

THE BARD

Everybody knows you're a hired killer. When you show up at their gates with your smiles and your songs, they know that sometime not too long ago, some bastard handed you a bag full of ceramic and whispered a name in your ear, and before you take your leave the owner of that name will be dead. And yet somehow, every single time, they let you in anyways. Yeah. You're that good.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Elf: Abyuuk, Arvos, Ch'el, Galar, Grissi, Haaku, Katza, Targaz, Utaa

Human: Amandia, Astini, Faldar, Haarna, Jedra, Kor, Nadia, Quay, Rasia

LOOK

Choose one for each:

- Knowing Eyes, Fiery Eyes, or Joyous Eyes
- Fancy Hair, Wild Hair, or Stylish Cap
- Finery, Traveling Clothes, or Poor Clothes
- Fit Body, Well-fed Body, or Thin Body

STATS

Your maximum HP is 6+Constitution.

Your base damage is d6.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

ELF

When you enter an important location (your call) you can ask the GM for one fact from the history from your tribe's lore of that location.

HUMAN

When you present yourself at an estate, you (and all of your companions) cannot be turned away.

YOU START WITH THESE MOVES:

POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- Poisonweed spores (applied): The target falls into a light sleep
- Mulworm venom (touch): The target deals -1d4 damage ongoing until cured
- Brain seed powder (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- Dragon beetle poison (touch): Anyone dealing damage to the target rolls twice and takes the better result.

BARDIC LORE

Choose an area of expertise:

- Spells and Magicks
- The Dead and Undead
- Grand Histories of the Known World
- A Bestiary of Creatures Unusual
- The Planar Spheres
- Legends of Heroes Past
- The Sorcerer-Kings and Their Servants

When you **first encounter an important creature, location, or item (your call) covered by your bardic lore** you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

CHARMING AND OPEN

When you **speak frankly with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?

- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

A PORT IN THE STORM

When you **return to a civilized settlement you've visited before**, tell the GM when you were last here. They'll tell you how it's changed since then.

ALIGNMENT

Choose an alignment:

GOOD

Perform your art to aid someone else.

NEUTRAL

Avoid a conflict or defuse a tense situation.

CHAOTIC

Spur others to significant and unplanned decisive action.

GEAR

Your Load is 9+Str. You have desert rations (5 uses, 1 weight). Choose one instrument, all are 0 weight for you:

- Your father's mandolin, repaired
- A fine lute, a gift from a noble
- The pipes with which you courted your first love
- A stolen horn
- A songbook in a forgotten tongue

Choose your clothing:

- Leather armor (1 armor, 1 weight)
- Ostentatious clothes (0 weight)

Choose your armament:

- Bard's friend (hand, precise, 1 weight)

- Blowgun (near, 1 weight), bundle of darts (3 ammo, 1 weight), and obsidian short sword (close, fragile, 1 weight)

Choose one:

- Adventuring gear (1 weight)
- Bandages (0 weight)
- Bellaweed (0 weight)
- 3 coins

BONDS

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

This is not my first adventure with _____.
 I sang stories of _____ long before I ever met them in person.
 _____ owes me for services rendered.
 _____ does not know how close they came to being my target.
 _____ trusted me with a secret.
 _____ does not trust me, and for good reason.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES:

IT GOES TO ELEVEN

When you **unleash a crazed performance** (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+Cha. On a 10+ the target attacks their nearest ally in range. On a 7-9 they attack their nearest ally, but you also draw their attention and ire.

METAL HURLANT

When you **shout with great force or play a shattering note** choose a target and roll+Con. On a 10+ the target takes 1d10 damage and is deafened for a few minutes. On a 7-9 you still damage your target, but it's out of control: the GM will choose an additional target nearby.

POISON MASTER

After you've used a poison once it's no longer dangerous for you to use.

ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.

BREWER

When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.

A LITTLE HELP FROM MY FRIENDS

When you **successfully aid someone** you take +1 forward as well.

DUELIST'S PARRY

When you hack and slash, you take +1 armor forward.

BAMBOOZLE

When you **parley with someone**, on a 7+ you also take +1 forward with them.

MULTICLASS DABBLER

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

MULTICLASS INITIATE

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:

UNFORGETTABLE FACE

When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.

- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects

REPUTATION

When you **first meet someone who's heard songs about you**, roll+Cha. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

AN EAR FOR MAGIC

When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

DEVIOUS

When you use charming and open you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

DUELIST'S BLOCK

Replaces: Duelist's Parry

When you hack and slash, you take +2 armor forward.

CON

Replaces: Bamboozle

When you **parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

MULTICLASS MASTER

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

ALCHEMIST

Replaces: Brewer

When you have you have time to gather materials and a safe place to brew you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances

THE CLERIC

Maybe the gods loved Athas once. If so, that love wasn't enough to save them from burning to dust and ash with the rest of this forsaken world. Where once you might have communed with a caring, benevolent deity, now you eke out divine power from one of the raw, primal elements of creation. Maybe you name it, try to ascribe a will and a desire to fire or water, earth or air. Maybe you sing its praises, but while it may come when you call it, you know one truth in your heart of hearts: It does not love you.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Dwarf: Lyanius, Portek, Hai, Fyra, Lazra, N'kadir, Sa'ram, Lodo

Human: Canth, Clavis, E'la, Maetan, Narissa, Nanda, Ramphion, Sacha, Terrik

LOOK

Choose one for each:

- Kind Eyes, Sharp Eyes, or Sad Eyes
- Tonsure, Strange Hair, or Bald
- Flowing Robes, Habit, or Common Garb
- Thin Body, Knobby Body, or Flabby Body

STATS

Your maximum HP is 8+Constitution.

Your base damage is d6.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

DWARF

You are one with stone. When you commune you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.

HUMAN

Your faith is diverse. Choose one wizard spell. You can cast and be granted that spell as if it was a cleric spell.

YOU START WITH THESE MOVES:

ELEMENT

You serve and worship an element or paraelement which grants you spells. Choose your element (Earth, Air, Fire, Water) or paraelement (Silt, Sun, Magma, Rain) and choose its domain:

- Healing and Restoration
- Bloody Conquest
- Civilization
- Knowledge and Hidden Things
- The Downtrodden and Forgotten
- What Lies Beneath

Choose one precept of your religion:

- Your religion is devoted to spreading your sacred element across Athas, add Petition: Expanding your sacred element.
- Your religion teaches that only through deprivation can enlightenment be had, add Petition: Asceticism.
- Your religion demands that blood be spilled in the name of your sacred element, add Petition: Living Sacrifices.
- Your sacred element communes with you through ecstatic visions, add Petition: Madness.
- Your religion is evangelical, add Petition: Conversion.

ELEMENTAL GUIDANCE

When you **petition your element according to the precept of your religion**, you are granted some useful knowledge or boon related to your element's domain. The GM will tell you what.

TURN UNDEAD

When you **hold your holy symbol aloft and call on your element for protection**, roll+Wis. On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

COMMUNE

When you spend uninterrupted time (an hour or so) in quiet communion with your element, you:

- Lose any spells already granted to you.
- Are granted 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 rites, which never count against your limit.

CAST A SPELL

When you **unleash a spell granted to you by your element**, roll+Wis. On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. On a 7–9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting distances you from your element—take -1 ongoing to cast a spell until the next time you commune.
- After you cast it, the spell is revoked by your element. You cannot cast the spell again until you commune and have it granted to you.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

ALIGNMENT

Choose an alignment:

GOOD
Endanger yourself to heal another.

CHAOTIC
Spread your sacred element without care for the consequences.

EVIL
Harm another to prove the superiority of your element.

GEAR

Your Load is 10+Str. You carry desert rations (5 uses, 1 weight) and some symbol of your element, describe it (0 weight). Choose your defenses:

- Bone mail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)

Choose your armament:

- Stone warhammer (close, 1 weight)
- Master's whip (close, reach, 1 weight)
- Staff (close, two-handed, 1 weight) and bandages (0 weight)

Choose one:

- Adventuring gear (1 weight) and desert rations (5 uses, 1 weight)
- Healing fruit (0 weight)

BONDS

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

_____ has insulted my element; I do not trust them.
 _____ is a good and faithful person; I trust them implicitly.
 _____ is in constant danger, I will keep them safe.
 I am working on converting _____ to my faith.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2–5, CHOOSE FROM THESE MOVES:

CHOSEN ONE

Choose one spell. You are granted that spell as if it was one level lower.

INVIGORATE

When you **heal someone** they take +2 forward to their damage.

THE SCALES OF LIFE AND DEATH

When someone takes their last breath in your presence, they take +1 to the roll.

SERENITY

When you cast a spell you ignore the first -1 penalty from ongoing spells.

FIRST AID

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

DIVINE INTERVENTION

When you commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your element, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

PENITENT

When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.

EMPOWER

When you cast a spell, on a 10+ you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled
- The spell's targets are doubled

ORISON FOR GUIDANCE

When you **sacrifice something of value to your element and pray for guidance**, your element tells you what it would have you do. If you do it, mark experience.

ELEMENTAL PROTECTION

When you wear no armor or shield you get 2 armor.

DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed.

WHEN YOU GAIN A LEVEL FROM 6–10, CHOOSE FROM THESE MOVES OR THE LEVEL 2–5 MOVES:

ANOINTED

Requires: Chosen One

Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.

APOTHEOSIS

The first time you **spend time in prayer as appropriate to your element** after taking this move, choose a feature associated with your element (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

PROVIDENCE

Replaces: Serenity
You ignore the -1 penalty from two spells you maintain.

GREATER FIRST AID

Requires: First Aid
Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

ELEMENTAL INVINCIBILITY

Replaces: Elemental Intervention
When you commune you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your element, which intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.

MARTYR

Replaces: Penitent

When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell and add your level to any damage done or healed by the spell.

ELEMENTAL ARMOR

Replaces: Elemental Protection
When you wear no armor or shield you get 3 armor.

GREATER EMPOWER

Replaces: Empower
When you cast a spell, on a 10–11 you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are doubled
- The spell's targets are doubled

MULTICLASS DABBLER

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

CLERIC SPELLS

ROTES

Every time you commune, you gain access to all of your rites without having to select them or count them toward your allotment of spells.

LIGHT ROTE

An item you touch glows with light, about as bright as 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.

SANCTIFY ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your element. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

GUIDANCE ROTE

The symbol of your element appears before you and gestures towards the direction or course of action your element would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

LEVEL 1 SPELLS

BLESS LEVEL 1 *ONGOING*

Your element smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

CURE LIGHT WOUNDS LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

DETECT ALIGNMENT LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

CAUSE FEAR LEVEL 1 *ONGOING*

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

MAGIC WEAPON LEVEL 1 *ONGOING*

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

SANCTUARY LEVEL 1

As you cast this spell, you walk the perimeter of an area, consecrating it to your element. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

SPEAK WITH DEAD LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

LEVEL 3 SPELLS

ANIMATE DEAD LEVEL 3 *ONGOING*

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

CURE MODERATE WOUNDS LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

DARKNESS LEVEL 3 *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.

RESURRECTION LEVEL 3

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must get help from ____
- It will require a lot of money
- You must sacrifice ____ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

HOLD PERSON LEVEL 3

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

LEVEL 5 SPELLS

REVELATION LEVEL 5

Your element answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

CURE CRITICAL WOUNDS LEVEL 5

Heal an ally you touch of 3d8 damage.

DIVINATION LEVEL 5

Name a person, place, or thing you want to learn about. Your element grants you visions of the target, as clear as if you were there.

CONTAGION LEVEL 5 *ONGOING*

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

WORDS OF THE UNSPEAKING LEVEL 5

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

TRUE SEEING LEVEL 5 *ONGOING*

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

□ TRAP SOUL LEVEL 5

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

LEVEL 7 SPELLS

□ WORD OF RECALL LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

□ HEAL LEVEL 7

Touch an ally and you may heal their damage a number of points up to your maximum HP.

□ HARM LEVEL 7

Touch an enemy and strike them with elemental wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

□ SEVER LEVEL 7 *ONGOING*

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.

□ MARK OF DEATH LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

□ CONTROL WEATHER LEVEL 7

Depending on your element, pray for rain—or sun, wind, or silt storms. Within a day or so, your element will answer. The weather will change according to your will and last a handful of days.

LEVEL 9 SPELLS

□ STORM OF VENGEANCE LEVEL 9

Your element brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

□ REPAIR LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

□ ELEMENTAL PRESENCE LEVEL 9 *ONGOING*

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

□ CONSUME UNLIFE LEVEL 9

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

□ PLAGUE LEVEL 9 *ONGOING*

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your element's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.

THE DRUID

Athas is as pure a world as ever there was. Let the soft folk of the city-states cower under the yoke of the Sorcerer-Kings. Let the mad prophets babble about the kinder world that once was. You know the truth: Athas is nature unfettered, all the lies and hypocrisies of civilization laid bare like the throat of a defeated foe. You, druid, will be the teeth that close on that throat.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Elf: Alaa, Botuu, Duukodo, Ekee, Hukaa, Jaarati, Luubarra, Quaar, Traako

Halfling: Cha, La, Nok, Tar, Ulk, Rel, Tak, Nar

Thri-kreen: Thri-Kreen: Chkakk-a-kakk, Ktch'trik, Kk'kkik, Tk'tak, Kik'chk'klk

LOOK

Choose one for each:

- Wise Eyes, Wild Eyes, or Haunting Eyes
- Leather Hood, Messy Hair, or Braided Hair
- Ceremonial Garb, Practical Leathers, or Bizarre Hides

STATS

Your maximum HP is 6+Constitution.

Your base damage is d6.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

ELF

The sand of the wastes flows within you. In addition to any other attunements, the Sandy Wastes are always considered your land.

HALFLING

You sing the healing songs of spring and brook. When you make camp, you and your allies heal +1d6.

THRI-KREEN

You are a priest of the great hunt. Eating an animal in its entirety counts as studying its essence.

YOU START WITH THESE MOVES:

BORN OF THE SOIL

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land.

- Stony Barrens
- Sandy Wastes
- Rocky Badlands
- Salt Flats
- Silt Sea
- Mountains
- Scrub Plains
- Verdant Belts
- Forest

Choose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

BY NATURE SUSTAINED

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

SPIRIT TONGUE

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied.

SHAPESHIFTER

When you call upon the spirits to change your shape, roll+Wis. On a 10+ hold 3. On a 7–9 hold 2. On a miss hold 1 in addition to whatever the GM says. You may take on the physical form of any species whose essence you have studied or who lives in your land: you and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 hold to make

that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

STUDIED ESSENCE

When you **spend time in contemplation of an animal spirit**, you may add its species to those you can assume using shapeshifting.

ALIGNMENT

Choose an alignment:

CHAOTIC

Destroy a symbol of civilization.

GOOD

Help something or someone grow.

NEUTRAL

Eliminate an unnatural menace.

GEAR

Your Load is 6+Str. You carry some token of your land, describe it. Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Wooden shield (+1 armor, 1 weight)

Choose your armament:

- Weighted pike (close, two-handed, 2 weight)
- Spear (close, thrown, near, 1 weight)
- Gythka (close, reach, two-handed, 2 weight) and 3 chatchkas (thrown, near, return, 1 weight each)

Choose one:

- Adventuring gear (1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Bellaweed (0 weight)
- 3 antitoxin (0 weight)

BONDS

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

_____ smells more like prey than a hunter.

The spirits spoke to me of a great danger that follows _____.

I have showed _____ a secret rite of the Land.

_____ has tasted my blood and I theirs. We are bound by it.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2–5, CHOOSE FROM THESE MOVES:

HUNTER'S BROTHER

Choose one move from the ranger class list.

RED OF TOOTH AND CLAW

When you **are in an appropriate animal form** (something dangerous) increase your damage to d8.

COMMUNION OF WHISPERS

When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+Wis. You will be granted a vision of significance to you, your allies, and the spirits around you. On a 10+ the vision will be clear and helpful to you. On a 7–9 the vision is unclear, its meaning murky. On a miss, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

BARKSKIN

So long as your feet touch the ground you have +1 armor.

EYES OF THE TIGONE

When you mark an animal (with mud, dirt, or blood) you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

SHED

When you **take damage while shapeshifted** you may choose to revert to your natural form to negate the damage.

THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities.

FORMCRAFTER

When you shapeshift choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.

ELEMENTAL MASTERY

When you **call on the primal spirits of fire, water, earth or air to perform a task for you** roll+Wis. On a 10+ choose two. On a 7–9 choose one. On a miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

BALANCE

When you **deal damage**, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

WHEN YOU GAIN A LEVEL FROM 6–10, CHOOSE FROM THESE MOVES OR THE LEVEL 2–5 MOVES:

EMBRACING NO FORM

When you shapeshift, roll 1d4 and add that total to your hold.

DOPPLEGANGER'S DANCE

You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like. Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own form.

BLOOD AND THUNDER

Replaces: Red of Tooth and Claw

When you **are in an appropriate animal form** (something dangerous) increase your damage to d10.

THE DRUID SLEEP

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.

WORLD-TALKER

Requires: Thing-Talker

You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.

STALKER'S SISTER

Requires: Hunter's Brother

Choose one move from the ranger class list.

FORMSHAPER

Requires: Formcrafter

You may increase your armor by 1 or deal an additional +1d4 damage while in an animal form. Choose which when you shapeshift.

CHIMERA

When you shapeshift, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your chimera form follows the same rules as shapeshifter otherwise.

WEATHER WEAVER

When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

FIGHTER

It's a thankless job—living day to day by your armor and the skill of your arm. To dive heedlessly into danger. They won't be reciting tales about the time you took that knife to the ribs for them in that bar in Raam. No bards to sing of the time you dragged them, still screaming, from the edge of the Dead Land, no. Forget them. You do this for the guts and the glory. The scream of battle and the hot, hot blood of it. Your friends may carry blades of bone but, fighter, you are steel. While your traveling companions might moan about their wounds over a campfire in the wilderness, you bear your scars with pride. You are the wall—let every danger smash itself to nothing on you. In the end, you'll be the last one standing.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Dwarf: Brul, Caelum, Daled, Kov, Hai, Jurgan, Lian, Murd

Half-giant: Doorub, Hurgen, Junnai, Pegen, Taka, Gigus, Cara, Lorgen

Human: Anavias, Caldon, Daclamitus, Faria, Girias, Jun, Kiah, Mirabel, Portynx

Mul: Birgaz, Drod, Gralth, Kesi, Lazra, Korm, Yara

LOOK

Choose one for each:

- Hard Eyes, Dead Eyes, or Eager Eyes
- Wild Hair, Shorn Hair, or No Hair
- Calloused Skin, Tanned Skin, or Scarred Skin
- Built Body, Lithe Body, or Ravaged Body

STATS

Your maximum HP is 10+Constitution.

Your base damage is d10.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

DWARF

Choose a focus: a single goal that dominates your life. When you **speak to someone who can forward your focus**, you may parley with them using Con instead of Cha.

HALF-GIANT

When you defy danger and use your immense size to your advantage, take +1.

HUMAN

Once per battle you may reroll a single damage roll (yours or someone else's).

MUL

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

YOU START WITH THESE MOVES:

BEND BARS, LIFT GATES

When you **use pure strength to destroy an inanimate obstacle**, roll+Str.

On a 10+, choose 3. On a 7-9 choose 2.

- It doesn't take a very long time.
- Nothing of value is damaged.
- It doesn't make an inordinate amount of noise.
- You can fix the thing again without a lot of effort.

ARMORED

You ignore the clumsy tag on armor you wear.

SIGNATURE WEAPON

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose a base description, all are 2 weight and all but Fists are fragile:

- Obsidian Sword
- Carrikal
- Datchi Club
- Dragon's Paw
- Cahulaks
- Fists

Choose the range that best fits your weapon:

- Hand
- Close
- Reach

Choose two enhancements:

- Hooks and spikes. +1 damage, but +1 weight.
- Sharp. +2 piercing.
- Perfectly weighted. Add precise.
- Serrated edges. +1 damage.

- Glows in the presence of one type of creature, your choice.
- Huge. Add messy and forceful.
- Versatile. Choose an additional range.
- Well-crafted. -1 weight.

Choose a look:

- Ancient
- Unblemished
- Ornate
- Blood-stained
- Sinister

ALIGNMENT

Choose an alignment:

GOOD

Defend those weaker than you.

NEUTRAL

Defeat a worthy opponent.

EVIL

Kill a defenseless or surrendered enemy.

GEAR

Your Load is 12+Str. You carry your signature weapon and desert rations (5 uses, 1 weight). Choose your defenses:

- Bonemail (1 armor, 1 weight) and adventuring gear (1 weight)
- Inix shell armor (2 armor, 3 weight)

Choose two:

- 2 Healing fruits (0 weight)
- Wood shield (+1 armor, 2 weight)
- Antitoxin (0 weight), desert rations (1 weight), and poultices and herbs (1 weight)
- 22 coins

BONDS

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

_____ owes me their life, whether they admit it or not.

I have sworn to protect _____.

I worry about the ability of _____ to survive in the desert.

_____ is soft, but I will make them hard like me.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES:

MERCILESS

When you deal damage, deal +1d4 damage.

HEIRLOOM

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+Cha. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression.

ARMOR MASTERY

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

SEEING RED

When you discern realities during combat, you take +1.

INTERROGATOR

When you parley using threats of impending violence as leverage, you may use Str instead of Cha.

SCENT OF BLOOD

When you hack and slash an enemy, your next attack against that same foe deals +1d4 damage.

MULTICLASS DABBLER

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

MEKILLOT HIDE

You gain +1 armor.

WEAPONSMITH

When you have access to the proper materials you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

WHEN YOU GAIN A LEVEL FROM 6-10, CHOOSE FROM THESE MOVES OR THE LEVEL 2-5 MOVES:

BLOODTHIRSTY

Replaces: Merciless

When you deal damage, deal +1d8 damage.

ARMORED PERFECTION

Replaces: Armor Mastery

When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

EVIL EYE

Requires: Seeing Red

When you **enter combat**, roll+Cha. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

TASTE OF BLOOD

Replaces: Scent of Blood

When you hack and slash an enemy, your next attack against that same foe deals +1d8 damage.

MULTICLASS INITIATE

Requires: Multiclass Dabbler

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

BRAXAT HIDE

Replaces: Mekillot Hide

You gain +2 armor.

THROUGH DEATH'S EYES

When you **go into battle**, roll+Wis. On a 10+, name someone who will live **and** someone who will die. On a 7-9, name someone who will live **or** someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a 6- you see your own death and consequently take -1 ongoing throughout the battle.

EYE FOR WEAPONRY

When you look over an enemy's weaponry, ask the GM how much damage they do.

SUPERIOR WARRIOR

When you hack and slash on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

GLADIATOR

The roar of the crowd. The stink of sweat and blood and strange beasts out of the desert. The feel of your heart pounding like the ghost drums of Gulg. It's a stark, brutal life, but at least it's simple. Another dawn, another fight. Another dusk, another victory--or else no more dawns at all. They may call you "slave," but in your own way, you're freer than all of them.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Dwarf: Bonebreaker Birgaz, Drod the Shiv, Gralth the Gruesome, Lady Kesi, Lazra Three-Knives, Korm the Corpsemaker, Yara Steel

Half-giant: Den-dro the Enormous, Crag the Brute, The Mountain That Roars, Clubber, The Queen of the Giants, Beast Ghundra

Mul: The Balic Kid, Porgo the Punisher, Rikus the Spine-Taker, The Masked Doom, The Green Devil, Bloody Tomak, Cotton the Killer

Thri-kreen: Cannibal Klik, The Bug, The Great Khan, The Leaper, Fleshripper, The Elf-Eater

LOOK

Choose one for each:

- Hard Eyes, Dead Eyes, or Eager Eyes
- Wild Hair, Scalp Tatoos, or No Hair
- Calloused Skin, Tanned Skin, or Scarred Skin
- Huge Body, Ropy Body, or Scarred Body

STATS

Your maximum HP is 10+Constitution.

Your base damage is d10.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

DWARF

You ignore the forceful tag on enemies' weapons.

HALF-GIANT

When you're **mobbed by smaller enemies**, gain +1 armor.

MUL

When you **go among those that have witnessed a victory**, it counts as the Carouse move with a 10+ result.

THRI-KREEN

You put all your arms to good use. When you use the Right Tool for the Job move to add a weapon tag to your attack, you can add two tags.

YOU START WITH THESE MOVES:

ARSENAL

Years of fighting unpredictable foes in the arena have taught you to be prepared for just about anything. In addition to whatever primary weapons you carry, you're loaded down with lethal oddments: bone darts, obsidian knives, razor-edged gloves, whatever. Your arsenal is abstract, disposable, not really a "thing."

Choose a look for your arsenal:

- Savage
- Exotic
- Themed
- Improvised
- Hidden

When you go into battle fully equipped, you have 2-arsenal. You can have up to 3-arsenal at any given time.

RIGHT TOOL FOR THE JOB

At any time you can spend your arsenal, one-for-one, on one of the following effects.

- Add any weapon tag to your weapon for one move.
- Treat a single damage die as though it had rolled the maximum value.

HE'S NOT USING IT ANY MORE

When you kill an armed enemy in melee combat, gain 1-arsenal (max 3).

ARE YOU NOT ENTERTAINED?

When you **grandstand for the benefit of anyone watching**, roll+Cha. On a 10+, take +1 ongoing until you roll a 6- on a move. On a 7-9, take +1 forward instead.

ALIGNMENT

Choose an alignment:

LAWFUL

Best an opponent in a fair fight.

NEUTRAL

Chase personal glory regardless of the risk.

GOOD

Step aside so an ally can bask in the glory of victory.

GEAR

Your load is 12+Str. You carry your arsenal (2 weight) and desert rations (5 uses, 1 weight). Choose your defenses:

- Mekillot hide armor (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Piecemeal metal armor (1 armor, metal, 1 weight)
- Kank-shell shield (+1 armor, 2 weight)

Choose a serious weapon:

- Gouge (close, 2-piercing, messy, 2 weight)
- Trikal (reach, forceful, 2 weight)
- Carikkal (close, fragile, messy, 1 weight)
- Gythka (close, reach, two-handed, 2 weight)

Choose three backup weapons:

- Singing sticks (close, precise, 1 weight)
- Dejada (near, forceful, 1 weight) and pelota (3 ammo, 1 weight)
- Alhuak (close, reach, messy, 1 weight)
- Forearm axe (hand, +1 armor, messy, 2 weight)
- Puchik (hand, +2 damage, 1 weight)
- Talid (hand, messy, 1 weight)
- 3 chatchkas (thrown, near, return, 1 weight each)

Choose one:

- 2 healing fruits (0 weight)
- Antitoxin (0 weight), desert rations (5 uses, 1 weight), and poultices and herbs (2 uses, slow, 1 weight)

BONDS

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

_____ freed me from the arena.

_____ would be dead if it weren't for me.

_____ made a lot of money from my victories.
_____ bet against me once. Once.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES.

I DO NOT HIT...

When you hack and slash, you can roll+arsenal instead of roll+Str.

ARMED TO THE TEETH

When you **go into battle fully equipped**, you have 3-arsenal.

TRASH TALK

When you insult an enemy before a fight, roll+Cha. On a 10+, they're rattled; until the end of the fight they roll damage twice and take the worse result. On a 7-9, until the end of the fight they roll damage twice and take the worse result against your allies, but they roll damage twice and take the better result against you.

CUTTHROAT

Choose one non-multiclass move from the fighter, ranger, or thief class list. Treat your level as one lower for choosing the move.

NEVER UNARMED

When you go into battle completely unprepared, you still have 1-arsenal.

I'LL HAVE THAT

When you **grab an enemy's weapon**, roll+Str. On a 10+, he's disarmed and you gain 1-arsenal (max 3). On a 7-9, he's disarmed, but his weapon's way over there. You can go get it, and gain that 1-arsenal, but you'll have to expose yourself to danger to do it.

BLOOD ON THE SAND

When you deal your damage, you can spend 1-arsenal to inflict a debility on your target. (NPCs don't have stats, but the debility still hinders them according to the fiction.)

MANO-A-MANO

When you **call out an opponent for single combat**, roll+Cha. On a 10+, it's on. No one else will attack you, and your chosen foe won't attack anybody else. On a 7-9, choose one:

- Your chosen foe honors the duel. His buddies? Not so much.
- Nobody else will come at you, but your chosen foe has no compunction about killing anybody between you and him.

In either case, if you break the duel before your opponent is dead, take -1 ongoing for the rest of the fight, you honorless son of a kank.

WALL OF BLADES

When you defend, you can spend arsenal as though it were hold.

ARMOR EXPERT

Remove the clumsy tag from armor you wear.

WHEN YOU GAIN A LEVEL FROM 6-10, CHOOSE FROM THESE MOVES OR THE LEVEL 2-5 MOVES:

GOD OF THE ARENA

Requires: Blood on the Sand

When fighting an opponent with a debility, deal +1d6 damage.

DEATH SMILES AT US ALL

When you take your final breath, roll+Cha.

...IT HITS ALL BY ITSELF

Requires: I Do Not Hit...

When you hack and slash, you can spend 1-arsenal to turn a 6- result into a 7-9, or 2-arsenal to turn a 7-9 result into a 10+.

LEARNED THIS ONE OUTSIDE THE RING

Choose one non-multiclass move from the fighter, ranger, or thief class list. Treat your level as one lower for choosing the move.

☐ BETTER A BROKEN SWORD THAN A BROKEN SKULL

When you take damage, you can spend 1-arsenal to negate it completely. This move reduces your maximum arsenal by one until the end of the fight.

☐ AM I NOT MERCIFUL?

When you **spare the life of a vanquished enemy**, roll+Cha. On a 10+, hold 2 over them. On a 7-9, hold 1. At any time, you can spend your hold to call on them for a favor. This counts as making the parley move and hitting with a 10+ result (the hold also counts as the necessary leverage).

☐ MY TEETH ARE ALSO ARMED

Requires: Armed to the Teeth

You can have up to 4-arsenal at one time.

☐ ROPE-A-DOPE

Requires: Mano-a-Mano

You no longer take -1 ongoing if you break the terms of a challenge made with Mano-a-Mano. Moreover, the first of your allies to attack your chosen foe takes +1 forward.

☐ MORITURI TE SALUTANT

When you roll a 12+ on hack and slash, it also counts as making the Are You Not Entertained move and hitting with a 10+.

☐ WHAT'S YOURS IS MINE

Requires: I'll Have That

Add the following option to the Defend basic move:

- Take your enemy's weapon and gain 1-arsenal.

THE PSION

Many choose to focus on a single aspect of themselves, specializing in physical, spiritual, or mental pursuits. Even if they master one, they are still blind in the other two. You are a master of the Way, a nexus where the physical, spiritual, and mental meet. The Psion sees the world as an extension of himself, where others see a dagger you see an extension of yourself, where others see a foe, you see a will to command, where others see far, you see all places.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Halfling: Cha, La, Nok, Tar, Ulk, Rel, Tak, Nar

Human: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra

LOOK

Choose one for each:

- Haunted Eyes, Dreamy Eyes, or Alien Eyes
- Straight Hair, Wild Hair, or No Hair
- Honest Smile, Sly Smile, Knowing Smile
- Neglected Body, Sculpted Body, or Well-fed Body

STATS

Your maximum HP is 6+Constitution.

Your base damage is d6.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

HALFLING

You can read someone's works as well as the one who made them. You may Discern Realities about someone simply by touching something they've made, be it an item, a place, or an offspring.

HUMAN

Your ability to read minds has been honed to near-paranoid perfection. When you **Defy Danger** against a foe whose mind you can read, take +1 forward.

YOU START WITH THESE MOVES:

EXPANDED CONSCIOUSNESS

When you **reflect on the interconnectedness of all things**, lose your remaining focus and gain 3 focus. Your maximum focus is 3. You may spend focus, one for one, to:

- Manipulate small objects, no heavier than weight 1 and no further than Near range, as if with your own hands.
- Establish telepathic contact with someone you touch, skin to skin, for up to an hour.
- Have a brief vision of the imminent future, as if you had Discerned Realities and asked, "What is about to happen?" Take +1 forward when acting on the answer.

TELEKINETIC STRIKE (WIS)

When you attack with telekinetic force, roll +Wis. On a 10+, deal your damage. On a 7-9, deal your damage, but choose 1:

- You expose yourself or an ally to danger.
- Something near your target is destroyed by the blast - the GM will tell you what.
- You're overwhelmed with psychic feedback, stunning you for a moment.
- Your Telekinetic Strike is a weapon with the tags Near, Forceful, and Messy.

THE HEART'S SORROW (WIS)

When you look into someone's heart in search of a secret, roll +Wis. On a 10+, choose two. On a 7-9, choose one:

- The secret is presented with greater context.
- The secret is something you could possibly know otherwise, however unlikely that might be.
- The secret can easily be used to gain leverage for Parley.

PEER THROUGH THE VEIL

You perceive phenomena invisible to mortal eyes: visible manifestations of emotions, astral creatures which prey invisibly on mortals and signs of great and terrible things yet to come. You have little choice in what you see, but you can interact with these things as well as you can interact with anything else.

ALIGNMENT

Choose an alignment:

- GOOD**
Settle a conflict through understanding.
- NEUTRAL**
Forge a new connection between two people.
- CHAOTIC**
Upset a relationship to see what happens.

GEAR

Your Load is 7 + Str. You start with desert rations (5 uses, 1 weight), bandages (3 uses, slow, 0 weight), and a memento of someone once dear to you.

Choose your clothing:

- Leather armor (1 armor, 1 weight)
- Ornate clothes (0 weight)

Choose your armament:

- Bone dagger (hand, fragile, 1 weight)
- Sturdy divination instrument (close, 1 weight)

Choose one:

- Adventuring gear (1 weight)
- Bandages (0 weight)
- Bellaweed (0 weight)
- 3 coins

BONDS

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

_____ 's soul is so bright it almost hurts to see.

When _____ opens up, they'll be so much happier.

I have shown my heart to _____.

I suspect _____ is afraid of me.

I have seen the dreams of _____ and they are eerie things indeed.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES:

A WALL BETWEEN TWO GARDENS

When you Parley with someone you have touched - skin to skin or with an act of kindness or cruelty - you may roll +Wis instead of +Cha.

BE NOT DAUNTED THEREBY...

When you **stand in defense of a person you have a Bond with**, you gain +hold equal to the Bond, even on a miss.

IMP OF THE PERVERSE

When you **mentally command a creature to obey a simple order**, roll +Wis. On a 10+, they will act on your suggestion, though their actions are tempered by their own feelings on the matter. On a 7-9, the command takes hold, but it's fleeting. On a miss, they know someone is forcing thoughts into their head, and will react accordingly.

ORACLE OF HYPNOS

When you **enjoy a full night's sleep without interruption**, ask a question about a person, a place, or an event. Then roll (just roll, no bonus). On a 10+, your dreams answer the question in a vivid and clear fashion; take +1 forward to act on what you've seen. On a 7-9, the vision is guarded and symbolic. On a miss, the vision is hostile and strange; take -1 forward because of it.

SOUL'S ARMOR

As long as you have at least 1 Focus, you have 2 Armor.

SPELL FOR A WEAK HEART

Add the following option to The Heart's Sorrow:

- You find a secret pain in their heart. You take +1 forward when you act on their pain until it is resolved, one way or the other.

SUBMISSION TO LEADERS, HOSTILITY TO OUTSIDERS

You take +1 to rolls to Recruit hirelings.

SWORD OF THE MIND

Your Telekinetic Strike gains the +1 damage tag, and also one of the following:

- Piercing 1
- Subtle
- Elemental (Fire, Cold, or Electric)

THERE IS NOTHING HIDDEN

Choose a question other than "What is about to happen?" from the Discern Realities list when you take this move. You may spend 1 Focus to ask it at any time.

TOUCH OF AGONY

Your body is a weapon and shares tags with your Telekinetic Strike, except at Hand range rather than Near range. When you **Hack and Slash with this weapon**, you may roll +Wis instead of +Str.

WHEN YOU GAIN A LEVEL FROM 6-10, CHOOSE FROM THESE MOVES OR THE LEVEL 2-5 MOVES:

IN MY SECRET MIND

When you **use Expanded Consciousness**, you gain 4 Focus. Your maximum Focus is 4.

...NOR TERRIFIED, NOR AWED

Requires: Be Not Daunted Thereby...

When you stand in defense of someone you hold a bond with, you may roll +Wis instead of +Con.

☐ CALL FORTH THE SOUL GUARDIAN

When you **bare your heart and name a person close to you** you create an eidolon, a potent creature of psychic energy, to embody that relation. The eidolon persists only a few minutes, and you can only maintain one at a time. Roll+Bonds with that person. On a 10+, you gain 3 hold, and the eidolon glows with radiant beauty. On a 7-9, you gain 2 hold. On a miss, you gain 2 hold anyway, but the eidolon is dark and twisted; after this hold is spent, it will turn on you. Either you or the chosen companion can spend hold on the following:

- When one of you deals damage, deal +1d6 damage.
- When one of you takes damage, the eidolon prevents that damage.
- When one of you Aids the other, automatically take the 10+ result.

☐ MINDJACK

Replaces: Imp of the Perverse

When you **mentally force a target to obey a simple order**, roll+Wis. On a 10+, they obey your command to the best of their ability. On a 7-9, choose one:

- They obey the command, but the execution leaves something to be desired.
- They do not obey your command, but they are briefly stunned by the mental intrusion.
- On a miss, they know the face of the one who tried to take their body from them, and will react accordingly.

☐ PERFECT DESTROYING FORCE

Requires: Sword of the Mind

When you blast a target with telekinetic force and roll 10+, choose one:

- You also strike a second nearby enemy.
- Take +1 forward against the damaged enemy.

☐ REALITY REVISION

When you draw upon a place of power to alter reality, tell the GM what you're trying to achieve. The GM will say "yes, but" and one to four of the following:

- It's going to take days/weeks/months of intense concentration

- First you must find _____
- You'll have to forge a deep connection with _____
- It will require many more people wishing for it
- The best you can do is a similar version, close but not quite what you wanted
- You and your allies will risk danger from _____
- The revision will take place gradually

☐ SOUL'S BASTION

Replaces: Soul's Armor

As long as you **have at least 1 Focus, you have 3 Armor**, and when you **would Defy Danger with +Con**, you may Defy Danger with +Wis instead.

☐ THE PARTING OF THE VEIL

As long as they **are within speaking distance of you**, you may share the effects of Peer Through The Veil with anyone you choose.

☐ WAKING NIGHTMARE

When you **telepathically interfere with a target's senses, roll+Wis**. On a 10+, the target's senses are wholly overridden - gripped by hallucination, scrambled to uselessness, or entirely cut off - for several seconds. On a 7-9, the target is merely disoriented and confused.

☐ WATCHTOWER OF HYPNOS

Requires: Oracle of Hypnos

When you **use Oracle of Hypnos while you have Focus**, choose someone you share a Bond with. You may roll+Bonds instead of +nothing. When you do, that person shares your oracular dreams and all their effects.

RANGER

You've seen the lives people lead in the city-states, safe behind walls that choke the life out of all in their shadows. That's not for you. You've seen the lives people lead in the scattered villages, terrified of what the desert might bring. That's not for you either. No, you'll blaze your own trail, learn the secrets of the wastes and survive. You are not the desert's master. You are the desert. And no one can take that away from you.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Elf: Areela, Arien, Coranuu, Elas, Galek, Kiiretti, Miiri, Poros, Tala, Traako

Half-ling: Anezka, Derlan, Fullgrin, Grelzen, Horga, Lokee, Pauk, Urga, Zivlil

Thri-kreen: K'kivir, K'kriq, Klik'l, Krikik, Mys'tll, Nnn'tkk

LOOK

Choose one for each:

- Wild Eyes, Sharp Eyes, or Animal Eyes
- Hooded Head, Wild Hair, or Bald
- Cape, Camouflage, or Traveling Clothes
- Lithe Body, Wild Body, or Sharp Body

STATS

Your maximum HP is 8+Constitution.

Your base damage is d8.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

ELF

When you undertake a perilous journey through wilderness whatever job you take you succeed as if you rolled a 10+.

HALF-LING

In the wilderness, you never have to defy danger due to difficult terrain or unstable footing.

THRI-KREEN

When someone in the party (not necessarily you) makes the take watch move, you treat a 7-9 result as a 10+ and a 6- result as 7-9.

YOU START WITH THESE MOVES:

HUNT AND TRACK (WIS)

When you **follow a trail of clues left behind by passing creatures**, roll+Wis. On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

CALLED SHOT

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll+Dex.

- Head 10+: As 7-9, plus your damage 7-9: They do nothing but stand and drool for a few moments.
- Arms 10+: As 7-9, plus your damage 7-9: They drop anything they're holding.
- Legs 10+: As 7-9, plus your damage 7-9: They're hobbled and slow moving.

ANIMAL COMPANION

You have a psionic connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion and choose a species: kes'trekel, kirre, lirr, pulp bee, rasclinn, scorpion (gold), tigone, xerichous, zhackal

Choose a base:

- Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

Hunt, search, scout, guard, fight monsters, perform, labor, travel

Choose as many weaknesses as its instinct:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

COMMAND

When you work with your animal companion on something it's trained in...

- ...and you attack the same target, add its ferocity to your damage
- ...and you track, add its cunning to your roll
- ...and you take damage, add its armor to your armor
- ...and you discern realities, add its cunning to your roll
- ...and you parley, add its cunning to your roll
- ...and someone interferes with you, add its instinct to their roll

ALIGNMENT

Choose an alignment:

CHAOTIC

Free someone from literal or figurative bonds.

GOOD

Guide others safely through the wastes.

NEUTRAL

Help an animal or spirit of the wild.

GEAR

Your Load is 11+Str. You start with desert rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and a bundle of arrows (3 ammo, 1 weight).

Choose your armament:

- Hunter's bow (near, far, 1 weight) and a bone short sword (close, fragile, 1 weight)
- Hunter's bow (near, far, 1 weight) and spear (reach, 1 weight)
- Gythka (close, reach, two-handed, 2 weight) and 3 chatchkas (thrown, near, return, 1 weight each)

Choose one:

- Adventuring gear (1 weight) and desert rations (1 weight)

- Adventuring gear (1 weight) and bundle of arrows (3 ammo, 1 weight)

BONDS

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

- I once guided _____ safely through the wilds.
_____ wouldn't last a day alone in the wild.
_____ saved me when I was dying of thirst.
_____ does not understand life in the wild, so I will teach them.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES:

- WILD EMPATHY**
You can speak with and understand animals.
- FAMILIAR PREY**
When you spout lore about a monster you use Wis instead of Int.
- VIPER'S STRIKE**
When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.
- CAMOUFLAGE**
When you **keep still in natural surroundings**, enemies never spot you until you make a movement.
- MAN'S BEST FRIEND**
When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

- BLOT OUT THE SUN**

When you volley you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

- WELL-TRAINED**

Choose another training for your animal companion.

- CLERIC AMIDST THE WASTES**

Dedicate yourself to an element. You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

- FOLLOW ME**

When you undertake a perilous journey you can take two roles. You make a separate roll for each.

- A SAFE PLACE**

When you **set the watch for the night**, everyone takes +1 to take watch.

WHEN YOU GAIN A LEVEL FROM 6-10, CHOOSE FROM THESE MOVES OR THE LEVEL 2-5 MOVES:

- WILD SPEECH**

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

- HUNTER'S PREY**

Replaces: Familiar Prey

When you spout lore about a monster you use Wis instead of Int. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

- VIPER'S FANGS**

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

DRAKE'S BELLY

When you know your target's weakest point your arrows have 2 piercing.

WANDERER

Replaces: Follow Me

When you undertake a perilous journey you can take two roles. Roll twice and use the better result for both roles.

A SAFER PLACE

Replaces: A Safe Place

When you set the watch for the night everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.

OBSERVANT

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the discern realities list for free.

SPECIAL TRICK

Choose a move from another class. So long as you are working with your animal companion you have access to that move.

UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

TEMPLAR

Order can save Athas. Order and power. Your King knows that. The nobles know that. Even the rebels and heretics who call your King monster, name you toadie and slavemaster and worse, even they know it. Let them rail about freedom and equality and the overthrow of your King, when the Dragon is at the walls they will flock to you like frightened sheep. And if you have to cull some of them for the greater good, well... such is the duty of the shepherd.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Arbistor, Arisphistaneles, Darian, Domitian, Lestria, Lionus, Sycia, Attia, Callista

LOOK

Choose one for each:

- Harsh Eyes, Fiery Eyes, or Glowing Eyes
- Helmet, Styled Hair, or Bald
- Worn Holy Symbol or Fancy Holy Symbol
- Fit Body, Bulky Body, or Out-of-shape Body

STATS

Your maximum HP is 10+Constitution.

Your base damage is d8.

STARTING MOVES

YOU ARE HUMAN, SO YOU GET THIS MOVE:

HUMAN

When you're **backed by the authority of your office**, "the disapproval of the Sorcerer-King" always counts as leverage for the parley move.

YOU START WITH THESE MOVES:

IT'S NOT THEM YOU SHOULD BE AFRAID OF

When you **are at an ally's back and they flounder**, you can give them some "encouragement." You can Aid an ally with any action as long as they can hear you threatening them. If you are also close enough you could hurt them, take +1 to your Aid roll.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you give an NPC an order based on your position of power, roll+Cha. On a 7+, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a 10+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.

INQUISITION

When you **have a private chat with an NPC**, roll+Cha. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1, but the NPC will try to run away or attack you. Spend your hold 1 for 1 on the following:

- You find out who they work for and why.
- You find out their goal and how far they'll go to get it.
- You find out if they intend to harm anyone, and if so, who.
- You find out if they are hiding something, and if so, what.

After hearing their answers, you can put serious pressure on them for more - break some bones, threaten loved ones, or something similar. If you do, take +1 hold, but the NPC will never want anything to do with you ever again.

UNRELENTING

When you **are in no condition to continue but do so anyway**, roll +Con. On a 10+, both. On a 7-9, choose one:

- You ignore your debilities and injuries until the moment before you accomplish your immediate goal. Until then, you take action as if you were perfectly fine.
- You stay standing and will not fall. One ally of your choice gets +1 ongoing as long as you stay standing.

On a 6-, choose one, but your condition worsens significantly: you take 1d8 damage as you push yourself beyond your limits.

If you hit 0 HP while you are Unrelenting, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first. If you die while you are Unrelenting, take +1 to your Last Breath.

ALIGNMENT

Choose an alignment:

LAWFUL

Deny mercy to a criminal or seditious.

EVIL

Exploit your position for power and privilege.

GEAR

Your Load is 12+Str. You start with desert rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some symbol of your office, describe it (0 weight). Choose your weapon:

- Trikal (reach, forceful, 2 weight)
- Bone long sword (close, fragile, +1 damage, 1 weight) and Wood shield (+1 armor, 2 weight)

Choose one:

- Adventuring gear (1 weight)
- Desert rations (1 weight) and healing fruit (0 weight)

BONDS

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

_____ is to be watched closely for signs of betrayal.

_____ serves my King's ends, whether they know it or not.

_____ could unite the people behind me.

I trust _____ with my life, but my King does not.

If anyone could overthrow my King, it would be _____.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2–5, CHOOSE FROM THESE MOVES:

PROFESSIONAL COURTESY

You and Death have an understanding. When you take your Last Breath, take +1. In addition, when an ally takes their Last Breath while you are close enough to rush to their side, you can Aid with their Last Breath roll. Be warned: Death will try to rope you into any bargains involving your comrade.

BLOODY AEGIS

When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

SMITE

While you are Unrelenting, you deal +1d4 damage.

EXTERMINATUS

When you **speak aloud your promise to defeat an enemy**, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward.

WHO TOLD YOU TO STOP

When you **aid an ally**, you push them beyond their limits. On a 10+, they may mark a debility to select two of the following options. On a 7-9, they may mark a debility to select one of the following options.

- They take +3 Armor forward.
- They deal +1d6 damage forward.
- They heal 2d6 damage.
- They ignore a debility, effect, or condition for a short while.

THIS NEVER HAPPENED

Add the following option to the Inquisition move list:

- The NPC will willfully ignore all evidence that an event of your choice ever happened.

UNFAILING COMMITMENT

While you are Unrelenting, you get +1 armor and gain +1 hold when you Defend.

VOICE OF AUTHORITY

Take +1 to order hirelings.

SORCERER-KING'S BLESSING

You gain the cleric's cast a spell and commune moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1. When you commune, you do so not with a sacred element but with your Sorcerer-King.

WHEN YOU GAIN A LEVEL FROM 6–10, CHOOSE FROM THESE MOVES OR THE LEVEL 2–5 MOVES:

HERETICAL DABBING

Take one move from the Thief or Ranger class list. Treat your level as one lower for choosing the move.

TO HELL WITH YOU

Replaces: Smite

While you are Unrelenting, you deal +1d8 damage.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

NEVER BACK DOWN

Replaces: Unfailing Commitment

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

RALLYING POINT

While you Defend, any allies who also commit to defending with you gain 1 hold each. They can spend this hold at any time to give +2 armor forward to an ally or to whatever is being defended.

MULTICLASS DABBLER

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

☐ UNQUESTIONED AUTHORITY

Replaces: Voice of Authority

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

☐ COMBAT INQUISITION

You may use the Inquisition move on an enemy while you fight them.

☐ INDOMITABLE

When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

☐ SHINING BEACON

Change the second option of Unrelenting to the following:

- You stay standing and will not fall. Your allies gets +1 ongoing as long as you stay standing. If you hit 0 HP, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

☐ EAR OF THE KING

When you speak truth to power, roll+Cha. On a hit, they listen to your advice and do as you recommend without acting against their nature (the evil high templar might still do good if you convince him it is in his personal interest).

On a 10+, both occur. On a 7-9, choose one:

- They don't reprimand you for your insolence.
- They don't "improve" on your plan.

THIEF

Power? Freedom? Fame? Joy? You know the one thing that can get you all of them in one go? Course you do. The clink of ceramic in your pocket, the sparkle of jewels in your vault. Money is the key to surviving Athas, and it's all yours for the taking.

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Elf: Bademyr, Cyne, Deryssa, Dylauris, Faenaeyon, Kalihana, Shiral, Raffaella

Human: Azzar, Bartras, Camla, Dornal, Dote, Jaseela, Jurthas, Korla, Niscret, Sizzkus

Mul: Xanyon, Bontar, Jo'orsh, Ltak, Sa'ram, Strallosax, Rkard

LOOK

Choose one for each:

- Shifty Eyes or Criminal Eyes
- Hooded Head, Messy Hair, or Cropped Hair
- Dark Clothes, Fancy Clothes, or Common Clothes
- Lithe Body, Knobby Body, or Flabby Body

STATS

Your maximum HP is 6+Constitution.

Your base damage is d8.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

ELF

When you attack with a ranged weapon, deal +2 damage.

HUMAN

You are a professional. When you spout lore or discern realities about criminal activities, take +1.

MUL

When you use the threat of physical violence as leverage for the parley move, you can roll+Str instead of roll+Cha.

YOU START WITH THESE MOVES:

TRAP EXPERT

When you **spend a moment to survey a dangerous area**, roll+Dex. On a 10+, hold 3. On a 7–9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you **pick locks or pockets or disable traps**, roll+Dex. On a 10+, you do it, no problem. On a 7–9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

BACKSTAB

When you **attack a surprised or defenseless enemy with a melee weapon**, you can choose to deal your damage or roll+Dex. On a 10+ choose two. On a 7–9 choose one:

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

FLEXIBLE MORALS

When someone tries to detect your alignment you can tell them any alignment you like.

POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- Poisonweed spores (applied): The target falls into a light sleep

- Mulworm venom (touch): The target deals -1d4 damage ongoing until cured
- Brain seed powder (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- Dragon beetle poison (touch): Anyone dealing damage to the target rolls twice and takes the better result.

ALIGNMENT

Choose an alignment:

CHAOTIC

Leap into danger without a plan.

NEUTRAL

Avoid detection or infiltrate a location.

EVIL

Shift danger or blame from yourself to someone else.

GEAR

Your load is 9+Str. You start with desert rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), 3 uses of your chosen poison, and 10 coins.

Choose your arms:

- Wrist Razor (hand, 1 weight) and Widow's Knife (close, thrown, 1 weight)
- Tortoise Blade (close, precise, +1 armor, 2 weight)

Choose a ranged weapon:

- 3 obsidian throwing daggers (thrown, near, fragile, 0 weight)
- Ragged Bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- Adventuring gear (1 weight)
- Healing fruit (0 weight)

BONDS

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

I stole something from _____.

_____ has my back when things go wrong.

_____ knows incriminating details about me.

_____ and I have a con running.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2–5, CHOOSE FROM THESE MOVES:

CHEAP SHOT

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

CAUTIOUS

When you use trap expert you always get +1 hold, even on a 6-.

WEALTH AND TASTE

When you **make a show of flashing around your most valuable possession**, choose someone present. They will do anything they can to obtain your item or one like it.

SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

POISON MASTER

After you've used a poison once it's no longer dangerous for you to use.

ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.

BREWER

When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.

UNDERDOG

When you're outnumbered, you have +1 armor.

CONNECTIONS

When you put out word to the criminal underbelly about something you want or need, roll+Cha. On a 10+, someone has it, just for you. On a 7–9, you'll have to settle for something close or it comes with strings attached, your call.

WHEN YOU GAIN A LEVEL FROM 6–10, CHOOSE FROM THESE MOVES OR THE LEVEL 2–5 MOVES:

DIRTY FIGHTER

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

ALCHEMIST

Replaces: Brewer

When you have you have time to gather materials and a safe place to brew you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances
- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects

☐ SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

☐ EVASION

When you defy danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

☐ STRONG ARM, TRUE AIM

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7–9.

☐ ESCAPE ROUTE

When you're in too deep and need a way out, name your escape route and roll+Dex. On a 10+ you're gone. On a 7–9 you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

☐ DISGUISE

When you have time and materials you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

☐ HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

WIZARD

Magic wasn't always like this. Once, they say, it was a wholesome power that made people's lives easier, happier, and longer. Now, though? It takes every scrap of willpower you have to not be a blight on the world. Magic hungers, and if you let it it will consume every last scrap of life on Athas. You should put it down and walk away, but it just keeps calling to you, whispering promises of what you could do if you just. Let. Go. What would you let burn for power?

NAME:

XP:

DAMAGE:

ARMOR:

HP:

ASSIGN THESE SCORES TO YOUR STATS: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

NAMES

Elf: Arelia, Celba, Chirl, Elas, Jeila, Magnus, Nefen, Osar, Riv

Human: Albeorn, Athrialix, Aukash-pad, Catrion, Dahn-gen, Gar, Judriath, Phatim, Rasia

LOOK

Choose one for each:

- Haunted Eyes, Sharp Eyes, or Crazy Eyes
- Styled Hair, Wild Hair, or Skull Cap
- Worn Robes, Stylish Robes, or Strange Robes
- Pudgy Body, Creepy Body, or Thin Body

STATS

Your maximum HP is 4+Constitution.

Your base damage is d4.

STARTING MOVES

CHOOSE A RACE AND GAIN THE CORRESPONDING MOVE:

ELF

Magic is as natural as breath to you. Detect Magic is a cantrip for you.

HUMAN

Choose one cleric spell. You can cast it as if it was a wizard spell.

YOU START WITH THESE MOVES:

SPELLBOOK

You have mastered several spells and inscribed them in your spell book/clay tablets/papyrus. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. Your spellbook is 1 weight.

PREPARE SPELLS

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

CAST A SPELL (INT)

When you **release a spell you've prepared**, roll+Int. On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later.

On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

SPELL DEFENSE

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it
- It will require vast amounts of life energy.

DEFILING

When you **choose to defile when casting a spell**, the spell's effects have greater range, duration, or potency. Casting of the spell results in plant life and the soil near the caster to be drained of life resulting in an area of black ash. The more barren the landscape or the higher the spell level the greater the area defiled. The exact effects of the spell and the area defiled depend on the situation and the spell and are up to the GM. If the area is already defiled then the defiled area expands. The GM will describe what effects the defiling assist will add before the spell is cast. Any negative effects of the casting are focused on the caster first.

ALIGNMENT

Choose an alignment:

GOOD

Use preserving magic to directly aid another.

NEUTRAL

Discover something about a magical mystery.

EVIL

Use defiling magic to cause terror and fear.

GEAR

Your Load is 7+Str. You start with your spellbook (1 weight) and desert rations (5 uses, 1 weight). Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of papyrus scrolls (5 uses, 2 weight) and 3 healing fruits

Choose your weapon:

- Obsidian dagger (Hand, fragile, 1 weight)
- Staff (Close, two-handed, 1 weight)

Choose one:

- Healing fruit (0 weight)
- 3 antitoxins (0 weight)

BONDS

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

_____ will play an important role in the events to come. I have foreseen it!

_____ is keeping an important secret from me.

_____ is woefully misinformed about the world; I will teach them all that I can.

_____ has seen me use defiling magic.

ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES. YOU ALSO ADD A NEW SPELL TO YOUR SPELLBOOK AT EACH LEVEL.

PRODIGY

Choose a spell. You prepare that spell as if it were one level lower.

EMPOWERED MAGIC

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized
- The spell's targets are doubled

FOUNT OF KNOWLEDGE

When you spout lore about something no one else has any clue about, take +1.

KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

EXPANDED SPELLBOOK

Add a new spell from the spell list of any class to your spellbook.

ENCHANTER

When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can discern realities with Int instead of Wis.

ARCANE WARD

As long as you have at least one prepared spell of first level or higher, you have +2 armor.

COUNTERSPELL

When you **attempt to counter an arcane spell that will otherwise affect you**, stake one of your prepared spells on the defense and roll+Int. On a 10+, the spell is countered and has no effect on you. On a 7-9, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

QUICK STUDY

When you **see the effects of an arcane spell**, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

WHEN YOU GAIN A LEVEL FROM 6-10, CHOOSE FROM THESE MOVES OR THE LEVEL 2-5 MOVES:

MASTER

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

GREATER EMPOWERED MAGIC

Replaces: Empowered Magic

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are doubled
- The spell's targets are doubled

ENCHANTER'S SOUL

Requires: Enchanter

When you have time and safety with a magic item in a place of power you can empower that item so that the next time you use it its effects are amplified, the GM will tell you exactly how.

HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can discern realities with Int instead of Wis. On a 12+ you get to ask the GM any three questions, not limited by the list.

ARCANE ARMOR

Replaces: Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armor.

PROTECTIVE COUNTER

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

ETHEREAL TETHER

When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

MYSTICAL PUPPET STRINGS

When you **use magic to control a person's actions** they have no memory of what you had them do and bear you no ill will.

SPELL AUGMENTATION

When you **deal damage to a creature** you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

SELF-POWERED

When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

WIZARD SPELLS

CANTRIPS

You prepare all of your cantrips every time you prepare spells without having to select them or count them toward your allotment of spells.

LIGHT CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it 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.

UNSEEN SERVANT CANTRIP

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

PRESTIDIGITATION CANTRIP

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

LEVEL 1 SPELLS

☐ CONTACT SPIRITS LEVEL 1 *SUMMONING*

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

☐ DETECT MAGIC LEVEL 1 *DIVINATION*

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

☐ TELEPATHY LEVEL 1 *DIVINATION ONGOING*

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

☐ CHARM PERSON LEVEL 1 *ENCHANTMENT ONGOING*

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

☐ INVISIBILITY LEVEL 1 *ILLUSION ONGOING*

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

☐ MAGIC MISSILE LEVEL 1 *EVOCATION*

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

☐ ALARM LEVEL 1

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

LEVEL 3 SPELLS

☐ DISPEL MAGIC LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

☐ VISIONS THROUGH TIME LEVEL 3 *DIVINATION*

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

☐ FIREBALL LEVEL 3 *EVOCATION*

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

☐ MIMIC LEVEL 3 *ONGOING*

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

☐ MIRROR IMAGE LEVEL 3 *ILLUSION*

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

☐ SLEEP LEVEL 3 *ENCHANTMENT*

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

LEVEL 5 SPELLS

☐ CAGE LEVEL 5 *EVOCATION ONGOING*

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

☐ CONTACT OTHER PLANE LEVEL 5 *DIVINATION*

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way

communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

☐ POLYMORPH LEVEL 5 *ENCHANTMENT*

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

☐ SUMMON MONSTER LEVEL 5 *SUMMONING ONGOING*

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

LEVEL 7 SPELLS

☐ DOMINATE LEVEL 7 *ENCHANTMENT ONGOING*

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

☐ **TRUE SEEING LEVEL 7 *DIVINATION ONGOING***

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

☐ **SHADOW WALK LEVEL 7 *ILLUSION***

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

☐ **CONTINGENCY LEVEL 7 *EVOCATION***

Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

☐ **CLOUDKILL LEVEL 7 *SUMMONING ONGOING***

A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

LEVEL 9 SPELLS

☐ **ANTIPATHY LEVEL 9 *ENCHANTMENT ONGOING***

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

☐ **ALERT LEVEL 9 *DIVINATION***

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the

location of the event as though you were there in person. You can only have one Alert active at a time.

☐ **SOUL GEM LEVEL 9**

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

☐ **SHELTER LEVEL 9 *EVOCATION ONGOING***

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

☐ **PERFECT SUMMONS LEVEL 9 *SUMMONING***

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.