

NAME




LOOK

Human: Andreas, Nylund, Kron, Kristofer, Olsson, Edvin, Sofia, Svensson, Malenea
Elf: Nesselde, Linnadhiel, Thandiel, Tharsirion, Authion, Miluion, Landion, Venhiron
Dwarf: Vehiron, Gadrin, Alfgar, Adra, Erda, Freska, Hiluda, Krila, Alfric, Thorgrim

Bright Eyes, Dull Eyes, Eyes Backlit by Magic
 Short Chaotic Hair, Long Smart Hair, Strange But Creative Hair
 White Holy Robes, Garb of a Lost Traveler, Painfully Plain Coat
 Short and Stunted, Tall and Large, Skinny like a Candle, Average

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 9+CONSTITUTION

ALIGNMENT

- GOOD**
Expend your life force to save another.
- NEUTRAL**
Uncover a hidden truth or learn of others with your condition.
- EVIL**
Destroy something or someone who you envy.

STARTING MOVES

THE DIMINISHING LIGHT

You believed yourself to be some chosen figure that the gods saw fit to bestow upon them consequence free powers. Tragically, the holy-appearing powers you manifest are not a divine blessing, but the accidental anomaly of using your own soul as fuel for magic you did not earn. You have a soul score of 10 to start, which you cannot surpass. In any day that you used a spell, you lower this score by 2. You can increase this score by:

- Sacrificing one XP to raise it by 1.
- Sacrificing the magic property of an item to raise it to 10.
- If rewarded XP for defeating a significant enemy at the end of a session, raises it by 1.
- If rewarded XP for fulfilling your alignment at the end of a session, raises it by 1.

At any time your soul score goes down, you take 1 damage that ignores armor. Should your soul score ever reach 0, the inner light is extinguished from overuse, leaving you a hollow and lifeless creature that will wander the earth only to snuff out the souls of other living creatures. You character dies and will become a soulless zombie-thing that will attack the closest living creature.

PREPARING SOUL MAGIC

When you spend uninterrupted time (an hour or so) giving your soul a much needed rest, you:

- Lose any spells already prepared.
- Prepare new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your flickers, which never count against your limit.

CASTING A SPELL FUELED BY THE INNER LIGHT (WIS)

When you extort your inner light for a spell, roll+WIS. *On a 10+, the spell is successfully cast without damaging your diminishing soul. *On a 7-9, the spell is cast but your soul score is decreased by one and then choose one of the following:

- The soul dims and begins to waste away into the dark recess of your body: reduce your soul score by 2.
- You spread yourself thin, taking a -1 ongoing to cast a spell until the next time you have an hour of rest.
- A fragment of your soul breaks off and you lose the use of that spell till you can prepare it again.

If you roll 6 or less when casting a spell, you lower your soul score by 2.

RACE

- HUMAN**
You can choose any Level 1 spell from the Wizard or Cleric spell list and added it to your own spell list.
- ELF**
When Spouting Lore about any topic relating to the working of souls, you get +2 to the roll.
- DWARF**
Whenever you are underground, you can cast the flicker Light without rolling for it.

BONDS

Fill in the names of your companions in at least one:

_____ has earned my trust, but not my respect.
 Does it worry anyone else that _____ is running around free?
 I would trust _____ with my soul, not that I have taken very good care of it.

THE FADING SOUL

LEVEL

XP

GEAR

Your load is 7+STR. You start with a shillelagh (close, 1 weight), 25 coins and a personal feast (1 use, 1 weight) Choose your defenses:

- Brilliant robes (worn, 0 weight) and 2 healing potions (0 weight)
- Scale mail (2 armor, worn, clumsy, 3 weight)

Choose your weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Short sword (close, 1 weight) and shield (+1 armor, 2 weight)
- Crossbow (near, +1 damage, reload, 3 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- Bandages (3 uses, slow, 0 weight)
- Bag of Books (5 uses, 1 weight)

Choose two:

- Fragment of a stolen soul (raises your soul score by 1, 1 use, 0 weight)
- Dungeon rations (5 uses, 1 weight)
- Antitoxin (0 weight)
- Bundle of arrows (3 ammo, 1 weight)
- Massive tome detailing soul magic (+1 to all Casting a Spell Fuelled by the Inner Light rolls. 4 weight)
- Sculpture of a famous deity (+2 to Spout Lore test regarding religion, 1 weight)
- Crusader's shield (+1 armor, 2 weight)
- Strange letters written in a foreign language (0 weight)
- 75 coins

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

LIGHT OF REASON

You gain +1 to all Parley rolls. You may lower your soul score by 1 to also add +1 forward to your next Parley roll.

GOOD FOR THE SOUL

At the end of each session in which you had an extended rest, you may increase your soul score by 1.

DOOMED TO A SIMILAR FATE

Just by looking at a person or creature you can tell if it has no soul, and if it is living or undead.

HARDSHIP OF THE SOUL

You get 10 minus your current soul score added to your max HP.

BURDEN OF THE SOUL

You get 10 minus your current soul score added to your load.

DEFIANCE OF THE SOUL

You get 8 minus your current soul score added to your armor. (Minimum 0.)

WRATH OF THE SOUL

You get 8 minus your current soul score added to your weapon damage rolls. (Minimum 0.)

VENGEANCE OF THE SOUL

You get 8 minus your current soul score added to your spell damage rolls. (Minimum 0.)

DESPERATE GAMBLE

At any time you can lower your soul score by 1 to heal 1d10 damage.

COLD LIGHT OF DAY

You get +1 to all Discern Realities.

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, choose from these moves or the level 2-5 moves.

EMPOWERED SOUL

Count your level as 1 higher for the purpose of preparing spells.

POOR ONE'S SOUL

You may extract fragments of your diminishing soul to use at a later time to fuel your magic. Roll +Con. *On a 10+, your soul score goes down by 2 and you get 1d4 soul fragments. *On a score of 7-9, your soul score goes down by 2 and choose one:

- You create 2 soul fragments and cannot use this move again till you rest.
- You create 3 soul fragments, but your soul thins and you cannot use spells for rest of the day.

Soul fragments are one use items with no weight and can be spent to increase your soul score by 1.

THE DARKEST HOUR

You get +3 minus your current soul score ongoing to all rolls.

HERO'S SOUL

Your soul score has a max value of 11 instead of 10.

MULTICLASS INITIATE

Requires: Multiclass Dabbler

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

MULTICLASS MASTER

Requires: Multiclass Initiate

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

DESPERATE SACRIFICE

Requires: Desperate Gamble

At any time you may increase your soul score to 10 by losing a level.

Whatever stat you last put a point into is decreased by 1 and the Advance Move you gained last level is lost.

A LIGHT AT THE END OF THE TUNNEL

Whenever you would make a roll for Last Breath, you may decrease your soul score by 1 any amount of times to add a +1 forward to the roll for each point spent.

SOUL SURVIVOR

If ever all of your companions are slain, knocked out, brought down, fleeing or otherwise removed from combat, you gain a +2 ongoing to all rolls until you are safe of any danger.

FLICKERS

☐ LIGHT ROTE

An item you touch glows with a false light, far brighter than a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

☐ BLIND ROTE

You send searing light into the eyes of an enemy. You and all your allies get a +1 forward to their next attack against the creature. You can lower your soul score by 1 to instead grant a +3 forward.

☐ DARKNESS ROTE ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell. You can lower your soul score by 1, if you do you no longer take the -1 to casting while maintaining this spell.

FIRST LEVEL SPELLS

☐ BRILLIANT ARMOR LEVEL 1 ONGOING

You gain +2 armor. If you choose to lower your soul score by 1, you get +4 armor instead.

While this spell is ongoing you take -1 to cast a spell.

☐ SCOUR SPEAR LEVEL 1

You conjure a spear of pure light and hurl it into a foe. Deal 2d4+1 damage to one target. If you choose to lower your soul score by 1, this instead does 2d6+1 damage.

☐ DISHEARTENING SPARKLE LEVEL 1 ONGOING

You send forth an awe inspiring wave of shimmering and threatening light that seems to cut the air around you, when in reality the light isn't lethal at all. As long as the spell is ongoing, foes that care about their personal safety will not attack you. As long as this spell is ongoing, you cannot cast spells.

THIRD LEVEL SPELLS

☐ DOOR OF SHADOWS LEVEL 3

The shadows you target with this spell begin to mold themselves into an ebon door that opens into an endless void of fog that you and a number of allies equal to 11 minus your current soul score can travel through. Name a location, describing it with a number of words up to your level. Stepping through the door into the fog deposits you and any allies who entered into a location loosely matching your description. Once you have traveled through the doorway, it vanishes. After using this spell roll +CON. On a 7-9, you get a -1 forward to your next roll being fatigued by the spell. On 6 or less, decrease your soul score by 1.

☐ JEALOUS FLARE LEVEL 3 ONGOING

In response to hostile magic, flaring light cascades from you, interfering with any magic that tries to affect you. Whenever another spell or other magical effect targets you, you can lower your soul score by 1 to completely negate the enemies' magic.

While this spell is ongoing you take -1 to cast a spell.

☐ BRILLIANT BLESSING LEVEL 3

You or any ally get a +3 forward to their next roll. If you choose to lower your soul score by 1, the recipient of your spell gets a +5 forward instead.

FIFTH LEVEL SPELLS

☐ SHIFT TO SHADES LEVEL 5 ONGOING

You and a number of allies equal to 11 minus your current soul score become formless shadows that can move freely and cannot cast spells, attack or be attacked. You and your allies stay in this shadowed form for as long as you have the spell ongoing.

As long as this spell is ongoing, you cannot cast spells.

☐ SYPHON LIGHT LEVEL 5

All light in the room instantly vanishes as you draw it into yourself. The room is pitch black and you hold 2. You may spend this one hold to increase your soul score by 1 or use it as a normal hold. Whenever you spend this hold, the light returns to the room which you had taken it from.

☐ LIGHT OF THE FALSEHOOD LEVEL 5

An unforgiving white light erupts from you and forces the cold light of day onto all things. Any illusions are dismissed, disguises are undone and secret passage ways are revealed.

FADING SOUL SPELLS

SEVENTH LEVEL SPELLS

□ SOUL SWALLOW

LEVEL 7

You stand over the sundered body of a dying creature and wait to watch the light leave their eyes. As you cast that spell, the soul of a recently slain living creature is added to yours, raising your soul by 2 and giving you a +3 ongoing to all rolls till you rest. You can also lower your soul score by one to learn all of the target's memories.

□ SAVED BY THE LIGHT

LEVEL 7

You or an ally who you touch that is close to dying heals 2d10 points of damage and loses any condition effects on them. Additionally you may lower your soul score by 1 any amount of times, to replicate this effect for any number of targets.

□ CHORUS OF THE LAST BREATH

LEVEL 7

You exhale a dreadful gleaming cloud of gas that surges towards all foes and coils down their throat, robbing them of all but their last breaths. All enemies of your choice in the far range take damage equal to 15 minus your current soul score. This damage ignores armor. All foes miss their next chance to attack as they stumble about in despair.

□ BLINDED BY THE LIGHT

LEVEL 7

Brilliant lights gush from your body, blinding every foe and creating an opening for everyone who can attack them. For the rest of battle all attack rolls made against these foes are made at +2. This blindness lasts till the end of combat.

NINTH LEVEL SPELLS

WHENEVER YOU CAST A SPELL OF THE NINTH LEVEL, YOU SEE THE SOUL LIGHT OF THE CREATURES AROUND YOU AND THE CONDITION THEY ARE IN. YOU CAN ASK THE GM FREELY WHAT EVERYONE WITH A SOUL IS AT FOR HP WHEN YOU CAST THAT SPELL.

YOU MAY ALSO LOWER YOUR SOUL SCORE BY 1 TO HAVE THE GM ALSO TELL YOU OF ANY MAGICAL EFFECTS THE CREATURE MIGHT HAVE ON IT, INCLUDING ENCHANTMENTS ON ITSELF OR ITS WEAPONS.

□ RESTORE THY SOUL

LEVEL 9

Sacrificing a magical object to a swirling mass of light that you draw into yourself; you can raise your soul score to 10. The magic properties of the item are absorbed, leaving a mundane version of itself behind. Also, this sudden gush of magic grants Empowered 4. You may spend Empowered to declare any roll a +12 or a fail. All Empowered is lost after an extended rest.

□ SOUL SNUFF

LEVEL 9

You see the soul light of the creatures around you and the condition they are in. All living creatures in the near distance with 6 HP or less instantly dies as you rob the light from their souls to greedily fuel your own. You increase your soul score by 1 for each creature slain this way.

□ THIEF OF LIGHT

LEVEL 9

As per the spell Syphon Light, but you hold 4 and even after the hold is spent the light doesn't return to the place it was returned to unless new sources of light are brought into the afflicted area. Also, you can choose any number of living creatures in the affected area to have their inner light taken from them, dealing 2d10 damage to them that ignores armor.

□ EXTINGUISH SUN

LEVEL 9

When you cast this spell, you can force the greatest light to be drained from the sky and have night take hold. After casting this spell, you get a +3 forward to your next roll and enemies are left flat footed and confused. This sudden flux in energy grants you Empowered 3. You may spend these points to declare any roll a +12 or a fail. All Empowered is lost after an extended rest. After all Empowered is spent, the sun returns to the sky and the day and night cycle continues on normally.

FADING SOUL SPELLS