



Name

LEVEL

XP

Human: Rock, Jazz, Electro, Funk.
Dwarf: Spleen, Arm, Beat, Punk

Automaton: Brass, Steel, Iron, Gold

Look

BODY: Deadly, Cold, Hard.
EYES: Steely, Sharp, Clever.
HAIR: Swish Hat, Proper Hat, Flowing Hair.
CLOTHES: Tight, Uniform, Long Coat

Armor



Hit Points



Max (#+Constitution) Current

Damage



Add these scores to your stats below: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)
Write the big number in the top box, and the smaller number in the bottom

Strength

Top box:
Bottom box:
STR

Dexterity

Top box:
Bottom box:
DEX

Constitution

Top box:
Bottom box:
CON

Intelligence

Top box:
Bottom box:
INT

Wisdom

Top box:
Bottom box:
WIS

Charisma

Top box:
Bottom box:
CHA

ALIGNMENT

- Chaotic**
Confront an important foe and take their power
- Good**
Place yourself in the way of an evil force

BONDS

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

_____ has many skills I would like to acquire.

I have learned from _____ before and they do not know it.

_____ is an ally against my nemesis.

BACKGROUND

- Dwarf**
When you observe and mimic an ability from wildlife, take one extra Hold
- Human**
When you take and wield a weapon from a foe, take +1 Forward on your next attack
- Automaton**
One of your weapons is a part of your body. Describe how;

DEATH MOVE

When you Die. Choose one of your abilities or weapons, pass it on to an ally.

STARTING MOVES

- Fight Like a Shadow**
You have a supernatural ability to copy moves, skills, stunts and actions that you observe. When you **fighting foes of comparable shape**, roll +INT. *On a 10+, you copy their style and learn how to slip through their defenses. Ask the GM two questions about their fighting style and how to exploit it. *On a 7-9, you get the basic gist, ask the GM one question either about their style or how to exploit it.
- Watch and Learn**
When you **observe and mimic a non-combat action**, roll +INT. *On a 10+, Hold 3. *On a 7-9, Hold 2, *On a Miss, Hold 1 in addition to whatever the GM says:
 - Improve on the original move. You gain +1 Forward. If you're mimicking another player, they also gain +1 Forward
 - You remember the action for later
 - You use your other skills in addition to theirs, putting yourself in a better place than whoever you mimicked
 - You move faster than what you're mimicking, finishing before them
 - Mimic at the same time as observing
- Claimer of the Fallen Blades**
When you fell a mighty foe, you may take their weapon. You have mastered it long before your hand touches it. Remove any clumsy tags it would have, as long as you use it as they did.

COIN

GEAR

Max Load (8+STR) Current

You carry **something**.

Dungeon Rations (5 uses, ration, 1 weight)

Bolts (3 ammo, 2 weight)

Choose your weapon:

Crossbow (Near, Far, 1 weight) and **Short sword** (Close, 1 weight)

Crossbow (Near, Far, 1 weight) and **spear** (Reach, 1 weight)

Choose your defenses:

Leather Cloak (1 armor, 1 weight)

Bare chested, massive shield (2 armor, 3 weight)

Choose two:

Adventuring Gear (1 weight, 3 uses)

More Bolts (3 ammo, 2 weight)

A book of Actions (3 uses, 2 weight)

ADVANCED MOVES

When you gain a level between 2-10, select a move from below

Quick Shot

When you are outnumbered and laugh at the danger, ready your crossbow and take fire at up to 3 targets at once, in rapid succession, roll+DEX. *On a 10+, you hit all your targets in a stunning display of speed, roll damage+1d4 and divide the damage as you see fit. On *7-9, you hit half your targets, as quick as you can, but not quick enough. you take a hit, but roll damage and divide it as you see fit

Memorize This

You remember the last 3 actions you mimicked.

Innate Skill

You've watched enough creatures and people moving to remember it in your bones. When you **Defy Danger**, you can use your INT instead of DEX if you are repeating something you have seen before.

Watch Me Move

When you **Aid Another**, you may use INT instead of Bonds

I can remake it

When you spend a moment examining a foes weapon after taking it for yourself, roll +INT. *On a 10+, Apply 2 of the following tags. *On 7-9, apply 1; [Forceful, +1 Damage, Precise, Messy, Close, Reach

Impersonation

You have honed your mimicry skills to an art. When you pretend to be someone else, your performance is perfect, unless you act out of character for that person

Try it this way!

When you show a friend their own move, and offer advice on how to do it better, Roll+Bonds. *On a 10+, they gain +1 ongoing to using that move for the next few hours. *On a 7-9, they gain +1 forward to the next time they use that move

Become what you kill

When you kill a major foe, you have learned their skills, danced their dances and dueled with them, Come up with a move that embodies them with the GM and replace this one with it.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

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

Memorized That

Replaces: Move

You remember the last five actions you mimicked

I can rebuild it

Replaces: I can remake it

When you spend a moment examining a foes weapon after taking it for yourself, you master it and its techniques, then apply your own. Add any 2 of the following tags to it; [Forceful, +2 Damage, Precise, Messy, Close, Reach, Thrown]

Try it better!

Enhances: Try it this way!

When you use **Try It This Way**, on a 12+, you can use that move and gain +1 Forward to it. They gain +2 Ongoing.

Fight like You

Enhances: Fight like a shadow

When you **Fight Like A Shadow**, in addition to whatever you gain, you also remember the maneuver you did and take +1 forward to repeating it again within the same battle. Also, *On a 12+ you may ask the GM one question about the foe, outside of their combat style, in addition to the usual 2 questions.

Dual Wielding

Your muscle control is beyond approach, you may dual wield two crossbows with no penalty. When you shoot with two crossbows, deal an extra 1d6 damage

Memorized Trick

Choose a move from another party member. So long as you are side by side or share a Bond with that class, you have that move

More than what you kill

Replaces: Become what you kill

When you kill a major foe, you have learned their skills, dueled and danced a deadly game of death with them. Come up with a move that embodies them with the GM and replace this one with it

Instant Shot

Replaces: Quick Shot

You're a whirlwind of death with your crossbow, moving so quickly it's hard to pinpoint you. When you use **Quickshot**, you can target any number of foes in one shot and roll damage+1d8 on a 12+



THE MIMIC