

The Artist



The finest things in life can't be bought. They need to be made with passion and emotion. You can provide those things, and that makes you valuable to both high society and the masses alike.

Entry Condition

You must be a practitioner of some renown of an art, be it visual, auditory, or performance-based.

Moves

Adoring Fans



When you first meet someone that has admired your work before, roll +Natural. On a 7 or greater, they make you an offer (with strings attached) pertaining to your work. On a 10 or greater, they Respect you as well.

Crowd-pleaser



When you present a piece to an audience, you may roll +Natural. On a 10 or greater, choose two of the following:

- ~ Tag an audience member based on their reaction.
- ~ Place an Environment Tag describing the wide reaction.
- ~ One audience member promises something to you afterward.
- ~ Name an audience member who did not Respect you before. Either they now Respect you or you gain 1 Chi (MC's choice).

Virtuoso



So long as you are performing or creating your art, anyone watching can not look away. NPCs are Tagged *Enraptured*, and player characters must Stand Fast to tear themselves away.

The Bloodshaper



Boiling, raging, flowing; blood is water, people are blood. They say all these words about free will and liberty, but you know better. People are water, and water is yours to command.

Entry Condition

You must have the Watershaping or Spiritshaping move. You must take Bloodshaping before you can take Crimson Moon or Blood-Curdling.

Moves

Bloodshaping

- When you manipulate a non-player character's blood to control their body, roll +Hot. On a 10 or greater, your hold is firm and lasts until you release your concentration. On a 7, 8, or 9, your hold lasts for but moments, enough time for an action or two at most. You only get to command their body, never their mind. Bloodshaping takes total mental and physical concentration.

Blood-Curdling

- Bloodshapers are reviled, but more importantly they're feared. When you Speak Honorably or Act Dishonorably and they know of your bloodshaping ability, roll +Fluid instead of the usual stat. If you're bloodshaping them while you do it, treat any result less than 7 as a 7.

Crimson Moon

- When the moon is full, spend 1 Chi to use Bloodshaping against anyone under the light of the moon, so long as you know where they are. While you do so, you can see through their eyes.

The Doctor



Even the most respectable of scholars knows that their studies are often trivial at best; the doctors are the masters of applying their knowledge to help.

Entry Condition

You must have the Always Prepared move to take Physician. You must take Physician before you can take Field Medic or Scavenge.

Moves

Physician

- When you take time to heal the troubles of another, spend up to 3 Materials and roll +Materials spent. On a 10 or greater, remove their Mild Tags and reduce their other Tags by one stage of severity. On a 7, 8, or 9, remove any one Tag from them.

Field Medic

- When you heal another character, you may spend an additional Material to do so quickly.

Scavenge

- When you scan and search an area and Observe Carefully, add the question:
~ What raw materials are here that I could make use of?
If you gather it up and take it with you, gain 1 Material.

The Lavashaper



Pressure changes things. When applied, it can crush coal to diamond, temper patience to anger, or melt stone to lava, the molten blood of the earth itself. You've built up a lot of pressure, and you're ready to let it out.

Entry Condition

You must have the Earthshaping or Fireshaping move. You must take Lavashaping before you can take Equilibrium or Weight Of Expectations.

Moves

Lavashaping

When you convert the environment to lava to cut off mobility, roll +Hot. On a 7 or greater, add an appropriate Environment Tag indicating the area's impassibility. On a 10 or greater, you may also Tag any trapped characters in an appropriate fashion.

Equilibrium

You can control your own body heat, raising it to burning temperatures or down to very low metabolic levels. You can use this to ignore ambient temperatures, avoid detection, melt through substances, or even become a human weapon. However, it does not protect against actual controlled shaping.

Weight Of Expectations

When an Oath drives you to actions you would not have otherwise taken, you may take the *Mounting Pressure* Tag to add +2 to one roll.

The Lightningshaper



To master the reckless abandon of the most volatile element requires total discipline, lest you fall victim to its power yourself.

Entry Condition

You must have the Lightningshaping or Metalshaping move.

Moves

Charge

When you spend time generating and storing energy, roll +Fluid. On a 10 or greater, you have 2 Charge. On a 7, 8, or 9, you have 1 Charge. Spend 1 Charge to:

- ~ Add 1 to any roll.
- ~ Pull something in or push something away.
- ~ Experience a burst of energy and strength.

If accompanied by an unintended discharge of electricity that causes undesired consequences, gain back the Charge spent.

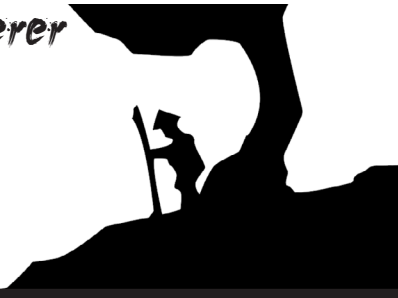
Magnetism

Small pieces of metal move however you will them to. If there is some resistance, or the piece is particularly large, Stand Fast to do so.

Stormchild

When you spend time Meditating under a flashing storm, roll +Hot instead of +Natural. Add 1 to your next roll that follows up on what you learn from this meditation.

The Masterless Wanderer



Masterless. A simple word, but it holds so much meaning to you. It is the shame of failure, it is the fear of death, and it is freedom from obligations.

Entry Condition

You once were in the service of a lord in an official capacity, but they died dishonorably. Alternatively, they purged you from their ranks for a perceived failure.

Moves

Hardened

You have a point of Weariness. Spend your Weariness when you would take a social Tag to instead take the Tag *Jaded*. Regain your Weariness when you have time to yourself to reflect on your experiences.

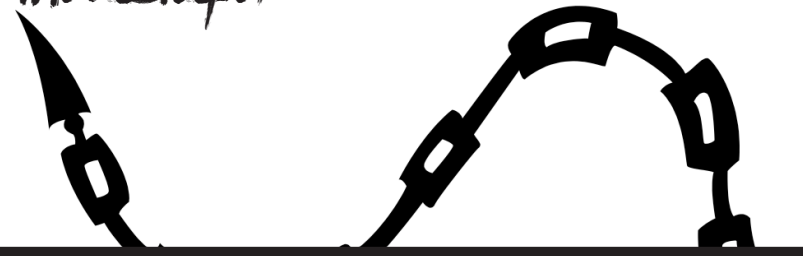
Traveler

When you return to a community you once visited, roll +Natural. On a 7 or greater, the locals remember you favorably. On a 10 or greater, the community Respects you.

Unreliable

When you break an oath to someone, you can make them a new promise. If they accept, they gain 1 Chi and you do not roll for breaking the oath. If it was to an NPC, the MC gets the Chi.

The Metalshaper



Harder than rock, sharper than stone, shinier than sand; metal is earth perfected. When you grasp it you take on that perfection: sharp, impenetrable, and shining.

Entry Condition

You must have the Metalbending or Spiritshaping.

Moves

Make My Own Luck

Your maximum Fortune is one higher, but you cannot spend Fortune unless there is metal within your reach.

Shine and Glitter

When you adorn yourself with metal and jewels, you roll +Solid when Speaking Honorably or Acting Dishonorably.

Transmutation

You may spend 1 Chi to convert a handful of earth into metal, or to change one type of metal into another.

The Plantshaper



To hold the water flowing through root, stem, and leaf isn't to rule nature, but to become one with it.

Entry Condition

You must have the Watershaping or Spiritshaping. You must take Plantshaping before you can take River of Leaves or Swamp Monster.

Moves

Plantshaping

When you bend the water in plants to grow or move them, roll +Solid. On a 10 or greater, the plants are: (choose 2)

- ~ Thick and Sturdy.
- ~ Overgrown and Obscuring.
- ~ Lithe and Flexible.

On a 7, 8, or 9, choose only 1.

River of Leaves

All plantshaping moves as well as Stand Fast roll +Fluid instead of +Solid.

Swamp Monster

When you gather many plants around yourself into a great beast, roll +Solid. On a 10 or greater, you have 3 Plant. On a 7, 8, or 9, you have 2 Plant. Spend 1 Plant to:

- ~ Weather any blow.
- ~ Cause massive carnage, with collateral damage, adding Tags as appropriate.
- ~ Manipulate plants as if you'd rolled a 7 on a Plantshaping roll.

The Sandshaper



Stone is not always solid. sometimes it is like clouds in the sky, sometimes like a vast ocean of never-ending grains.

Entry Condition

You must have Airshaping or Earthshaping to take Sandshaping. You must take Sandshaping before you can take Dust in the Wind or Earthflow.

Moves

Sandshaping

When you craft something solid from sand, roll +Fluid. On a 10 or greater, choose 2 from the following list. On a 7, 8, or 9, only choose 1.

- ~ It is just as effective as the genuine article.
- ~ It will last for a while.
- ~ Unless inspected thoroughly, one cannot tell it is made of sand.

Dust in the Wind

When you throw sand into the air, roll +Natural. On a 7 or greater, sand and dust are suspended in the air, in contact with everything. On a 10 or greater, you can obscure anything within the cloud from the view of anyone in the cloud.

Earthflow

When you entrap a foe in sand, roll +Fluid. On a 10 or greater, Tag them appropriately. On a 7, 8, or 9, they are trapped and Tagged appropriately, but only for as long as you maintain your focus.

The Shaping Master



Hard work pays off, and you've certainly worked hard. A master in your own right now, your skills are among the best in your field. Only one question remains: to what heights shall you climb next?

Entry Condition

You must have trained with a Master and gained a Mastery move. Any Mastery move is sufficient. You also must have at least 1 “-shaping” move.

Moves

Gift of Opportunity

Your maximum Fortune increases by 1. You may spend your Fortune as if it were Chi to improve the results of your Moves, without giving any Chi to the MC.

Natural Mastery

Gain any two -shaping moves you qualify for, from playbooks or sub-playbooks.

Teacher

When you and another player character who Respects you have an extended amount of downtime together, you may spend 5 Chi to teach them one of your moves (other than this one) so long as they also fulfill any requirements for that move.

The Spy



Any real politician knows that fairness and honesty only gets you so far.

Entry Condition

You have unraveled some authority's power through subterfuge. Tell the MC two secrets the Spy keeps from everyone. (You can and should tell the other players, but their characters do not know)

Moves

Blade in the Dark

When Observing Carefully in conversation, add the following questions to the list:

- ~ How can I get them alone?
- ~ In what ways are they vulnerable?

Ear to the Wall

When you eavesdrop on a conversation to learn secrets, Meditate but roll +Keen instead of +Natural.

Faceless

When you disguise who you are to people who know you, roll +Keen. On a 10 or greater, you can pass among them undiscovered. On a 7, 8, or 9, anything beyond a cursory look reveals who you are.

To disguise yourself as a specific person, your disguise must incorporate some iconic element of their's.



You harbor the Great Spirit of Balance. You are the bridge: between elements, between man and spirit, between the world and its denizens. It is a great responsibility, and a vital one.

Entry Condition

You must have called upon to re-balance the world.

Moves



Balanced Scales

Whenever you Tag another character, you may take the same Tag yourself. If you do, gain 1 Chi.



Chosen of the World Spirit

You have a sixth stat, called Spirit. This stat starts at +0. Whenever you restore peace, increase your Spirit by 1 (maximum +3). Whenever you commit serious bodily harm, decrease your Spirit by 1 (minimum -1). At any point you may manifest the World Spirit. While you are doing so, you are capable of shaping any element and use your Spirit stat for any rolls. When you release the World Spirit or at the end of the scene (whichever comes first), reduce your Spirit to +0 and take the *Fatigued* Tag.



Sealed

At any point, you may clear away all other Tags on your character and become Sealed. Sealed characters cannot shape any elements and may face other consequences. The MC will tell you what happens when you seal away the World Spirit, and possibly how to release the seal.