect others.

When you taunt or aggravate someone in a fight, spend 1 Momentum to redirect harm from an ally to yourself.

Starting Stats: +2 STR, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Refuse assistance, an Advantage, or a boon because of honor

○ Veteran

Whether on the front lines of a battle or the back roads of a quiet village, you've learned to always trust your gut.

Whenever you'd like, you may ask the GM "What gives me a bad feeling about this?" They will answer truthfully, though not necessarily in full detail.

Starting Stats: +2 STR, +1 WIS

Equipment: Supplies (3 Uses)

Drive: Teach someone a lesson

EQUIPMENT

You start with:

- Well-Used Heavy Armor (2 Armor, Clumsy)
- Your Signature Weapon
- The Equipment from your Background

Choose three:

- Jagged Spear (Close, Near)
- Sturdy Shield (+1 Armor)
- Healing Potion
- Medicine (2 Uses)
- Flask of Whiskey (2 Uses)
- Pipeleaf (3 Uses)
- Hidden Knives (Intimate, Near, Infinite)
- Heavy Crossbow (Near, Distinctive, Reload)

ASK

Who here thinks I'm too violent or dangerous?

Who here have I saved from certain doom?

Who here am I suspicious of?

ANSWER

Who are the most feared warriors in the land?

What comrade, mentor, or rival frequently tests your skill in battle?

For what purpose or goal do you still fight?

FAVOR

Initially, you Favor the PC you've fought back-to-back with.

Who did you fight? How did the battle turn out?

ADVANCED MOVES

You may choose one when you Level Up.

○ Basic Training

You've gotten used to the tireless marches, late nights, early mornings and backbreaking labor. You are unaffected by all but the most extreme forms of exhaustion. **Gain +1 Armor against fatigue or exhaustion.** When you **Settle In**, you can stay up all night on watch without feeling tired.

○ Battleborn

When you **Defy in battle**, you may spend 1 Momentum to roll with Advantage.

○ Charge

Your maximum Momentum is now 7. When you **enter a fight**, gain 1 Momentum.

○ Disabler

When you **harm someone**, you may spend 2 Momentum to destroy a weapon or disable a form of attack.

○ Eye for Danger

When you **Scrutinize a dangerous NPC**, the GM will also reveal to you an ability or tactic they can use.

○ Field Repair

When you **heal someone with Supplies or Medicine**, you or your patient (your choice) also refreshes 1 spent Armor.

○ Grudge Match

When you **attack someone in public**, no one will directly intervene as long as it's just you two fighting, unless someone is incapacitated or killed.

○ I Aim to Misbehave

When you use **Demolitionist**, after the GM gives you the requirements you may then ignore or veto one of them.

○ Master Stroke

When you roll a 12+ on **Engage**, you can choose two instead of one.

○ Narsil

Your signature weapon gains 2 additional enhancements, 4 in total.

○ Firm Grip

When you **stop someone from leaving your reach**, roll with Advantage.

○ Percussive Counterspell

When you **interrupt a spell or magical effect using force**, roll+STR.

On a 10+ you successfully interrupt it.

On a 7-9 the magic is reduced or redirected in some way, the GM will say how.

When you're **up close and personal with a spellcaster**, you automatically inflict a condition on them whenever they use magic against you.

○ Quarterback

While you **forcefully hold a creature**, it is helpless unless it's particularly large or strong, and even then it is hampered and/or distracted by you.

When you **forcefully grab or tackle a foe**, roll+STR.

On a 10+ you have a good hold of them.

On a 7-9 they struggle for a bit at first, inflicting a condition before you get a good hold.

○ Riddle of Steel

Fighting someone counts as intimate and prying conversation for the purposes of **Scrutinizing** them. When you **Scrutinize someone you're fighting**, roll with Advantage.

○ Smith

When you **Settle In**, you can repair one destroyed item or damaged piece of equipment. You can also remove all enhancements from your Signature Weapon and add them to another weapon, which becomes your new Signature Weapon.

○ Steel Gaze

When you **enter combat**, roll+CHA. On a 10+ gain 2 Steel. On a 7-9 gain 1 Steel. On a 6- your enemies immediately identify you as their biggest threat.

During the fight you can spend 1 Steel to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off or they are wounded. When the fight ends lose all Steel.

○ Tough as Nails

You have +1 Armor against physical harm.

○ Yoink

When you **avoid a blow from a close-up weapon**, you may spend 2 Momentum to take that weapon for yourself.

○ Second in Command (Requires Level 10+)

When you **enter a fight**, choose one ally. In addition to yourself, you also gain Momentum when *they* suffer or inflict conditions.

○ Andúril (Requires Level 10+ and Narsil)

Your Signature Weapon gains 2 additional enhancements, 6 in total.

IMMOLATOR

Blistering heat and blazing light, maddening agony and dazzling beauty. You are all of these and more, the flame unquenchable and unrestrained. You sacrificed much for your fire, for powers beyond mere mortals. Now it burns ever brighter in your heart, spreading fear and allure in equal measure. Let everyone see you, for you will never be extinguished.

NAME

Examples: Omen, Leoric, Agar, Prynn, Solomon, Isil, a violent name, an enchanting name, a hollow name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Firebrand

You can move and manipulate fire in a variety of ways - dimming, flaring, sparking, changing color, creating shapes and images, and more. Your fire is Distinctive, Fiery, and Near when you fight with it. Additionally, choose two traits for it:

- ☐ **Adaptable:** Your fire has the Intimate and Close tags.
- ☐ **Ambitious:** Your fire has the Far tag.
- ☐ **Bold:** Your fire has the Area tag.
- ☐ **Restrained:** You and nearby allies have +1 Armor against your fire and its effects.
- ☐ **Spontaneous:** You can create fire rather than manipulate what's already burning.

When you Burn a trait, (see Unleash Flames) your fire loses it until you next Settle In.

Unleash Flames

When you fight using fire as a weapon, roll+CHA. On a 10+ you hurt your foe, but choose one. On a 7-9 you hurt your foe, but choose two.

- You cause unintended collateral damage.
- You suffer a condition, perhaps due to overexertion or a foe's counterattack.
- Choose and Burn one of your fire's traits
- Your draw unwanted attention from nearby

Captivate

When you share an intimate or enchanting moment with someone, usually with time and privacy, roll+CHA. On a 10+ you have 2 Charm over them. On a 7-9 you have 1 Charm over them. They can reduce your Charm over them by 1 by:

- Giving you something they think you want.
- Doing something you tell them to do.
- Fighting to protect you.
- Favoring you, but only if they don't already.

If they're an NPC, they can't act out against you while Charmed. **If they're a PC**, you also can spend 1 Charm to inspire or distract them, granting them Advantage or Disadvantage on their next roll.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /

Based on Equipment & Abilities

Limited Level Up Choices:

- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Take a Starting or Advanced Move from another class.
- ☐ Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

From the Ashes

When you burn a sacrifice and stare deeply into the flames, ask the GM one question about your sacrifice or something associated with it (owners, loved ones, history, etc.) and roll+CHA. On a 10+ you see a clear and detailed vision in the flames that answers your question and related follow-up questions. On a 7-9 you see a brief vision in the flames that answers your question vaguely.

BACKGROUNDS

Choose One:

Chosen of the Sun

Your old life was burned way long ago when the sun granted you a portion of its power and called on you to accomplish its shining will.

You have the Invocation Move from the Cleric Playbook, know one Invocation, and cannot gain or lose the Sun's Favor. You cannot learn more invocations when you Level Up. **While in direct sunlight**, you have Advantage to use your Invocation, as if you had the Sun's Favor.

Starting Stats: +2 CHA, +1 WIS

Equipment: Shield (+1 Armor)

Drive: Bring a secret or scheme to light.

Heart of the Phoenix

You sacrificed your entire being, but were returned to life shortly afterwards with fire in your heart. You may have 'died' several times since then, but it doesn't seem to stick.

When you Crumble, replace 'Die' with 'Die for now, then return to life when everyone next Settles In.'

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Act callously or recklessly about death.

Practiced Enlightenment

You sacrificed many years, kindling your fire through dangerous training and sweltering meditation, and you have the scars to prove it.

You have +1 Armor against fire, even if it's magical. This Armor cannot be ignored or Pierced.

Starting Stats: +2 CHA, +1 DEX

Equipment: Pipeleaf (3 Uses)

Drive: Endure or correct foolishness with calmness.

EQUIPMENT

You start with:

- 1 Wealth
- A Bundle of Torches (5 Uses)
- The equipment from your Background

Choose one:

- Fire-Resistant Robes (Valuable, 1 Armor vs Fire)
- Smoky Leather Armor (1 Armor)

Choose two:

- Burnished Sword (Intimate, Close)
- Supplies (3 Uses, Slow)
- Scorched Knife (Intimate)
- Flask of Whiskey (2 Uses)

ASK

Who here knows me from before the flames?

Who here am I still trying to enamor or impress?

Who here is trying to guide or control me?

ANSWER

When did your flames last get truly out of control?

What did you sacrifice to gain your fire?

What forboding vision did the flames show you?

FAVOR

Initially, you Favor the PC who's been burned by your fire.

What caused this? What did they lose to the flames?

ADVANCED MOVES You may choose one when you Level Up.

○ Agni Kai

When you take a condition or mark Armor due to fire or heat, recover one of your Burned traits.

○ Blades of Chaos

Your fire gains the additional trait - **Cruel**: Your fire has the Messy and Vicious tags.

○ Burning Hearts

When you gaze intensely into someone's eyes, you may ask them "what is your deepest desire?" Their player will answer with the truth, even if the character does not know or wouldn't answer.

○ By Fire Be Purged

When you burn away a magical enchantment, compulsion or curse, roll+CHA. On a 10+ it is destroyed completely. On a 7-9 choose one:

- It is only cleansed partially or temporarily.
- The cleansing has left its mark on the subject (if that's a person they might suffer a condition).
- The cleansing draws unwanted attention from the magic's source.

○ Don't Blink

When you stand your ground before a creature of fire, such as an elemental or a dragon, roll+CHA. On a 10+ you have earned its tentative respect and it will not attack you (for now). On a 7-9 it won't attack you for now but it grows impatient. The GM will tell you what to do to be spared its wrath.

○ Dragon of the West

When you Defy fire or heat, on a 12+ choose one:

- Redirect the fire back onto its source.
- Kindle your own flame, restoring a Burned trait.
- Ask the GM any one question about the flame or its source.

○ Everburning

When you imbue an object with a portion of your fire, it will burn with a dim, heatless flame without being consumed. For each one you choose below, take a cumulative -1 to Unleash Flames rolls until you touch the object and reclaim the flame.

- The flame is not heatless, the object burns foes when used as a weapon.
- The flame is bright, and will illuminate shadows, uncover illusions and reveal invisibility.
- The flame remains connected to you, you can see and hear everything near the object.

○ Eye for Destruction

At any time, ask the GM "What here is flammable?" They will answer truthfully.

○ Hypnotic

When you share a regret, dream, or fear with someone when Captivating them, on a 7+ gain +1 Charm over them.

○ Infernal

Your fire gains an additional trait of your choice from Firebrand.

○ Mushu

You have an animal companion (see Followers on Page 20). This companion has an additional descriptor - **Affinity for Fire**: This follower cannot be harmed by fire or heat, even of a magical nature.

○ Scorched Earth

Your fire gains the additional trait - **Furious**: Your fire Pierces Armor.

○ Smokestep

When you obscure yourself with a cloud of smoke, ash or cinders, you can instantly transport yourself anywhere within the cloud, or to another nearby cloud.

○ Twice as Bright, Half as Long

While channeling your fire, after rolling you may sacrifice something, material or immaterial but always notable, to treat a result of 6- as a 7-9, or a result of 7-9 as a 10+.

○ Twinflame

You have an additional drive. Write it down next to your original one. This new drive also grants 1 XP if it was accomplished by the end of each session. When you Push Yourself to pursue one of your drives, you may Burn one of your flame's traits instead of taking a condition.

○ Master of the Flame (Requires Level 10+)

When you Unleash Flames, on a 10+ you don't have to choose any from the list.

○ Watch the World Burn (Requires Level 10+)

When you channel the flames and call down a firestorm, tell the GM what you're sacrificing. The sky open ups and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area is severely hurt or worse (2-3 conditions). Then roll+CHA. On a 10+ you can extinguish the storm with some effort when you so choose. On a 7-9 the fires rage out of control, spreading and growing where they are carried by wind and weather. On a 6- something cruel, intelligent, and hungry arrives with the storm.

○ Puppetmaster (Requires Level 10+)

When you tell an NPC you have Charm over specifically what you desire, until that desire is fulfilled, pursuing it is the only way they can reduce your Charm on them.

PALADIN

You are the sword of righteousness, walking the narrow path and lighting the way for those who would follow. Protector, healer, judge, executioner, you are all of these and more. Let the innocent come, for you will shelter them from their troubles. Let the guilty cower in their dark recesses, for you are coming, and they will find no mercy.

NAME

Examples: Thaddeus, Augustine, Regulus, Octavia, Brom, Kyra, a noble name, a vengeful name, a titular name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Devout Virtues

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. Each virtue has a vow that must be kept and a boon it grants you. Choose two of the following virtues:

- ☐ **Courage:** Refuse to let those who have power abuse it. **While you physically stand in defense of another**, they will not be targeted or harmed.
- ☐ **Honor:** Never harm the helpless or unaware. **When you Decree an enemy to surrender or repent**, you can treat a 6- as a 7-9.
- ☐ **Justice:** Suffer not a crime unpunished. **When you question a captive or friendly individual**, you know if they're lying.
- ☐ **Loyalty:** Remain true to your word and to your allies. **When you speak the truth**, none can doubt you. They might deny it out loud, but in their hearts they recognise your conviction.
- ☐ **Mercy:** Let no innocent creature suffer unaided in your presence. **When you heal someone else**, you are also healed of one condition.
- ☐ **Purity:** Abstain from mortal pleasures and finery. You are immune to all maladies, such as poisons, diseases, and curses.

Chains of Faith

Whenever you fail to act in accordance to one of your Devout Virtues, depending on the severity of your actions, you may lose access to that vow and its associated benefits until you atone for your misdeeds. The GM will tell you what you must do.

Decree

When you command an order to an NPC, roll+CHA. On a 10+ choose two before they flee, attack, or follow your order. On a 7-9 choose one before they flee, attack, or follow your order.

- If they do anything other than follow your order, gain Advantage Forward against them.
- They reveal a piece of relevant information to you (unwittingly or otherwise).
- They cannot flee.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level
Starts at 1

XP
Starts at 0

Armor /
Based on Equipment & Abilities

Limited Level Up Choices:

- ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Take a Starting or Advanced Move from another class.
 - ☐ Take a Starting or Advanced Move from another class.
- See the full Level Up Move for more choices.

Healing Hands

When you treat someone with Supplies or Medicine, choose one additional effect:

- It ignores the Slow tag, taking a few moments rather than minutes
- Heal them of an additional Condition
- The patient gains Advantage Forward (PCs only)

BACKGROUNDS

Choose One:

☐ Guardian

You have known great pain and loss, but instead of staying broken you vowed to protect and restore others from the same agony.

When you restore someone with Healing Hands, you can choose two different effects instead of one.

Starting Stats: +2 CHA, +1 WIS

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself to save or protect someone.

☐ Paragon

Though you accomplished many great things, one deed in particular made you a shining role model and vaunted hero to many.

You have a heroic Reputation (see Assets on Page 29). Once per session, you can use your reputation as Favor when Compelling, Scrutinizing, or Connecting with someone.

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Exceed another's expectations.

☐ Arbiter

Whether through lawful appointment or public respect, you are the open hand of redemption, and the clenched fist of punishment.

When a Paladin Move asks you to roll +CHA, or when you Compel with open honesty, you may roll +WIS instead.

Starting Stats: +2 WIS, +1 DEX

Equipment: Crossbow (Near, Distinctive, Reload)

Drive: Offer or deny mercy to someone helpless or unworthy.

EQUIPMENT

You start with:

- A symbol of your authority
- The equipment from your Background
- Reliable Scale Armor (2 Armor, Clumsy)

Choose one:

- Ornate Halberd (Close, Heavy, Forceful)
- Sharpened Sword (Intimate, Close)

Choose two:

- Polished Shield (+1 Armor)
- Supplies (3 Uses, Slow)
- Hearty Feast
- Flask of Whiskey (2 Uses)
- Healing Potion

ASK

Who here is hiding something from me?

Who here did I once defy my vows to help?

Who here assisted me when I was desperate?

ANSWER

What fallible authority rules over these lands?

Who suffered when you once erred in judgment?

What is your largest blind spot or weakness?

FAVOR

Initially you Favor the PC who was once an enemy.

What changed this? Who else still hunts you both?

ADVANCED MOVES You may choose one when you Level Up.

○ Aid for Aid

When you treat someone with Supplies or Medicine, if they didn't already Favor you they do now.

○ Bloodhound

When you Examine outlaws, evil creatures, or sworn enemies, you may ask one question listed below in addition to your normal question. The GM will always answer it truthfully, even on a 6-.

- Where are they located?
- What is a vulnerability of theirs?
- What are they planning?
- Who is close to turning on them?

○ Divine Favor

You have gained the notice of a deity. Gain the Cleric's Divine Agent and Invocation Moves. Learn 1 Invocation now and gain your deity's Favor. You can only have a maximum of 3 Invocations known.

○ Duel of the Fates

When you Decree to a sworn enemy that they fight you one-on-one, here and now, on a 7+ you can make an additional choice and can also choose from these additional options:

- They won't use cheats or tricks during the fight
- You gain +1 Armor against them during the fight
- The fight counts as intimate and prying conversation with regards to Scrutinizing them

○ Embolden

When you give an inspiring speech to your allies before facing a dire threat, roll+CHA. On a 10+ you and each ally gains 2 Inspiration. On a 7-9 you and each ally gains 1 Inspiration and the GM gains 2 Fear. On a 6- the GM gains 3 Fear. During the conflict, you and allies can spend 1 of their own Inspiration to:

- Act fearlessly against terrifying foes or odds.
- Gain +1 Armor
- Make their attack ignore Armor

During the battle, the GM can spend 1 Fear to:

- Have you or an ally roll with Disadvantage
- Have an enemy inflict an additional condition on an attack

○ Executioner

When you Decree and your target chooses to attack, or when a Duel of the Fates begins, you may immediately inflict a Piercing condition onto your target.

○ Healthy Distrust

Whenever you Defy magic wielded by your foes, treat any result of a 6- as a 7-9.

○ Improvised Care

You can spend uses of Adventuring gear as if they were Supplies.

○ Last Stand

When you mark your fourth condition, immediately refresh all of your Armor.

○ Quest

When you dedicate yourself to a mission, describe what the dedication looks like and state what you set out to do. The GM will give you an associated blessing. While you stay true to your goal, this blessing remains yours. **At the end of each session**, gain 1 XP if you've made significant progress on your quest but haven't completed it.

When you complete your Quest, immediately lose your blessing and either gain 3 XP, heal 3 conditions, or heal a locked condition.

○ Robin

You have taken on a young Apprentice (Page 26). **When your Apprentice Assists you in a task**, on a 12+ you both heal 1 condition.

○ The Only Thing They Fear

When you Engage or Let Fly, on a 12+ your foe also Fears you. **When you Compel or Decree someone who Fears you**, you can use up that Fear for a +2 bonus to the roll.

○ There Are No Chains On Me

When you go out of your way to violate one of your Virtues, instead of losing access to its benefit you alter the virtue to fit your action. It is up to you how 'virtuous' the new vow is at all. When you change Playbooks, you can keep any and all altered Virtues if you wish. Once you have altered a Virtue you may no longer take any more paladin Advanced Moves when you Level Up.

○ Virtuous

Gain another Divine Virtue.

○ Grail Hunting (Requires Level 10+)

When you Quest, receive two Blessings instead of one.

○ Smite Evil (Requires Level 10+)

When you condemn an enemy beyond hope, redemption, or salvation, your attacks against them always inflict an extra condition.

RANGER

You are the guide, the hunter, the creature that stalks the border between man and beast, between safety and peril. You have made the secret paths your highways - the hidden places your refuge. So ready your weapon, check your rations, and fasten your boots, for you venture where no one else dares.

NAME

Examples: Throridir, Jonah, Ysolt, Dianna, Celion, Eloise, Gendrig, an animal name, a dark name, a nickname

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Citizen of the Wild

When you **Track Down**, roll+WIS instead of +nothing, and make one fewer choice on any result.

Ready For Anything

You have 4 Prep. When you **Settle In**, reset your Prep to 4. You can spend Prep to use a Flashback or Honed Technique.

Flashback

When you retroactively declare how you prepared for something in advance, spend Prep as determined by the GM using the guideline below. As a consequence during a flashback the GM may say something costs extra Prep. If you spend more Prep than you have, take a condition for each remaining Prep.

- **1 Prep** - Ordinary action, easy opportunity, no rolls required, a short time ago.
- **2 Prep** - Complex action, unlikely opportunity, one roll required, some time ago.
- **3 Prep** - Elaborate action, special opportunity, several rolls required, a long time ago.

Honed Techniques

You have learned many skills from your time in the wilderness. You may spend 1 Prep to use a known Technique at any time without rolling. Choose two Techniques that you know:

- **Avoid:** Roll with Advantage when Defying a physical threat.
- **Exploit:** Make an attack Pierce Armor.
- **Impart:** Message or signal someone nearby, covertly or openly.
- **Maneuver:** Rapidly move somewhere nearby, overcoming any natural obstacle or environment in the way.
- **Snare:** Trap someone or something in place for a short time (you may spend your Trap Kit instead of Prep to use this technique).
- **Trick:** Manipulate someone nearby to move somewhere specific.
- **Vanish:** Disappear within a nearby dense or obscuring environment.

When you **Level Up**, you may choose to learn an additional Technique instead of another benefit.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
○

Weakened, Nautious

DEX
○

Dizzy, Shaky, Stunned

INT
○

Dazed, Forgetful

WIS
○

Confused, Exhausted

CHA
○

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

Bestiary Knowledge

When you first encounter a beast or monster you are familiar with (your call), you may ask the GM one question about it, and they'll tell you the truth.

BACKGROUNDS

Choose One:

○ Hermit

Whether through disaster, abandonment, or choice, you were raised by the wilderness itself. You made its creatures your siblings and its perils your mentor. They make better company than civilized folk anyways.

You can speak with and understand animals and other wild things, and you begin play with a trusted animal companion (see Followers on Page 20).

Starting Stats: +2 WIS, +1 CHA

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself for wildlife or outcasts.

○ Sentinel

Merchants, caravans, criminals, fools - you've guided and protected them all through treacherous lands. Countless times you've outmaneuvered death, but its sting still awaits a single mistake.

You are never caught off-guard or surprised. You always act first, even if someone gets the drop on you. Additionally, you have +1 Prep.

Starting Stats: +2 DEX, +1 INT

Equipment: Flask of Whiskey (2 Uses)

Drive: Find or create a hidden danger.

○ Hunter

You've slain the true dangers that lurk in the darkest recesses of the wilds. By the time others notice a threat, you've already arrived at its lair to put it down. But by protecting civilization, you've seen how fragile it truly is.

You have Advantage when Tracking Down a beast or monster. When you use **Bestiary Knowledge**, you can ask an additional question.

Starting Stats: +2 INT, +1 WIS

Equipment: A dose of Serpent's Tears (Example Poisons on Page 25)

Drive: Shoot first, physically or metaphorically.

EQUIPMENT

You start with:

- Quiet Leather Armor (1 Armor)
- Adventuring Gear (5 Uses)
- The equipment from your Background

Choose one:

- Pair of Reliable Hatchets (Intimate, Close)
- Bone Spear (Close, Near) and Shield (+1 Armor)
- Finely Oiled Bow (Near, Far)

Choose two:

- Healing Potion
- Enchanted Arrows (3 Uses)
- Trap Kit (Slow, Dangerous)
- Bandolier of Vials (5 Uses)

ASK

Who here am I trying to guide or protect?

Who here uncovered a secret of nature with me?

Who here frequently quarrels with me?

ANSWER

What perilous landscape have you yet to traverse?

What treacherous foe once escaped you?

What mistake or oversight cost you dearly?

FAVOR

Initially you Favor the PC who saved you from an unexpected threat.
What kind of threat? How does it still hunt you?

ADVANCED MOVES You may choose one when you Level Up.

○ Animal Whisperer

When you approach a dangerous animal carefully and peacefully roll+WIS. On a 10+ it will not attack unless provoked. On a 7-9 you must first offer it something it wants (food, territory, etc.).

○ Athelas

When you forage for medicine and treat someone with it, roll+WIS. On a 10+ you find just what you need - heal them of 1 Condition (slow) as if you used Supplies. On a 7-9 you find something that will do for now - they are able to ignore 1 condition for the scene.

○ Backup Plans

Your Prep resets to 6 instead of 4.

○ Big Game Hunter

There is always some creature or monster nearby that needs to be dealt with. **Whenever you like**, tell the GM there is a monster in the region. Then answer three of the questions below, and the GM will answer the remaining three questions in secret.

- How big is it?
- How many are there?
- Where is its lair?
- What are its defenses?
- What can it do?
- What valuables might it have?

When you show authorities proof that the threat is dealt with, gain 3 Wealth.

○ Camouflaged

You have Advantage to Gain the Edge in the wilderness. **When you move slowly, carefully, and calmly**, you make no noise and leave no trace of your passage.

○ Favored Quarry

When you declare a specific type of creature to be your Favored Quarry (goblins, mages, ghosts, etc.), say how their kind wronged you and what you plan to do in return. Until you achieve it in full you cannot declare another Favored Quarry. Your Favored Quarry takes an extra condition from all of your attacks, can never surprise you, and is always treated as a dangerous monster to you.

○ Knowledge is Power

When you Ponder or Examine a monster or wild creature, on a 10+ gain 1 Prep.

○ Mastermind

At the start of a Flashback, you may spend 1 additional Prep to gain Advantage on all rolls made during that flashback.

○ One Shot, One Kill

When you ambush your foe with an attack, if the GM thinks you can't miss, then treat your first roll as a 12+ no matter the result. If you can miss, then then treat a 6- as a 7-9, a 7-9 as a 10+, or a 10+ as a 12.

○ Prepared For Battle

When you enter a battle, gain 1 Prep.

○ Scholar of the Wilds

When you Ponder creatures, monsters or the wild, you may roll with either WIS or INT. When you Examine a situation in the wilderness, you may roll with either INT or WIS.

○ Scout Ahead

When you go off on your own to explore a dangerous area, roll+DEX. On a 7 or higher you make it back safely; the GM will describe what you encountered. On a 10+ choose two. On a 7-9 choose one. On a 6- choose one in addition to whatever the GM says.

- Ask the GM one question as if you rolled a 7-9 to Examine the area you explored (you can choose this multiple times).
- Bring something interesting or useful back, the GM will say what.
- You made preparations while there, gain 1 Prep.

○ Spotter

When you Cooperate with someone, if you would suffer costs or consequences from doing so you can spend 1 Prep to avoid them.

○ Tools of the Trade

When you search your belongings for a specific item you need right now, if it's relatively cheap (1 Wealth) and common, you have it. If it's expensive or rare, you may spend 2 Prep to have it.

○ Trap Master

When you set up a Trap Kit into a trap, you and your allies can maneuver within and around it without any danger. Additionally, gain Advantage against any target while it is caught in a trap that you set.

○ Ready for Everything (Requires Level 10+)

When you use a Honed Technique, you may spend 2 Prep instead of 1 to increase the effect in the following ways:

- **Avoid:** Roll with Advantage to Defy anything.
- **Exploit:** Make an attack Pierce Armor and deal an extra condition.
- **Impart:** Message or signal someone anywhere, covertly or openly, and know their response.
- **Maneuver:** Rapidly move somewhere nearby, overcoming any number of enemies, obstacles, or environments in the way.
- **Snare:** Trap someone or something in place until you release them (you may spend your Trap Kit plus 1 Prep to use this technique).
- **Trick:** Manipulate someone nearby to act precisely how you wish.
- **Vanish:** Disappear within any environment

THIEF

You dance among shadows and rooftops, wielding guile and wit as deftly as your knife. Let the wealthy fear your name within their locked manors. Let their bumbling minions blindly search for you. You've already come, gone, taken what you wanted, and moved on to the next mark. After all, there's so much wealth in this world just waiting for you to claim it.

NAME

Examples: Dominic, Kieran, Lila, Scars, Riley, Raven, Marlow
a sly name, a grimy name, a bitter name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing.
What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Dirty Fighting

When you have Advantage on Engage, you may roll +DEX instead of STR.

Poisoner

You've mastered the care and use of a poison. Choose one example poison from the list below, or work with the GM to create one. Poisons you have mastered are not Dangerous for you to use. When you Settle In, you can create a dose of each of your mastered poisons.

- ☐ **Oil of Taggit:** Must be consumed. The target falls into a light sleep.
- ☐ **Bloodweed:** Requires contact. Until they are cured, the first time the target would hurt someone each scene, they inflict no conditions.
- ☐ **Goldenroot:** Must be consumed. The target treats the next person they see as a trusted ally, until proved otherwise.
- ☐ **Serpent's Tears:** Requires contact. The target takes 1 extra condition when hurt until they are cured.
- ☐ **Custom:** _____

Wanted

Authorities are intent on capturing you for your past crimes, whether you truly committed them or were framed.

You start with 0 Heat, and your Heat cannot rise above 4. The GM may increase your Heat as a consequence of another Move, usually involving public attention.

When you Push Yourself, instead of taking a condition you may gain 1 Heat by leaving evidence or witness of your presence.

When you have 4 Heat, law enforcement knows where you are and are moving to capture you, the GM will decide when and how they appear. After they have been defeated, escaped from, bargained with, etc., reset your Heat to 0.

When you Settle In after covering your tracks, reduce your Heat by 1.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nautious

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____
Based on Equipment & Abilities

Limited Level Up Choices:

- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Increase a stat of your choice from +1 to +2.
- ☐ Take a Starting or Advanced Move from another class.
- ☐ Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

Tricks of the Trade

When you bypass security measures in order to steal something or trespass somewhere, roll +DEX. On a 10+ you do it quickly and cleanly. On a 7-9 you do it, but choose one.

- Authorities will discover your trail, gain 1 Heat
- Someone nearby is alerted of your presence
- There is an unexpected danger, trap, or ambush inside

BACKGROUNDS

Choose One:

☐ Criminal

You've lead what is easily described as a 'colorful' life. And every time you think your past is truly behind you, it once again rears its ugly head.

When you Connect with someone from the underworld, you may treat a 6- as a 7-9.

Starting Stats: +2 DEX, +1 STR

Equipment: Hidden Knives (Intimate/Near, Infinite)

Drive: Take advantage of an ally's patience or generosity.

☐ Treasure Hunter

You fancy yourself a delver of lost treasure. You usually come up empty handed, but those other times make it all worthwhile.

When you Defy Traps, roll with Advantage. When you Examine, no matter the outcome of the roll you may also ask, "Is there treasure here that I don't know about?"

Starting Stats: +2 DEX, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Risk yourself or another for wealth

☐ Trickster

Deceptions, half-truths and scams are your speciality. You might be more comfortable in another's skin than your own.

When Defying to pass yourself off as someone else, roll with Advantage.

Starting Stats: +2 CHA, +1 DEX

Equipment: A Disguise Kit (5 Uses, 2 Wealth). Spend 1 use to make yourself look like a totally different person.

Drive: Get someone to act on false information

EQUIPMENT

You start with:

- A dose of poison of your choice
- The equipment from your Background
- 2 Wealth

Choose one:

- Compact Shortbow (Near/Far)
- Wicked Dagger (Intimate, Vicious)

Choose two:

- Flask of Whiskey (2 Uses)
- Trap Kit (Dangerous, Slow)
- Dark Leather Armor (1 Armor)
- Blowgun (Near, Reload, Use Contact Poison from afar)

ASK

Who here once committed a crime alongside me?

Who here thinks I'm scum?

Who here am I planning to trick or frame?

ANSWER

Who is the wealthiest person in the land?

What famous trick or theft made you wanted?

Who is your greatest enemy or rival?

FAVOR

Initially, you Favor the PC you owe a great debt to.

How did you come to owe them?

ADVANCED MOVES You may choose one when you Level Up.

○ Ace Up Your Sleeve

When you cheat in a game of chance, roll+DEX. On a 10+ you decide the outcome of the game. On a 7-9 you still decide the outcome of the game but choose one:

- Someone will try to get payback later
- You're not welcome to play here anymore
- You gain 1 Heat

○ Appraiser

Whenever you Examine an object, you can always also ask "How much Wealth is this worth?". Additionally, Valuable items you sell are worth an additional 1 Wealth.

○ Case the Joint

When you Examine a location with the intention of breaking in and/or stealing something, instead of asking the GM any one question you may ask all of the questions below.

- What is my best way in and out?
- What's the greatest danger here?
- What's out of place here?
- Where do they keep the valuables?

○ Deep Pockets

Once per session, you can pull out something from your pockets that you forgot about until just now, as if you had used Adventuring Gear. **When you conceal a small object on your person**, no one can find it unless you are bound, stripped, and thoroughly searched. You can conceal up to your DEX stat in items at the same time this way.

○ Honorless

When you Refuse (see Favor Moves), roll+CHA instead of +nothing. Additionally, on a 10+ you can choose none.

○ Lair

You gain a Hideout with the additional unique feature:

Safehouse - When you Settle In by covering your tracks and staying low at this Hideout you may decrease your Heat by 2 instead of 1.

○ Poison Expert

You've mastered two more poisons from Poisoner.

○ Pursuer

A significant NPC now leads the effort in your capture. This Pursuer will relentlessly chase you wherever you go, and always leads the charge whenever law enforcement moves against you. **When you reset your Heat to 0 after dealing with your Pursuer**, first gain XP equal to your Heat. Next time they'll be back stronger or better prepared. **When your Pursuer is no longer able or willing to hunt you**, you temporarily lose access to the rest of this Move. **Anytime while Settling In**, you may tell the GM that you have gained a new Pursuer and regain access to this Move.

○ Prowler

While you move or act quietly and or stealthily, you are generally unnoticed by ordinary NPCs and have Advantage to Defy being noticed. **When you search for a hiding space**, the GM will tell you where the best spot is.

○ Reflexes

You always act first when the action starts, even when surprised or otherwise caught off-guard.

○ Rooftop Routes

When you Gain the Edge in a Chase, after the roll you may gain 1 Heat to treat a 6- as a 7-9 or a 7-9 as a 10+.

○ Suspicious Gaze

When you think something's wrong and scan your surroundings, ask the GM "Is there a trap or ambush here? If so, where would it come from?" They will answer honestly, and you roll with Advantage to thwart the trap or ambush before it can be brought to bear.

○ Tall Tales

When you tell an outrageous lie that nobody in their right mind would believe, roll+CHA. On a 10+ all nearby NPCs believe you anyway, at least until they see or hear something that convinces them otherwise. On a 7-9 they'll be fooled, but not for long.

○ The Smoulder

You always look good. Even if you're wet, dirty, beat-up, or otherwise disheveled, you still look great. **When you use your impeccable good-looks and considerable charms to Compel someone**, treat them as if they Favor you, but gain 1 Heat as you are burned into their memory.

○ Trust Me

As long as you show a friendly face, anyone not already actively hostile towards you will treat you as a friend until proven otherwise. Anything you say will be accepted as open honesty unless hard evidence is given to the contrary.

○ Thieves Guild *(Requires Level 10+)*

You have garnered a handful of like-minded accomplices. Gain a Follower with the additional Quality - **Gang**: This follower is a small group of individuals instead of a single one. If all of them are present they can assist two PCs at once. Additionally, once per session you can declare that your gang was already working on something as if they were an Assistant asset (see Page 27).

WIZARD

You weave the very fabric of reality, binding chaos into order and manifesting your will upon the world. While some hope for rain, you conjure stormclouds. While others travel for weeks between cities, you step between worlds in a blink. Some may fear and revile you for your gifts. They do not know what magic is truly out there, or how yours is safer by far.

NAME

Examples: Starlight, Galadir, Mortimer, Xeno, Draft, Steburis, an alliterative name, an alien name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things to notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Invoke a Spell

When you unleash your magical talents, choose a spell you know and roll+SPELL. On a 10+ you successfully evoke the spell and its effects come to pass. On a 7-9 the spell is still successful but choose one consequence from the list below.

- The spell's Risk manifests as well.
- The spell's magic drains you. You take -1 Ongoing to Evoke Spells until you next Settle In.
- Using it puts you in danger or draws unwanted attention, the GM will say how.

You start with 2 spells known. When you Level Up, you can choose to Learn a New Spell instead of another benefit.

SPELL: _____ Determined by a Wizard's Background.

Prestidigitation

You can easily invoke minor magical effects without issue. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without rolling.

Ritual

When you set out to achieve a powerful magical effect, tell the GM what you're trying to achieve. Any and all Ritual effects are possible, but the GM will give you 1 to 4 of the

Following conditions (separated by "ANDs" and "ORs"):

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You and your allies will risk _____.
- You'll have to destroy _____ to do it.

When you perform a Ritual while accessing a source of great magical power, you may ignore one requirement of your choice.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another class.
- Take a Starting or Advanced Move from another class.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

○ Seer

Whether it be due to birth, circumstance, or utter enigma, magic is as natural as breath to you.

Whenever you'd like, ask the GM "what here is magical?" They will tell you truth.

SPELL Stat: WIS

Starting Stats: +2 WIS, +1 CHA

Equipment: Adventuring Gear (5 Uses)

Drive: Use magic in a reckless or unnecessary way.

○ Scholar

You've earned your power through sleepless years of study, effort, and exploitation.

You get twice as many uses out of Bags of Books.

When you Ponder using a Book or Bag of Books, the GM will always give you a second interesting (but not necessarily useful) piece of information about the subject of your interests.

SPELL Stat: INT

Starting Stats: +2 INT, +1 WIS

Equipment: Supplies (3 Uses, Slow)

Drive: Reveal scholarly, magical, or ancient secrets.

○ Sorcerer

You learned your magic from someone or something else. Who are they? What do you owe them? The GM will tell you their agenda during play.

When you use your symbol of your patron, your patron appears immediately before you to bargain. Initially, you and your Patron Favor each other, but nothing from them is entirely without cost.

Spell Stat: CHA

Starting Stats: +2 CHA, +1 DEX

Equipment: Flask of Whiskey (2 Uses) and a symbol of your patron (what does it look like?)

Drive: Advance your patron's agenda, or deflect or evade an inquiry into your activities.

EQUIPMENT

You start with:

- Spellcasting Tools or Oddments
- The equipment from your Background
- Bag of Books (5 Uses)

Choose one:

- Light Leather Armor (1 Armor)
- Peculiar Robes and a Healing Potion

Choose two:

- Glowing Staff (Close, Heavy)
- Pipeleaf (3 Uses)
- Simple Crossbow (Near, Distinctive, Reload)
- Bandolier of Vials (5 Uses)

ASK

Who here is learning more about my magic?

Who here do I give frequent unwanted advice to?

Who here thinks my magic is too dangerous?

ANSWER

What did/do you miss due to your magic?

What mystery are you close to uncovering?

What happens when your magic goes haywire?

FAVOR

Initially you Favor the PC you did a Ritual with.

What was the ritual? How did it change things?

ADVANCED MOVES You may choose one when you Level Up.

○ Advise

When another PC comes to you for advice and you honestly tell them what you think is best, they gain Advantage Forward to do as you suggest.

When you give sound advice to a receptive NPC, roll+CHA. On a 10+ they follow your advice as best they can and appreciate it enough to Favor you. On a 7-9 they follow your advice as best they can. On a 6- they either act against your advice or need your help; the GM will say which and how.

○ Arcane Ward

You have +1 Armor against spells and magic.

○ Assimilate *(requires Dispel Magic or Counterspell)*

When you Push Yourself to Dispel Magic or Counterspell, on a 7+ you can absorb and store the magical effect for later. The magic can then be released like Evoking a Spell, after which the stored magic dissipates. If you release the stored magic immediately after absorbing it, you gain Advantage to Evoke it. You can only store one magical effect at a time.

○ Counterspell

When you attempt to counter magic as it is being cast, roll+SPELL. On a 10+ the magic is successfully countered and doesn't come to pass. On a 7-9 the magic is countered but choose one.

- You can't use magic for a short time.
- The unraveled magic causes some collateral damage or side effects.
- It's only partially countered, a weaker version manifests instead.

○ Coven

When you Connect with a magical being, on a 7-9 you make the choice instead of the GM. Additionally, gain Advantage Forward when dealing with that NPC or their problems.

○ Dispel Magic

When you unravel an ongoing magical effect, roll+SPELL. On a 10+ choose 3. On a 7-9 choose 2.

- The dispel is permanent.
- A weaker version of the magic doesn't linger.
- The dispelled magic doesn't react or lash out.
- It only takes a moment.

○ Equivalent Exchange *(cannot take Wild Mastery)*

When you Push Yourself to Evoke a Spell, your Spell becomes Greater.

○ Even Further Beyond

Choose a single spell. It always has its Greater effect by default. Furthermore, if the Greater effect would be invoked on this spell then its effects increase even more; the GM will say how.

○ Familiar

You have a magical companion as a Follower (see Followers on Page 20). This companion has an additional Quality - **Magical**: You may use your familiar in place of yourself for the purposes of spell effects and requirements (touch, sight, range, etc.).

○ Ritual Master

When you set out to perform a Ritual, you may ask the GM where the nearest source of great magical power is and they will answer you honestly. Additionally, sources of great magical power let you ignore two Ritual requirements instead of one.

○ Sanctum

When you Settle In, you can create your own place of power for the purposes of the Ritual Move. Describe to the GM what kind of power it is and how you're binding it to this place. In return, the GM will tell you of someone or something that will have an interest in your activities.

○ Showoff

When you wow an audience with a display of your magic, roll+SPELL. On a 10+ choose 2. On a 7-9 choose 1.

- An NPC you name is present among the crowd.
- Your allies have Advantage Ongoing against the crowd while you keep them focused on you.
- You are given a gift equivalent to 1 Wealth.

○ Spellbook

When you Settle In, you can exchange one known Spell for another.

○ Wild Mastery *(cannot take Equivalent Exchange)*

When you Evoke a Spell, on a 10+ you may treat it as a 7-9 to make the spell Greater.

○ Multitasker *(Requires Level 10+)*

You can maintain up to two Ongoing spells at a time.

○ Unlimited Power *(Requires Level 10+)*

When you perform a Ritual, you may take a condition as if you Pushed Yourself to ignore one of its requirements. You may do this multiple times.

WIZARD SPELLS

You start with two known spells. See the Evoke a Spell Starting Move on Page 75 for details.

Only one Ongoing spell or invocation can normally be upheld at a time, though you can still use other spells that aren't Ongoing. You can stop an Ongoing spell any time.

The Risk of a spell usually only happens when you choose it on a 7-9, but something similar or worse may happen on a 6-.

A spell's Greater effect only happens when certain Advanced Moves unlock it.

○ Charm

A creature you touch is bewitched into treating you as a trusted friend, and they Favor you for as long as the spell lasts. Once the spell ends, they know the effects of your magic.

Risk: The entranced creature, though your friend, still doesn't Favor you deep down.

Greater: They don't remember the effects of your magic when the spell ends.

○ Darkness (Ongoing)

A nearby area you designate is blanketed by supernatural darkness while the spell lasts. Torches, lanterns, and other mundane lights within the area are also snuffed out.

Risk: Something appears alongside the darkness; the GM will say what.

Greater: Even magical lights cannot pierce the darkness.

○ Entangle (Ongoing)

The legs of a nearby creature or close group of creatures becomes ensnared by roots, webs, or magical bindings.

Risk: They can break free with a few moments of concentrated effort.

Greater: The spell also hurts them via thorns, choking, poison, etc.

○ Fireball

You evoke a mighty ball of flame that envelops your target and everyone near it, hurting them (Fiery, Area).

Risk: The blast effects either much more or much less than anticipated, the GM will say.

Greater: The fireball inflicts an extra condition.

○ Forcecage (Ongoing)

A nearby creature is held immobile in an unbreakable forcefield. While the spell is ongoing the caged creature cannot be harmed and can detect your thoughts. You cannot leave sight of the cage or it will vanish.

Risk: You cannot act while the spell is Ongoing (besides dismissing it)

Greater: The cage is large enough to also encompass those within a few paces of the target.

○ Guardian (Ongoing)

You conjure a being of magical energy (see Followers on Page 20). By default it is a Warrior with the Brutality cost, looks like a ghostly humanoid, and attacks your enemies relentlessly. Your Guardian persists until destroyed, dismissed, or you conjure another. Choose two features:

- **Adaptable:** Takes the appearance and form of a previously-encountered creature of your choice, including size, limbs, etc.
- **Skilled:** It gains another Quality (can choose multiple times)
- **Disciplined:** It will follow your commands intelligently.

Risk: The construct also gains the Unstable cost (They can sometimes be a danger to you, and you have to be prepared to put up with that.)

Greater: You can choose an additional feature.

○ Immunity (Ongoing)

Name one specific source of harm, such as burning, cutting, lightning, poisonous gas, or mundane projectiles; for as long as this spell is ongoing, you are immune to harm from that source (as well as any secondary effects; choking smoke, hypothermia, etc.).

Risk: You gain +2 Armor against it but are not immune.

Greater: Nearby allies are equally protected.

○ Invisibility

You or an ally you touch becomes invisible for the scene or until they attack.

Risk: Either one creature can still see them clear as day, or anyone perceptive enough might notice a shimmer; the GM will say which.

Greater: The effect is Ongoing and persists after attacking. It still only lasts for the scene.

○ Magic Missile (Ongoing)

You send bolts of magical energy at your enemies (Near, Distinctive, Piercing). While this is Ongoing, you can Let Fly by rolling+SPELL instead of +DEX.

Risk: The missiles aren't Piercing.

Greater: Your missiles gain the Far and Forceful tags.

○ Mind Meld

You form a telepathic bond with a creature you touch, allowing you to share thoughts and emotions across any distance. You can only have one bond at a time, and may dismiss it whenever you like.

Risk: When one of you suffers a condition that isn't absorbed by Armor (other than from Pushing Yourself) so does the other, though they don't have to be the same condition.

Greater: You can also share vision and other senses through the link.

○ Mirror Image

You conjure two nearby illusory duplicates for the scene that mimic your actions and appearance. Each illusion counts as +1 Armor against physical harm and cannot be Pierced, but can be bypassed through Area attacks. When you use an illusion's Armor it dissipates. When you evoke this spell again all previously conjured duplicates dissipate.

Risk: The illusion is flawed, and can be bypassed with Piercing attacks.

Greater: You conjure three illusory duplicates instead of two.

○ Polymorph (Ongoing)

Your touch transforms a willing creature into another non-magical creature until the end of the scene. Work with the GM to determine the strengths, adaptations, and weaknesses of the new form.

Risk: The creature's mind will be altered too, or the form has an unintended and unforeseen quality - the GM will say which and how.

Greater: The change continues until you release it, or the target doesn't have to be willing, your choice.

○ Sleep

A single powerful creature or 3-6 weaker creatures that you can see falls asleep. Only creatures capable of sleeping are affected, and they will awake if disturbed (loud noises, jostling, pain, etc.).

Risk: The effect is fleeting and they will awaken soon.

Greater: It affects two powerful creatures or up to 20 weaker creatures.

○ Spellblade (Ongoing)

You conjure a weapon of pure magic, describe it and give it one or two range tags and Piercing.

Risk: The weapon's magic is unstable and it isn't Piercing.

Greater: The weapon also has 2 traits from the Signature Weapon enhancements (see Assets on Page 29).

BLANK PLAYBOOK

Add a description here.

NAME _____

LOOK _____
Noticeable visual traits or descriptors such as species, features, or clothing.
What are the first things to notice about them?

DRIVE _____
Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES You have all of these.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR

☐

Weakened, Nautious

DEX

☐

Dizzy, Shaky, Stunned

INT

☐

Dazed, Forgetful

WIS

☐

Confused, Exhausted

CHA

☐

Scarred, Grumpy

Level

Starts at 1

XP

Starts at 0

Armor

____/____

Based on Equipment & Abilities

- Limited Level Up Choices:
- ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Increase a stat of your choice from +1 to +2.
 - ☐ Take a Starting or Advanced Move from another class.
 - ☐ Take a Starting or Advanced Move from another class.
- See the full Level Up Move for more choices.

BACKGROUNDS Choose One:

☐

☐

☐

EQUIPMENT

You start with:

Choose one:

☐ ☐

Choose two:

☐ ☐
☐ ☐
☐ ☐

ASK

ANSWER

FAVOR

Initially you Favor the PC...
Why? What does it mean now?

ADVANCED MOVES You may choose one when you Level Up.

<input type="radio"/>	<input type="radio"/>
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