CHARACTER CREATION

1. Stats

Roll 4d4 once. For each individual die, add +1 to the numbered Stat starting at 0:

- 1. **Might**: Challenges of strength and endurance.
- Challenge Drawback: Gain Fatigue.
- 2. **Agility**: Challenges of dexterity and precision.
- Challenge Drawback: Gain Fatigue or Stress.
- 3. **Intellect**: Challenges of knowledge and memory.
- Challenge Drawback: Gain Stress
- 4. **Spirit**: Challenges of courage and mental fortitude.
- Challenge Drawback: Gain Stress or Fatigue.

When you gain Fatigue or Wound, add it to your Inventory. When you gain Stress or Trauma, add it to your Psyche.

2. Backgrounds

Select a random background and gain its benefits.

- 1. **Scholar**: +1 Intellect, Literacy, Spellbook with 2 Spells
- 2. Farmer: +1 Might, Nature, Ration
- 3. Priest: +1 Spirit, Religion, Holy Symbol
- 4. **Soldier**: +1 Might, Athletics, Chainmail Armor
- 5. Poacher: +1 Agility, Tinkering, Snare trap
- 6. **Beggar**: +1 Spirit, Folkore, Tin Cup with d6 coins
- 7. Outlaw: +1 Agility, Stealth, Stollen Jewelry
- 8. **Doomsayer**: +1 Intellect, Speech, SingleSpell Scroll

3. Talents

You start with a random Talent from the list on the back. When you spend a year with an appropriate trainer, you may attempt a Basic Challenge to learn a new Talent. On a Success you learn it, on a Drawback gain Trauma.

4 Trinkets

You start with a random trinket.

Stuffed Animal
 Personal Manifesto
 Beloved Hat
 Small Animal Carving
 Deck of Tarot Cards
 Tattered Banner
 Child's Drawing
 Medal of Honor
 Book of Poetry

5. Skills

Circle your Skills. You start with 2 random skills in addition to your Background skill.

When you spend a year with an appropriate trainer, you may attempt a Basic Challenge to learn a new Skill. On a success you learn it, with no Drawbacks.

Crafting
 Nature
 Religion
 Athletics
 Folklore
 Stealth
 Speech
 Acrobatics
 Tinkering
 Literacy

6. Traits

You start with one random virtue, vice, and oddity. Roll 1d10 for each, circling the result - reroll matching virtue & vice pairs.

Each day randomly select from your virtue, vice, or oddity to add to your Psyche as a Skill. This replaces the previous day's selection.

Virtue	Vice	Oddity
1. Calm	 Wrathful 	1. Obsessive
Daring	Cowardly	Whimsical
Thoughtful	Impulsive	3. Jaded
Dutiful	4. Unruly	Delusional
Generous	Greedy	Servile
Honest	Deceitful	6. Absentminded
Supportive	Envious	Dramatic
8. Humble	Arrogant	Cheerful
9. Kind	9. Cruel	Ambitious
10. Trusting	10. Paranoid	10. Lethargic



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	Might:	Intellect:
	Agility	Spirit:
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Name:

Challenge Rolls

Basic Challenge: When performing a task with a chance of failure, make a Basic challenge:

Roll a Challenge Die (1d6) vs 2d8

- If the Challenge die is higher than or equal both d8s: Success
- If the Challenge die is higher than or equal to only one d8: Success, with a Drawback
- If the Challenge die is lower than both d8s: Failure, with a Drawback

When you Challenge a Stat, add that Stat to your Challenge Die.

When you use a Skill in your Psyche, roll 2d6 and take the higher number.

Inventory Rules

Your total inventory slots equals 5 + Might Most items take up one slot. Items that could fit in a pocket can share a slot with any one item. Heavy armor takes up two slots.

When you gain a Fatigue or Wound without an empty slot, immediately drop an item to make room for it. If you gain either while your inventory is completely full of Fatigue/Wounds, you die.

Sheilds and worn Armor may occupy the same slot as a Fatigue or Wound. When adding a Wound to a shield/armor slot convert it to Fatigue.

You start with any one common weapon, a ration, a trinket, and a background item.

Psyche Rules

Your total Psyche slots equal to 5 + Intellect. Skills and Spells take up one slot.

When you gain a Stress or Trauma without an empty slot, immediately clear a skill or spell to make room for it. If you gain either while your Psyche is completely full of Stress/Trauma, you are broken and lose control of this character.

Talents

- 1. **Weapon Master**: When you Practice, you may choose any weapon type such as Swords, Axes, etc instead of one of your Skills and add it to your Psyche as a Skill.
- 2. **Bastion**: When you Defend in a Skirmish, you may choose to Challenge Might instead. When you do, on a Success with a Drawback you gain Fatique instead of a Wound.
- 3. **Healer**: When you Tend Wounds, you can treat the injuries of either yourself or another creature, though you still add any stress to your own Psyche. As part of the same Move, you may also make a number of additional attempts to Tend Wounds equal to your Spirit Stat + 1.
- 4. **Pious**: When you take this talent, name three concepts associated with your deity (fire, generosity, forests, etc). When you Practice, you may choose to spend that time in prayer and add any combination of these traits to your Psyche as Skills.
- 5. **Ambusher**: When you Attack in a Skirmish, you may choose to Challenge Agility instead. Any time you Skirmish from a position of stealth or deception, you may roll as if you were using a skill.
- 6. **Hunter**: When you Skirmish, you may add that specific combatant's name or identifier to your Psyche as a Skill. It is removed when your quarry is verified to be dead, you declare a new quarry, or choose to end your hunt.
- 7. **Magus**: When you Practice to memorize a Spell, you may add the memorized Spell to your Psyche an additional number of times up to your Intellect stat + 1, and you may also make a number of additional attempts to memorize additional spells equal to your Intellect Stat + 1.
- 8. **Occultist**: When you Cast a Spell, you may choose to Challenge Might instead. When you do, you do not remove the Spell on a Drawback, and gain Fatigue instead of Stress.

Moves

Skirmish: When engaging in combat: Challenge Might if you are attacking, Challenge Agility if you defending.

- Success: You wound the opposing combatant.
- Drawback: Attacking-Gain Fatigue. Defending-Gain a Wound.

Cast Spell: When casting a memorized spell, Challenge Intellect.

- Success: You cast the spell.
- Drawback: Remove the spell from your Psyche then gain Stress. If the Challenge Die is also less than the combined Stress & Trauma in your Psyche, gain Trauma instead.

Tend Wounds: When you spend several hours tending to your wounds with adequate time and supplies, Challenge Might.

- Success: Remove one Wound.
- Drawback: Gain Stress.

Lift Spirits: When you spend several hours engaged in recreational activity, Challenge Spirit.

- Success: remove up to two Stress.
- Drawback: Gain Fatigue.

Moments Rest: When you spend a few minutes to catch a breath and consume a ration, you may remove either one Fatigue or one Stress.

Night's Rest: When you rest, consume a day's rations and spend the night asleep. If you do both, remove up to two fatigue.

If you do not eat, Challenge Might. If you do not sleep, Challenge Spirit. Make a separate challenge for each.

- Success: Add Fatigue to your inventory.
- Drawback: Add Stress to your psyche.

Practice: When you spend a few hours practicing one of your Skills or memorizing a Spell from a book or scroll, Challenge an appropriate Stat.

- Success: Add the Skill or Spell to your Psyche.
- Drawback: Stat Drawback