

NAME




Aleister, Edogawa, Helena, Solomon, Bo, Chosen, Yune

LOOK

Eager eyes, Wise Eyes, or Hard Eyes
Ornamented Hair, Shaved Head, or Messy Hair
Festival Robes, Austere Vestments, Traveler's Clothes
Thin Body, Tattooed Body, Whithered Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

DRIVE

- THE GREATER GOOD
Help someone when it is difficult, inconvenient, or dangerous to do so.
- STUDY THE OCCULT
Learn something new about the world.
- FREEDOM
Use your powers for personal gain.

STARTING MOVES

FORMS OF THE FORMLESS

Begin play with one spirit. By default, a manifested spirit is about the size of a large horse and deals 1d8 damage. Your spirit begins play with four points worth of the following traits:

1 point traits:

- Sacred: The spirit represents something that is revered by most cultures, and entitles you to respect or hospitality if your bond with is discovered.
- Untamed: The spirit has a special bond with creatures of nature and can be commanded to negotiate with or influence them,
- Tiny: The spirit is small enough to fit in a bag.
- Lesser elemental: The spirit has the ability to manipulate objects or forces within a chosen element.
- Warlike: Add one of the following tags to attacks made by your spirit: Near, forceful, messy.
- Amorphous: The spirit consists of a swarm or is otherwise able to alter its shape.
- Flying: Pretty much what it sounds like.

2 point traits:

Elemental: The spirit has the ability to create, destroy, or manipulate objects or forces within a chosen element,

Large: The spirit is about the size of a large horse-drawn carriage (horses included)

Trio: The spirit consists of 3 separate parts that can act independently

Agenda: The spirit has some specific nature of objective which guides its actions.

Commands in line with this agenda are made at +1 (max of +3), commands that contradict it are made at -1.

Healing: The spirit can be commanded to heal others for an amount equal to its damage.

Avatar: The spirit is strongly tied to a specific emotion and can inspire it in others.

SUMMON

When you attempt to give physical form to one of your spirits, dismiss any spirits previously summoned with this move, lose all pact, and roll +wis. On a 10+, your spirit is summoned and you gain 2 pact. On a 7-9, same, but the spirit emerges with some defect or imperfection. Make this move at -1 if you attempt to summon the same spirit multiple times within several hours.

COMMAND

When you issue a command to a summoned spirit, roll +pact. On a 10+ the command is executed without issue. On a 7-9, choose one. On a miss, lose 1 pact in addition to other outcomes.

- Your spirit is wounded or fatigued, lose 1 pact.
 - Your spirit misinterprets the command or executes it a little too vigorously, causing collateral damage or unintended side-effects.
 - Your spirit draws unwanted attention to you or to itself.
- If you would lose pact and have none, the spirit is immediately dismissed.

BACKGROUND

WHERE DO YOUR SPIRITS COME FROM?

- FROM THE OCEAN OF MY SOUL
Add 'suffer negative psychic feedback, dealing 1d8 damage (ignores armor)' as a 7-9 option for Command.
- FROM THE HEARTBEAT OF THE UNIVERSE
When you have at least 1 pact and dismiss one spirit to summon another, take +1 on your Summon move.
- FROM THE AUTHORITY OF THE ANCIENT PACT
All spirits gain the 'Agenda' trait for free.

BONDS

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

_____ views me as some sort of slave master. If they only knew...

I will not tolerate _____'s disrespect of my spirits!

_____ knows a secret about my powers.

_____ has been my protector for what feels like a lifetime.

I sense an affinity for the spirits in _____.



THE SUMMONER

LEVEL

XP

GEAR

Your load is 8+strength. You start with dungeon rations (5 uses, 1 weight) and a summoning implement, describe it. Choose your defenses:

- Heavy clothing (1 armor, 1 weight)
- Ceremonial halfling pipeleaf (6 uses, 0 weight) and a well-stocked collection of poultices and herbs (4 uses, slow, 2 weight)

Choose your weapon:

- Ritual Staff (two-handed, close, 2 weight)
- Sacrificial Dagger (hand, 1 weight)

Choose one:

- A gift from your mentor (0 weight)
- A symbol of your duty (0 weight)
- Something from the realm of spirits(0 weight)

ADVANCED MOVES

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

SILVER THREADS

When you use the Summon move, gain 1 additional Pact.

THE MONSTERS WITHIN US

Given several hours and a willing or inert subject, you can conduct a ritual to draw out possessing spirits or hidden facets of personality into physical form. If you successfully negotiate with or subdue the spirit in a way that is beneficial to the subject, roll +cha. On a 10+, choose 2. On a 7-9, choose 1:

- The change you create is lasting and meaningful.
- The subject feels they owe you a great debt.
- The subject does not come away from the experience with significant misunderstandings about you or your abilities.

MIRROR OF MY SOUL

When you order a spirit to assist one of your allies, you may make the aid move with +pact instead of +bonds.

HIGHER FORMS

Your spirits possess 6 total trait points (you may replace old traits).

JUST FOR LUCK

When you spend several hours binding lesser spirits into talismans and amulets, lose all previously-held charms, and gain 3 charms. Charms may be spent 1-for-1 on the following:

- Create a fleeting illusion
- Knock somebody back a pace, maybe even off their feet.
- Grant +2 armor forward

DRAMATIC ENTRANCE

Your spirits are summoned in particularly dramatic fashion, reshaping the battlefield and sending enemies flying.

MY EYES AND EARS

You can perceive anything your spirits perceive and can issue commands at any distance telepathically.

DAEMONOLOGIST

Add 'what supernatural creatures, if any, have influence here?' to the list of questions for discern realities. In addition, take +1 ongoing to Spout Lore about spirits and similar entities.

COME INTO MY PARLOR

When you bind a spirit to a location, causing it to take on that spirit's characteristics, dismiss any spirits previously summoned with this move and roll +wis. On a 10+, choose 2. On a 7-9, choose 1:

- The spirit can control and move inanimate objects in the area.
- The spirit can exercise its powers anywhere within the area (and can be ordered to do so with a defy danger roll using +wis).
- The changes are subtle enough to avoid immediate detection.

MULTICLASS DABBLER

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

PRACTICED SUMMONER

Gain an additional spirit with trait points equal to that possessed by your other spirits.

THE EARTH WILL SHAKE...

Your spirits deal +1d4 damage.

SPIRITS

NAME: _____

DESCRIPTION: _____

TRAITS: _____

NAME: _____

DESCRIPTION: _____

TRAITS: _____

NAME: _____

DESCRIPTION: _____

TRAITS: _____

When you gain a level from 6-10 choose one of these moves, or one of the 2-5 moves.

MASTER SUMMONER

Gain an additional spirit.

...AND THE WIND WILL ROAR

Replaces: The Earth Will Shake...

Your spirits deal an additional 2d4 damage.

THE PACT FULFILLED

If you fail a Last Breath, your spirits possess your body and may carry out one last task if you have earned their loyalty. In this state, your body has all non-size-altering traits possessed by your spirits.

FLY, MY LOYAL MINION!

When you dispatch a spirit to take on an extended mission, dismiss any spirits previously summoned with this move and roll +wis. On a 10+, choose 2. On a 7-9, choose 1.

- It doesn't take an extremely long time.
- The spirit does not draw the attention of your enemies.
- The mission's objective if carried out to the letter.

AS ONE

When you bind a spirit into an object, dismiss any spirits previously summoned with this move and roll +wis. On a 10+, choose 1. on a 7-9, choose 2. Anyone who holds or wears the item gains all traits possessed by the spirit.

- The binding is weak and won't last long.
- The spirit influences the bearer's mind.
- Somebody's in a good position to try to grab the spirit-bound item.

THE BETTER ANGELS OF OUR NATURE

When you create a minor, temporary spirit out of a willing subject's better qualities or virtues, roll +wis. On a 10+, choose 2. On a 7-9, choose 1:

- The spirit manifests with 3 trait points and acts as a guardian to the subject for 24 hours.
- The spirit inspires the subject to reasonably consider some great act of charity, valor, or mercy.
- The subject does not subsequently overestimate their own abilities.

PLATONIC FORMS

Requires: Higher Forms

Your spirits possess 8 total trait points (you may replace old traits if necessary). In addition, your spirits may now incorporate the following 3-point traits:

- Domain: The spirit can create, destroy, or manipulate objects or forces within a chosen domain on a vast scale.
- Destructive: The spirit's attacks devastate the battlefield, damaging multiple enemies and destroying inanimate objects with ease.
- Titanic: The spirit is as large as a two- to -three-story building.
- Transcendent: Living creatures are awed or dismayed by the spirit and will not attack unless struck first.
- Dominus: The spirit can temporarily possess living creatures. The next time you fail a roll, possession ends.
- Omniscient: The spirit can sense (but not identify) living creatures within a mile radius and communicate with those known to the summoner.
- Contract: The spirit can perform miracles at a terrible price.

MULTICLASS INITIATE

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