


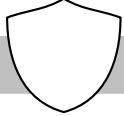


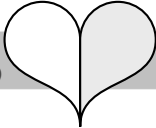







The Embermancer

Names: Jeo, Shiny, Mosen, Honor, Controey, Lany, Soldre, Thirtey, Maaey, Tog, Tatslaad, Lir, Vacite

Level	 		Name: _____		
	Armor		STR		DEX
		Strength	-1 <input type="checkbox"/>	Dexterity	-1 <input type="checkbox"/>
Hit Points			CON		
	Max (8+Constitution)	Constitution	-1 <input type="checkbox"/>		
	Damage		INT		WIS
		Intelligence	-1 <input type="checkbox"/>	Wisdom	-1 <input type="checkbox"/>
					CHA
				Charisma	-1 <input type="checkbox"/>

Looks

Choose one from each, or write your own:

LOOK: Weary, Knowing, or Delighted

SKIN: Wrinkled, Work-roughed, or Shiny

HANDS: Clawed, Calloused, or Delicately Gloved

IMPRESSION: Concerned, Sincere, or Hungry

Background

☐ Companion

When you **spend solemn or sincere time with a willing participant**, you can magnify or suppress one of their emotions without spending Focus.

☐ Practitioner

When you **put out word of your services**, the GM will place you in contact with someone who is willing to give their thoughts and feelings to you.

☐ _____

☒ Lacuna

Given uninterrupted time and attention, you can **extract someone's slowly dying or fading emotions, memories, wishes, and ideas**- those still capable of being revived- and coalesce them into an Ember.

Embering is a despoiling process: you don't transcribe, you unearth and plunder. The purloined sensations disappear from a person's mind. The memories are lost, ideas addled, wishes grounded, and emotions dulled. Your tradeoff is a promise of preservation: memories are inevitably forgotten; but the imprint of it held within an ember-unchanging, undiminishing- lasts forever. It only costs the very thought itself.

Every ember resonates with the sensations it contains. Whenever someone comes within *Reach* of one, they somehow experience the things imprinted within. Closer proximity intensifies the feelings. When held against one's body it seems almost possible to relive the memory, grok the idea, entertain the wish, or elicit the emotion.

☒ Embermancer's Special

When you **share an intimate or meaningful moment with someone** (your choice), you take a piece of the experience for yourself and turn it into an ember. Tell them what you took, then ask if they gave the sensation to you willingly or if you took it forcefully.

Starting Moves

☒ Willingly Given

When someone **consents to give away their fading thoughts or feelings**, you extract an ember that resonates with clear, concentrated sensation. Mark the ember as *Potent*.

☒ Forcefully Taken

When you **scrape thoughts and sensations from an unwilling participant**, describe the imprint you're taking and roll+WIS. On a 10+, you do it. On a 7-9, choose one:

- It's incomplete: some piece was left behind.
- It's cacophonous: loaded with other sensations you didn't mean to take.
- It's wrong: altered by the process somehow, not quite the same as the original.

☒ Takes One To Know One

You have a keen sense of the state people are in, and are able to tell when someone is bothered, obsessed, or unwell. Tell the GM what you can see that no one else does, and they'll let you know when you should take note of it.

☒ Bottle It Up

At the beginning of each session, hold 1 Focus. You can spend Focus to suppress or magnify an emotion in yourself, or to do the same to another person.

Bonds

Fill in at least one with the name of a companion, or write your own:

_____ resonates more than any ember; they make me feel _____.

I don't think _____ has ever made a memory worth taking.

_____ knows how to let go of things they hold dear.

Alignment

☐ Good

Prod others to give willingly when it would help another.

☐ Chaotic

Give someone what they need when it isn't what they want.

☐ Evil

Take what you need by force.

☐ _____

Gear

An **ember** that holds a precious, personal memory. Describe it: _____

Choose your equipment:

- ☐ **Silks and Finery** (worn, 0 weight)
Short Sword (close, 1 weight)
Dagger (hand, 1 weight)

- ☐ **Plain Linens and Wool** (worn, 0 weight)
Staff (close, two-handed, 1 weight)
Shillelagh (close, 2 weight)

Choose two:

- ☐ **Dungeon Rations** (5 uses, *ration*, 1 weight)
☐ **Bandages** (3 uses, *slow*, 0 weight)
☐ **Adventuring Gear** (5 uses, 1 weight)
☐ **Bag of Books** (5 uses, 2 weight)

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ Estus

You can **clarify embers into a mercurial liquid** (1 use). This liquid doesn't resonate like an ember; nearby people are no longer affected with its sensations. Yet, when imbibed, the feeling is crystalline and palpable. The emotion overwhelms senses and induces rapture. Ideas floresce. Wishes elate. Memories dream themselves upon the drinker.

Treat an estus as a *potion*; ask or tell the GM about its benefits. Each ember produces a different result. Does it heal? Remove a debility? Seed a new idea or motivation? Perhaps it simply gives the imbiber ease and happiness.

If the ember is corrupt, treat the estus as a *poison, applied*; ask or tell the GM about its effects. Each ember produces a different affliction. Pick from the list of poisons. Or come up with something nasty on your own. Else perhaps it simply haunts and torments.

☐ Gaslight

When you **add a pinch of corrupting additive to an ember** the imprint twists, contorts back against itself. Joy turns sorrowful, ideas churn with anxiety, wishes become dread, and memories yield nightmares. Mark the ember as *Corrupt*

☐ Speaker For The Dead

You can extract the final fleeting instincts of the deceased into an ember (no matter how long they've been dead).

☐ Detox

When you **draw a poison out from a person's body, mind, or soul** and coalesce it into an ember, roll+INT. On a 10+ you do it, creating a baneful ember that resonates with clear, concentrated corruption. On a 7-9, choose one:

- You do it. The ember's resonance is infectious, inflicting sickness on those nearby, even long after they leave its proximity.
- You can do it, but you have to corrupt another ember to fully contain the poison.
- You fail to do it.

☐ Eternal Sunshine of the Spotless Mind

When you **closely accompany someone while they sleep and dream**, you can distill an entire dream into an ember.

When you **wrap a willing or helpless participant within the resonance of an ember**, they experience a vivid and perceptible waking dream. Ask the GM which they are immediately aware of:

- Where the dream ends and reality begins again.
- What feelings are theirs, and which are imposed upon them.
- How they can break free, or ask to be let out, once they've had enough.

☐ Please Allow Me To Introduce Myself

You cannot take *Therapist* if you take this move.

Gain the Thief moves **Flexible Morals** and **Wealth and Taste**. Wealth and Taste is especially effective when you show off your most valuable ember.

☐ Therapist

You cannot take *Please Allow Me To Introduce Myself* if you take this move.

Gain the Bard moves **Charming and Open** and **Unforgettable Face**.

☐ Spellstone

You can use an ember to cast any Wizard spell of your level minus one or lower. Spells do not need to be written in a spellbook, and do not need preparation.

When you **sacrifice an ember to cast a spell**, roll+INT. On a 10+ you do it. On a 7-9, pick one:

- You draw unwelcome attention or put yourself in a spot. The GM will say how.
- After it is cast, you cannot cast that spell again. Ever.
- You feel discombobulated by the effort: take -1 ongoing to cast any spell until you have a long rest.

Notes

Advanced Moves

When you gain a level from 6-10, you may choose from these moves:

☐ Imprint Soul

Requires: Speaker For The Dead

When you **siphon the soul of a dying creature**, ask if their soul was given willingly or taken forcefully, and create an ember holding an imprint of their soul. Mark the ember *Potent* and *Conscious*. The first time you take this move, decide if imprinted souls are aware of their containment or not.

When in reach of the ember, it will feel as though that creature is somewhere nearby, though you can't quite tell where. Holding the ember close and concentrating lets the imprint communicate with you.

☐ Turn Coal To Diamonds

You can harden embers into shards of glass. This glass cannot resonate like an ember; nearby people are no longer affected with its sensations. Instead, when you shine light through the glass, the refraction casts an image of the imprint. Anyone bathed in the light that filters through the glass will experience its sensations.

☐ Tethered Together

Gain the Wizard move **Ethereal Tether**. Whenever either of you are affected an ember, you both experience it with equal clarity. When you spend Focus to magnify or suppress your emotion or theirs, it applies to both of you.

☐ Emberbrand

When you **imprint an ember onto an NPC**, destroy the ember and roll+CHA. On a 10+ the memory, emotion, wish, or idea is transferred onto them, and they accept it as their own. On a 7-9 the GM picks one- the sensation is fleeting, only lasting a day, maybe two; or it stays with them forever, but they recognize the knowledge for what it is... duplicity, inception.

☐ Cement A Contract

When you take this move, permanently erase one of your bonds. You construct an ember, resonant with clear sensation, containing that bond as its imprint. Ask the player with whom you shared the bond to name a stat. Anyone experiencing the effects of this ember takes +1 ongoing to that stat.

☐ A Piece Of Power

Requires: Spellstone

Gain the Wizard moves **Ritual** and **Counterspell**. When casting a Ritual you can spend embers if you don't have a place of power. When you Counterspell, wager an ember and name a spell; on a 7-9 the spell is permanently lost.

☐ Warmth

Gain an additional Focus (total of 2) at the beginning of each session. You can spend Focus to temporarily suppress or magnify the resonance of an ember. If you **magnify an ember** its aura can physically affect people in range (ex: a warm and healing light, a torturous chime, or a stilling of the mind), or it can manifest an illusion of itself (ex: a disembodied song, an animated vision, or a specter who speaks with you).

☐ To The Moon

When **someone willingly gives you their thoughts or memories** to make an ember with, you can fill the void they left behind with a replacement. The replacement doesn't need to be the same thing, eg: you can replace an emotion with a wish, or an idea with a memory.

The \LaTeX template for this playbook, and other playbooks made with this resource, can be found at:
<https://innumerable-engines.net/dwplaybooks>

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<https://dungeon-world.com>

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