SILVER IN HAND

GEAR
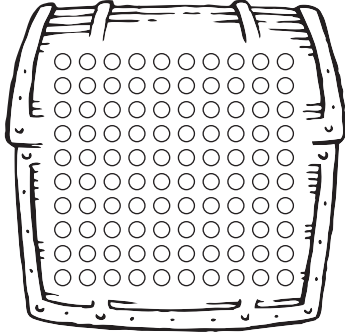
SILVER IN STASH
(1 circle = 100sp = 1XP)

SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 ongoing until you lighten your load. When you *carry more weight than twice your Capacity*, you are *slow* and *clumsy*.

CAPACITY

STR +4 | WEIGHT CARRIED

SPELLS & NOTES

EXPERIENCE POINTS (XP)

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 2
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 3
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 4
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 5
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 6
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 7
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 8
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 9
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Level 10

NAME

APPEARANCE

HERITAGE

ALIGNMENT

TRAITS & TAGS

ARMOR   HIT DIE

d4

HIT POINTS

MAX | CURRENT

ABILITY SCORES

Strength
MAX | CURRENT | MODIFIER | STR

Constitution
MAX | CURRENT | MODIFIER | CON

Dexterity
MAX | CURRENT | MODIFIER | DEX

Intelligence
MAX | CURRENT | MODIFIER | INT

Wisdom
MAX | CURRENT | MODIFIER | WIS

Charisma
MAX | CURRENT | MODIFIER | CHA

Luck
MAX | CURRENT | MODIFIER | LUC

Ability score modifiers

Score	Modifier	Score	Modifier
3	–3	13-15	+1
4-5	–2	16-17	+2
6-8	–1	18	+3
9-12	0		

MAGIC-USER MOVES You start with all of these.
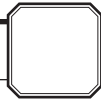
POWER

SPELLCASTER

You are a student of the sorcerous arts. You start with 2 spells, memorized and inscribed in your **spellbook**. Roll them up on the Spell Name table.

Power represents your ability to manipulate arcane energy. Your power is equal to your current level +INT (minimum of 1). Each time you Cast a Spell, you start with full power and must decide how to distribute that power among the four aspects of the spell:

Effect	Range	Area of effect	Duration	Power cost
parlor trick (0)	*touch*	*self*	*instant*	0
minor (+1/1d6)	*close* or *reach*	*single target*	1	1
moderate (+2/2d6)	*near*	*several targets*	3	2
major (+3/3d6)	*far*	*small area*	5	3
spectacular (+4/4d6)	*within sight*	*large area*	7	5
legendary (+5/5d6)	*out of sight*	*vast area*	*permanent*	9

The EFFECT column includes both a descriptive tag and suggested numerical modifer or number of dice (i.e., a *moderate* effect costs 2 power and might be used to create a +2 to a move roll, +2 armor, or 2d6 worth of damage). But spell effects are not limited to numbers! Use your imagination and work with the Judge to determine a spell's effect level.

STUDY SPELLBOOK

When you ***spend a few hours studying your spellbook***, you forget all memorized spells and memorize a number of spells equal to your level +1. Make a note of which those are.

INSCRIBE

When you ***spend 1 week of downtime copying a new spell from another source***, add it to your own spellbook.

CAST SPELL

When you ***cast a memorized spell***, say what effect you want to create within the scope of the spell's name, spend power to define it, and roll +INT, +1 per point of unspent power: **on a 10+**, it does what you want; **on a 9-**, you suffer an arcane accident according to your roll:

9   **Disturbance!** The spell works as intended, but your casting draws unwanted attention.

8   **Vacuity!** The spell works as intended, but you forget it and may not cast it again until you re-memorize it.

7   **Perplexity!** The spell works as intended, but you burn 1d4 Intelligence.

6   **Misfire!** Mark XP. The spell works, but affects a target other than the intended target.

5   **Disruption!** Mark XP. The spell fails and you forget it, but arcane forces temporarily warp reality for the worse, in proportion to the spell's intended effect.

4   **Disaster!** Mark XP. The spell fails and you forget it, but someone or something nearby (which might be you or an ally) suffers a *permanent* affliction or alteration of the Judge's choosing, in proportion to the spell's intended effect.

3-   **Incursion!** Mark XP. The spell fails, you forget it, and some annoying, troublesome, or dangerous arcane force is released into this world. Left unchecked, it will worsen.

All questions raised by the results of your roll are answered by the Judge.

When you ***successfully cast a spell of duration greater than your INT***, you suffer -1 ongoing to all rolls until you choose to end the spell, are forced to do so, or its duration runs out.

ADVANCED MOVES Choose 1 of these at level 3, 5, 7, and 9.

☐ ANTIQUARIAN

When you ***spend 1 week of downtime studying an artifact or other item of interest***, roll +INT: **on a 10+**, the Judge will tell you all you need to know about it; **on a 7-9**, the Judge will tell you something useful about it.

☐ ENCHANTER

When you ***Cast a Spell***, the power cost for that spell's duration is one step lower.

☐ FORMULATE SPELL

When you ***spend 1 week of downtime studying arcane lore in order to create your own spell***, roll +INT: **on a 10+**, hold 3; **on a 7-9**, hold 2; **on a 6-**, hold 1, mark XP, and the Judge makes a move. Spend your hold to complete each of the following steps, in order. If you don't complete all of the steps in 1 week, you may continue your inquiry at a later time.

☐   Spend 1 hold to roll a Spell Name template for the spell.

☐   Spend 1 hold to fill in 1 Spell Name part (Form, Adjective etc.) on your rolled template, using words from spells already inscribed in your spellbook. If you fill in a Wizard's Name, make it your own. You will need to spend more than 1 hold on this step to complete the spell name before moving on to the next step.

☐   Spend 1 hold to pay 50sp per Spell Name part (i.e., a spell comprised of [Wizard Name] [Element] [Form] costs 150 silver).

☐   Spend 1 hold to inscribe the spell in your spellbook.

When you ***Cast a Spell you formulated yourself***, take +1.

☐ MAGICIAN

When you ***Cast a Spell***, you may burn 1 Dexterity to take +1 to that roll.

☐ NECROMANCER

When you ***Perceive***, **on a 7+** you sense any spirits of the dead in the vicinity in addition to the usual result, and may ask your questions directly of them. In addition, when you ***make any move against the dead or undead***, take +1.

☐ RITUALIST

When you ***Cast a Spell after careful and disciplined preparations***, take +1 to that roll.

☐ SCHOLAR

When you ***Establish something you read in a book***, take +1 to that roll.

☐ SORCERER [must be *Chaotic* or *Evil*]

When you ***Cast a Spell***, you may burn 1 Constitution to recombine words from all the spell names in your spellbook to make a new spell on the spot, using any Spell Name Template of your choice. However, you take -1 to cast that spell.

☐ THAUMATURGE

When you ***Cast a Spell***, you may burn ability points of your choice to increase your available power, at a cost of 2 ability points per 1 point of power.

☐ WIZARD

When you ***Study your Spellbook***, forget all memorized spells and memorize a number of spells equal to your level +INT instead of your level +1.