

by Seth Halbeisen Version 1.0 2019

Mashup World is a resigned and revision of the playbooks used in Dungeon World, along with tweaking of its core rules. Almost all of Mashup World is taken from other dungeon world hacks. In essence I have cut and pasted from other authors and implemented their ideas while keeping core dungeon world mechanics.

Incorporations used in the document include:

- a) Homebrew World by Jeremy Strandberg,
- b) Forth World 1.5 by by Lester Ward,
- c) Dungeon World Alternative Playbooks by Jacob Randolph,
- d) Dungeon World Playbooks 2.0 by designed by Stefan Grambart, Dungeon World by Sage LaTorra and Adam Koebel.
- e) Minimal Playbooks "char-creation-sheets" by Greg Soper.
- f) One shot world by Yochai Gal

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#### Whats Different Here?

- The inclusion of advantage/disadvantage. (a)
- Parley is rewritten; as an info-gathering move and a "convince them" move. (a)
- Aid is rewritten as well. (a)
- Interfere has been removed from the game.
- There are only 3 debilities, and each affects two statistics. But they're easier to clear. (a).
- XP and leveling. Levels have been removed from the game. You still get XP on a miss and when you Make Camp (in a one shot) or at end of a session(Long term play).(a)
- Advancement has been simplified. (a)
- You can burn an XP to give yourself a +1 on a roll you just made. (a)
- No more "large numbers" for statistics, just modifiers. (a)
- Statistic improvement is now part of advancement selection.
- HP has a set starting number per class, modified by the character's CON. (a)
- Players can now increase their HP through advancement.
- "Race" is part of your looks. (a)

- A selection of Backgrounds. (a)
- Drives instead of Alignments. (a) (e)
- Many changes (some small, some big) within the classes themselves. (a)(b)(c)(d)(e)(f)
- Inclusion of the Artificer and Mage (Sorcerer) playbooks, and aspects of the Priest alternate playbook used in the Cleric playbook. (c)
- Bonds and Flags have been removed from the game. and replaced by Introductory questions in each playbook. (f)

#### **Printing Instructions**

Print this document on 8.5 x 11 paper (or A4, scaled to fit). Print double-sided, flipping on the short edge. After printing cut the "Basic Moves" pages in half. (This creates two reference pages. Print enough so that each player has one, and one for the GM.)

#### SAMPLE EQUIPMENT LIST Weapons

Bola: *thrown*, *near*, *entangling*, 1 coin, 1 weight Blowgun: *near*, -2 damage, 2 coins, 0 weight Blowgun needles: 5 *ammo*, 1 coin, 0 weight Ragged Bow: *near*, 15 coins, 2 weight Fine Bow: *near*, *far*, 60 coins, 2 weight Hunter's Bow: *near*, *far*, 100 coins, 1 weight Crossbow: *near*, +1 damage, *reload*, 35 coins, 3 weight

Bundle of Arrows: 3 *ammo*, 1 coin, 1 weight Elven Arrows: 4 *ammo*, 20 coins, 1 weight Net: thrown, *near*, *entangling*, *awkward*, 1 coin, 1 weight

Club, Shillelagh: close, 1 coin, 2 weigh Staff: close, two-handed, 1 coin, 1 weight Dagger, Shiv, Knife: hand, 2 coins, 1 weight Stiletto: hand, precise, 1 piercing, 3 coin, 1 weight

Throwing knives: *thrown*, *near*, *hand*, 3 *ammo*, 3 coins, 1 weight

Short Sword, Axe, Warhammer, Mace: *close*, 8 coins, 1 weight

Spear: *reach*, *thrown*, *near*, 5 coins, 1 weight Long Sword, Battle Axe, Flail: *close*, +1 damage, 15 coins, 2 weight

Halberd: *reach*, +1 damage, *two-handed*, 9 coins, 2 weight

Rapier: *close*, *precise*, 25 coins , 1 weight Dueling Rapier: *close*, 1 *piercing*, *precise*, 50 coins, 2 weight

Lance: reach, astride, forceful, 15 coins, 2 weight

Maul, Greataxe: *close*, *two-handed*, *messy*, 20 coins, 3 weight

Whip: reach, dangerous, entangling, 4 coins, 1 weight

#### Armor

Leather, Chainmail: 1 armor, 10 coins, 1 weight Scale Mail: 2 armor, *clumsy*, 50 coins, 3 weight Wyvern-skin: 2 armor, 300 coins, 1 weight Plate: 3 armor, *clumsy*, 350 coins, 4 weight Shield: +1 armor, 15 coins, 2 weight Barding, Light: +1 armor, 40 coins, 2 weight Barding, Heavy: +2 armor, *clumsy*, 200 coins, 6 weight

#### **Dungeon Gear**

Adventuring Gear: 5 uses, 20 coins, 1 weight Bandages: 3 uses, *slow*, 5 coins, 0 weight Heal 4 Poultices and Herbs: 2 uses, *slow*, 10 coins, 1 weight. Heal 7

Healing Potion: 50 coins, 0 weight Heal 10 or Debility

Keg of Dwarven Stout: 10 coins, 4 weight Bag of Books: 5 uses, 10 coins, 2 weight Antitoxin: 10 coins, 0 weight

Dungeon Rations: 5 uses, 3 coins, 1 weight Personal Feast: 1 use, 10 coins, 1 weight Dwarven Hardtack: 7 uses, 3 coins, 1 weight

Elven Bread: 7 uses, 10 coins, 1 weight Halfling Pipeleaf: 6 uses, 5 coins, 0 weight

Poisons: (All of 0 weight)
Oil of Tagit: *Dangerous, applied*, 15 coins
Bloodweed: *Dangerous, touch*, 12 coins,

Goldenroot: *Dangerous*, *applied*, 20 coins, Serpent's Tears: *Dangerous*, *touch*, 10 coins

### Transport

Cart and Donkey: 50 coins, load 20

Goat: 10 coins, load 3 Donkey: 35 coins, load 9 Horse: 75 coins, load 10 Warhorse: 400 coins, load 12 Wagon: 150 coins, load 40 Barge: 50 coins, load 15 River boat: 150 coins, load 20

Merchant ship: 5,000 coins, load 200 War ship: 20,000 coins, load 100

#### Services

A week's stay at a peasant inn
A week's stay at a civilized inn

14-CHA coins
30-CHA coins

A week's stay at a fancy inn 43-CHA coins A week's unskilled labor 10 coins A month's army pay 30 coins Custom blacksmith work Base Item + 50 coins A night's "companionship" 20-CHA coins An evening of song and dance 18-CHA coins Escort per day tough route 20 coins Escort per day dangerous route 54 coins Passage on a safe route: 1 coin Passage on a tough route: 10 coins Passage on a dangerous route: 100 coins A run-of-the-mill killing 5 coins An assassination 120 coins Healing from a chirurgeon 5 coins A month's prayers for the departed 1 coin Repairs to an item 25% of the item's cost Messenger, local 1 coin Messenger, steading-to-steading 25 coins Library access 10 coins Meals A hearty meal for one 1 coin A poor meal for a family 1 coin A feast 15 coins per person Bribes: A peasant dowry 20-CHA coins "Protection" 100-CHA coins A government bribe 50-CHA coins A compelling bribe 80-CHA coins Land and Buildings: A hovel 20 coins A cottage 500 coins A house 2,500 coins A mansion 50,000 coins A keep 75,000 coins A castle 250,000 coins A month's upkeep 1% of the cost Gifts and Finery: A peasant gift 1 coin A fine gift 55 coins A noble gift 200 coins A ring or cameo 75 coins A fine tapestry 350+ coins A crown fit for a king 5,000 coins Hoards A goblin's stash 2 coins A lizardman's trinkets 5 coins A "priceless" sword 80 coins

An orc warchief 's tribute

A dragon's mound of treasure

250 coins

130,000 coins

## **GM** Cheat Sheet

#### **HOW TO GM**

- Describe the situation
- Follow the rules Make moves
- Exploit your prep

#### YOUR AGENDA

- Portray a fantastic world
- Fill their lives with adventure
- Play to find out what happens

#### **YOUR PRINCIPLES**

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions & use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think off screen, too

#### **GM MOVES**

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Hurt them
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class's abilities
- Show a downside
- Offer an opportunity, with or without a cost
- Put someone in a spot
- Tell them the requirements/consequences

#### EXPLORATION/DUNGEON MOVES

- Change the environment
- Provide a choice of paths
- Bar the way; make them backtrack
- Hint at more than meets the eye
- Present a discovery
- Point to a looming danger
- Introduce a danger, person, or faction
- Offer riches at a price

#### **DAMAGE & DEBILITIES**

When you make a GM move that involves someone getting banged up, knocked around, hurt, or injured, then **deal damage** as part of that move. If the damage is caused by an established monster, **deal damage** per its stats. Otherwise, what would it do to a normal person?

- Bruises & scrapes; pain; light burns: d4
- Nasty flesh wounds/bruises/burns: d6
- Broken bones; deep/wide burns: d8
- Death or dismemberment: d10

**Debilities** are ongoing states reflecting the tolls the characters have taken. Inflict them as (or as part of) a GM move. They are:

- Weakened: fatigued, tired, sluggish, shaky (disadvantage to STR and DEX)
- **Dazed**: out of it, befuddled, not thinking clearly (disadvantage to INT and WIS)
- Miserable: distressed, grumpy, unwell, in pain (disadvantage to CON and CHA)

Debilities might also cause someone to **Defy Danger** to do things that are otherwise safe.

#### **QUICK MONSTER STATS**

Assign instinct, tags, qualities, and moves as needed to describe it.

#### **Hit Points**

How does it usually hunt or fight? (pick 1)

- In large groups (*borde*) 3 HP.
- In small groups (group) 6 HP.
- By itself (*solitary*) 12 HP.

How big is it? (pick 1)

- Human-sized or smaller: +0 HP.
- Large (like a horse): +4 HP.
- Huge (elephant or bigger): +8 HP.

It... (choose all that apply)

- Possesses uncanny endurance: +4 HP.
- Is favored by the gods: +2 HP.
- Is animated by more than biology: +4 HP.
- Lacks organs/discernible anatomy: +3 HP.

#### Armor

It is protected by... (pick 1)

- Naught but cloth and flesh: 0 armor.
- Leathers or thick hide: 1 armor.
- Mail, scales, or similar: 2 armor.
- Steel, bony plates, carapace: 3 armor.
- Layers of magical wards: 4 armor.

It... (choose all that apply)

- Bears a shield (or similar) +1 armor.
- Is skilled in defense +1 armor.
- Lacks organs/discernible anatomy +1 armor.

#### Damage

How does it usually hunt or fight? (pick 1)

- In large groups (*borde*) d6.
- In small groups (group) d8.
- By itself (*solitary*) d10.

How big is it? (pick 1)

- Tiny (cat-sized or smaller) -2 dam, -range.
- Small (like a human child) -0 dam, -range.
- Human-sized +0 dam.
- Large (like a horse) +1 dam, +reach.
- Huge (elephant or bigger) +3 dam, +reach.

Its armaments... (choose all that apply)

- Are small & weak -1 die size.
- Are vicious & obvious +2 dam.
- Can slice/pierce metal 1 piercing, messy.
- Can tear metal apart 3 piercing, messy.
- Ignore armor entirely *ignores armor*.

It's known for... (choose all that apply)

- Unrelenting strength +1 dam, *forceful*.
- Favor of the gods +2 dam.
- Is skilled in offence +advantage.
- Deft strikes +1 *piercing*. Choose all that apply:
- Primary danger isn't wounds -1 die size.
- It (or its species) is ancient +1 die size.
- It abhors violence +disadvantage.

#### LOOT TABLE

When taking the accumulated wealth of a monster (defeated or not), roll the monster's damage, modified if the monster is:

- Hoarder: roll damage die twice, take higher result
- Far from home: add at least one ration (usable by anyone with similar taste)
- Magical: some strange item, possibly magical
- Lord over others: +1d4 to the roll
- Ancient and noteworthy: +1d4 to the roll

Roll the monster's damage plus any added modifiers to find the monster's treasure:

- 1: A few coins, 2d8 or so
- 2: An item useful to the current situation
- 3: Several coins, about 4d10
- 4: A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
- 5: Some minor magical trinket
- 6: Useful information (in the form of clues, notes, etc.)
- 7: A bag of coins, 1d4×100 or thereabouts. 1 weight.
- 8: A very valuable small item (gem, art) worth 2d6×100, 0 weight
- 9: A chest of coins and other small valuables worth 3d6×100 coins, 1 weight.
- 10: A magical item or magical effect
- 11: Many bags of coins for a total of 2d4×100
- 12: A sign of office (crown, banner) worth at least 3d4×100 coins, 1 weight
- 13: A large art item worth 4d4×100 coins, 3 weight
- 14: A unique item worth at least 5d4×100 coins
- 15: A relic and roll again 16: A map or secret path and roll again
- 17: an item relating to a character and roll again
- 18: A hoard:  $1d10\times1000$  coins and  $1d10\times10$  gems worth  $2d6\times100$  each
- P.S. The treasure table can also be used for any "loot finding" scenario, starting with a d6.

#### TAG DEFINITIONS:

- Applied: It must be carefully applied to a person or thing. Awkward: It's unwieldy and tough to use. Clumsy: you have disadvantage for all
- moves. *Dangerous*: It's easy to get in trouble with it. *Slow*: It takes minutes or more to use.
- *Touch*: It must touch the target's skin.

- Two-banded: It takes two hands to use it.
- n Piercing: ignores n armor. Precise: Use DEX instead of STR. Forceful: knock someone back or off their feet. Messy: destructive damage, ripping things apart. Reload: takes more than a moment to reset. Stun: stun damage instead of normal damage. Thrown: you can't

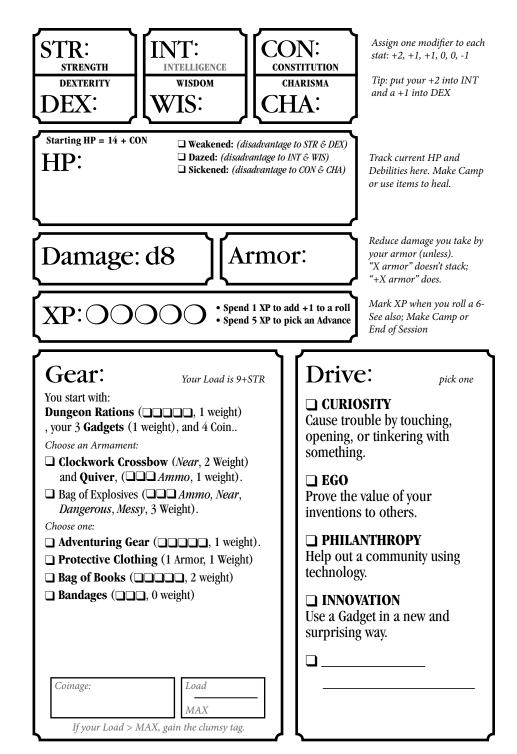
mark ammo; it's gone until you can recover it. **Ranges:** 

Hand: within your reach, no further. Close: at arm's reach plus a foot or two. Reach: several feet away, maybe as far as ten. Near: up to seeing the whites of their eyes. Far: up to shouting distance..

# THEARTIFICER

Name:

HUMAN: Carrie, Creet, Hellsing, Janos, Malchior, Shaya, Terra, Vincent, Watson DWARF: Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma GNOME: Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth
Look:    human   dwarf   gnome
Background: pick one
□ WEAPONSMITH You know how to make things that are built to last. Your Gadgets can be used as <i>Hand</i> weapons. □ LEAD RESEARCHER You've been in a lot of dangerous situations. When you try to avoid an alchemical or mechanical effect, take +1 to Defy Danger.
☐ TECHNOPHILE You always have a gadget secreted somewhere upon you. You start with one more gadget than indicated by your moves.
□ ENGINEERING PRODIGY When you spend an hour or so contemplating an engineering challenge, tell the GM what you're trying to achieve. The GM will tell you "yes, you can do that, but" and then select 1 to 4 of the following:
<ul> <li>It's going to take days/weeks/months</li> <li>First you must</li> <li>You'll need help from</li> <li>It will require a lot of money</li> <li>You will risk danger from</li> <li>The best you can do is a lesser version</li> <li>You'll need detailed instructions from</li> </ul>
Introductory Questions:  Who did you nearly get killed? Who do you finds you foolish? Who do I need to educate? Who here am I experimenting on? What have I done to them? Who do I helieve will play an important part in the events to come?



#### GEOMANTIC CHARGE



When you spend an uninterrupted period of time manipulating elemental fields and ley lines (usually about an hour), hold 3-Charge. You can have a maximum of 3-Charge held at any time. This Charge is used to power your Gadgets.

#### GADGET BELT

You have a Gadget Belt containing 3 Arcane Gadgets. For each Gadget, pick one option from each of the following lists:

- Etheric, hypnotic, magnetic, anbaric, ectoplasmic, steam, pressure, clockwork, alchemic
- Matrix, coil, emitter, compensator, array, projector, regulator, sprocket, valve, detector
- Glove, torch, apparatus, device, bracelet, periapt, flask, goggles, wand, mechanism

When you use one of your gadgets to get out of a tight spot, tell us what it does and roll +INT. On a hit, it works as expected and you spend 1 Charge. On a 7-9, you also choose 1:

- The device is damaged. You can repair it, but it will take some time and concentration.
- The device has a weird, unwanted side effect.
- The device attracts attention.

One of your gadgets is also a weapon of some kind. Pick which one, and it gains the *Near* and *Piercing* 1 tags. When you choose to mark *ammo* when **Volleying** with a gadget, spend 1 Charge instead.

When you have less than three gadgets or want to replace one of your existing gadgets for any reason, you can make a replacement by spending an hour or so cobbling them together.

#### **JURY-RIG**

When you quickly fix or create a device without proper supplies, tools, or time, roll +INT. On a 10+, it works just fine. On a 7-9, choose one:

- It'll work, but only for one use or a short amount of time.
- You will need to cannibalize one of your gadgets.
- It needs some juice. Spend 1 Charge.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3.

Second: Increase a statistic by +1, max of +3.

Third: Increase a statistic by +1, max of +3.

Forth: Increase a statistic by +1, max of +3.

Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP. *Forth*: Add +3 to your max HP.

Fifth: Add +3 to your max HP.

#### ☐ ANBARIC CHARGE\*

When you are subjected to a magical effect, gain +1 Charge.

#### ☐ CARRYING HARNESS

Everything you carry is attached to you, and you can never drop anything or be disarmed without your consent. You also gain +5 Load.

#### **□□** ETHERIC FIELD\*

You have a portable, energized force field of your own design. As long as you hold at least 1-Charge, you have +1 Armor.

Second requires three advances
You have +Armor equal to your Charge.

#### **□** GADGETEER

Add 2 more Gadgets to your **Gadget Belt**. When you have less than five gadgets or want to replace one of your existing gadgets for any reason, you can make a replacement by spending an hour or so cobbling them together.

#### ☐ IT'S TOO DANGEROUS TO GO ALONE

When you **Aid** an ally, you can spend 1-Charge and to automatically succeed on the Aid roll. Explain how your Gadget helps them out.

#### □□ LOGICAL

When you use strict deduction to analyse your surroundings, you can **Discern Realities** with INT instead of WIS.

Second requires three advances
On a 12+ you may ask the GM any three questions, not limited by the list.

#### □□□ CONSTRUCT COMPANION

You have crafted a mechanical companion. Choose a specialization:

- Assistant: Your construct will always give you whatever you need the moment you need it, if it's somewhere he can get it for you. You never need to reload or dig through your pouches in a tight spot.
- **Guard:** While your Companion is with you, take+1 ongoing when you Defend.
- **Research:** While your Companion is with you, take +1 ongoing to Spout Lore.
- Scout: While your Companion is with you, take
   +1 ongoing when you Undertake a Perilous
   Journey, and you can take 2 jobs for the exploration.

Second requires four advances
You have improved your Construct. Choose
another Specialization for your Companion.
Third requires six advances

Your Construct is capable of helping you more directly. It gains one of the following follower traits:

- Burglar +3
- Priest+3
- Protector+3
- Warrior +3

Your Companion has no Loyalty or Cost. If it is ever destroyed, you can rebuild it in a couple of days.

#### ☐ MASTER OF THE UNKNOWN

When you brandish one of your gadgets as if it were a weapon, everyone will believe it is the most dangerous thing in the room. This can be used gain advantage for the **Parley** move.

#### □□ OVERLOAD\*

You can expend 1 Charge to inflict 1d8 damage to anyone touching you or one of your gadgets. Second requires three advances
You can expend 1 Charge to inflict 2d8 damage to anyone touching you or one of your gadgets.

#### □□ SHADY ENGINEER

Choose one move from the rogue class list. You may not take multi-class moves from that class. Second requires five advances Choose another move from the rogue class list.

☐ BIONIC BODY	requires five advances
You can spend 1 Charge to	heal yourself 6 HP, or
take +1d8 forward to your	next damage roll.

☐ INCREASED VOLTAGE requires five advances
When you use Geomantic Charge, gain
4-Charge. Your max held charge is 4.

□ **ROCKET MAN** requires five advances
When you need to be somewhere really quickly,
spend 1 Charge and you are there the moment
before you need to be.

☐ MASTER CRAFTSMAN requires five advances Choose another Background Option.

Notes:		
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# THE BARBARIAN

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NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi

### Title:

the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

□ hot-blooded you □ brooding eyes □ □ long shanks □ n	ith □ a prime specin I defiant eyes □ inq nusclebound □ scra	uisitive eyes 🖵 wide o wny 🖵 supple 🖵		
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☐ LAST OF DYTY Your people we ☐ artifice ☐ greed ☐ nobility ☐ strength When you leverate you Spout Loree ☐ OF A PEOPLE When you first si ● What's the big ● How are they	re long-known for the beauty beauty ferocity prowess wickedness ge your people's repeabout your people, EWHO KNOW Coxe up a foe or ally, a gest danger they poweak or vulnerable?	☐ dark pacts ☐ longevity ☐ size  Dutation, you gain adverteat a 6- as a 7-9.  DNLY WAR  sk the GM 1 of the force?	☐ magic☐ songs  vantage to <b>Parley</b> . When	
Who did you nearly Who do you find fo Who shares your h Who doesn't under	olish? unger for glory? _ stand you?	stions:		tion per player

STR: STRENG DEXTERI DEX: Base HP = HP:
Dam
XP:C
GCa1 You Start w Dungeon a Dagger and a toke or where y Choose an a Axe (ch Two-ha +1 dam Choose one: Adventi and Ban

STRENGTH	INTELLIGENCE		STITUTION	The CON developed to
DEX:	WISDOM WISDOM	CH CH	ARISMA [A:	Tip: CON should be +1 or +2, and STR or DEX should be +1 or +2
Base HP = 18 + CON HP:	☐ Weakened: (di.☐ Dazed: (disadı.☐ Sickened: (disa	antage to II	NT & WIS)	Track current HP and Debilities here. Make Camp or use items to heal.
Damage:	d10 A	rmo	r:	Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.
XP:OO			d +1 to a roll ck an Advance	Mark XP when you roll a 6- See also; Make Camp or End of Session
a <b>Dagger</b> (hand, 1 vand a <b>token</b> of where or where you're from Choose an armament:  Axe (close, 1 wei  Two-handed sw +1 damage, 2 wei Choose one:	re you've traveled in.  ght).  ord (close, Two-Hando ight).  ar (\( \sum \sum \sum \sum \sum \sum \sum \sum	ed,	brutish  GIGAN MELAN Let a pr you bro GIGAN Cause tr indulgin HONO Keep a p NPC.  PRIDE Refuse a	EMPT an NPC with your ways. TIC NCHOLY roblem escalate while ood. TIC MIRTH rouble by over- ng. R oromise made to an

#### HERCULEAN APPETITES

When you make a move in pursuit of your appetites, roll 1d6+1d8 instead of 2d6. If the d6 is the higher of the pair, the GM will add a complication related to your heedless pursuits. (If you have advantage or disadvantage, the extra die is a d6 and the complication is triggered only by the dice you keep.)

Choose	two
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☐ Answers

☐ Bloody vengeance

☐ Conflict and destruction

☐ Discovery and wonder☐ Mortal pleasures

☐ Superiority over others

☐ Riches and glory

#### **FORMIDABLE**

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When you enter battle, gain hold equal to your CON. Spend Presence 1-for-1 to:

- Lock eyes with a soft-willed foe; they flinch, hesitate, back off.
- Challenge a worthy foe; they will treat you as the greatest threat.
- When you drop a foe; their allies are impressed, frightened, or dismayed and act accordingly.

When you stop fighting, display cowardice or hesitate, lose any hold you still have.

#### THE UPPER HAND

When you take your **Last Breath**, you have advantage. On a 7-9, you make Death an offer. If Death accepts, they will return you to life. If not, you die.

pick one

#### **□** MIGHTY

When you deal damage in melee or with a thrown weapon, it becomes *forceful* and *messy*.

#### ☐ PANTHERISH GRACE

When you are **unarmored and unencumbered**, you gain +1 armor.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

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Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### **□□** APPETITE FOR DESTRUCTION

Take an a move from the Fighter, Bard, or rogue class. You may not take multi-class moves from those classes.

Second requires five advances
Take another move from the Fighter, Bard, or
rogue class list.

#### **□** EYE FOR WEAKNESS

When you **Discern Realities** add to the list of questions you can ask:

• What here is weak or vulnerable?

#### ☐ INDESTRUCTIBLE HUNGER

When you take damage you can choose to take

-1 ongoing until you sate one of your **appetites** instead of taking the damage. If you already have this penalty you cannot choose this option.

#### ☐ MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a **feat of strength**, name someone present whom you have impressed and gain advantage to **parley** with them.

#### ☐ PARAGON

Take either **Mighty** or **Pantherish Grace**, whichever you don't already have.

#### **☐** ON THE MOVE

When you **Defy Danger** caused by movement gain advantage.

#### **□** SAMSON

You may take a debility to immediately break free of any physical or mental restraint.

#### □□ SCENT OF BLOOD

When you deal damage to an enemy, your next attack against that same foe deals +1d4 damage. Second requires five advances Your next attack against that same foe deals +1d8 instead.

#### ☐ SHIELD BASH

When you hack and slash with your shield, add this choice:

 knock the enemy away or down and take +1 forward against them

#### ☐ SMASH!

When you **Hank & Slash**, on a 12+ deal damage and choose something your target has: they lose it.

#### **□□** STILL HUNGRY

Choose an additional appetite.

Second requires five advances
Choose an additional appetite.

#### □□□ WAR CRY

When you shout over the din of battle, roll+STR. On a 10+ choose two. On a 7-9 choose one.

- You intimidate someone: they either flee, or attack you (their choice)
- You stir non-combatant spectators: they are filled with dread or inspiration (your choice).
- Divert attention from an ally to yourself Second requires five advances Add these additional choices:
- You disarm someone. (They do disadvantage damage until they recover their weapon)
- You heal 1d4 HP

*Third* requires five advances Add these additional choices:

- A *group* or *borde* that lacks the *organized* or *terrifying* tags flees.
- You heal 1d8 HP

☐ CONVERSATIONALIST requires five advances When you war cry, gain an additional choice, even on a miss.

□ **DEFIANCE** requires five advances When you **Defy Danger**, on a 12+ you turn the danger back on itself, the GM will describe how.

☐ **HEALTHY DISTRUST** requires five advances Whenever magic wielded by mortal men causes you to **Defy Danger**, take a +1 forward.

☐ <b>FOR THE BLOOD GOD</b> requires five advance	s
You are initiated in the old ways, the ways of sac	-
rifice. Choose something your gods (or ancestor	•
spirits, totem, etc) value. When you sacrifice it	
as per your rites and rituals, roll+WIS. On a 10-	H
the GM will grant you insight or a boon. On a 7-	
The sacrifice is not enough, take 1d4 damage as	
well. On a miss your gods are angered.	

☐ THROW ANYTHING	requires five advances
You can <b>Volley</b> by throwing	anything you can
pick up. If it was never mean	nt to be thrown, roll
+STR instead of +DEX.	

☐ **WELL TRAVELED** requires five advances Choose another Background Option.

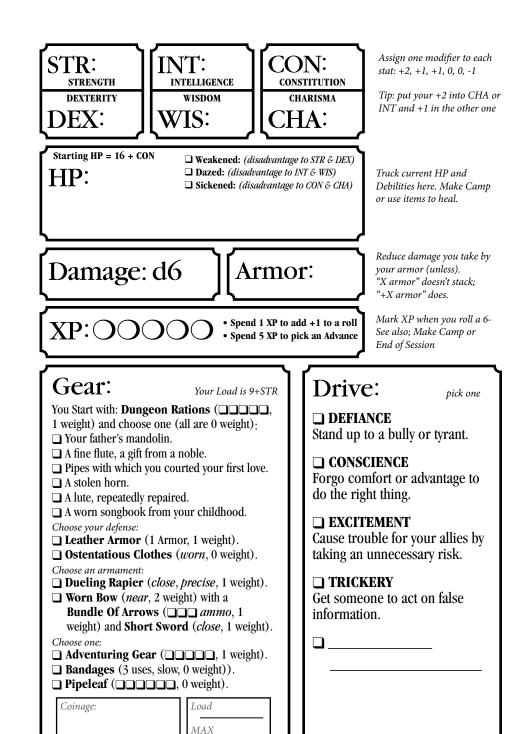
Notes:		

## THE BARD

### Name:

HUMAN: Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Ramonde, Cassandra DWARF: Berryl, Beyla, Bragi, Grannir, Gwynlil, Hevring, Orvar, Rokk, Volla ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir HALFLING: Lily, Baldric, Lutes, Sebastian, Whistler, Melody, Raylee, Nell

Look:  □ human □ dwarf □ elf □ halfing □ □ young and beautiful □ at the height of your powers □ of a certain age □ dancing eyes □ hungry eyes □ smoldering eyes □ twinkling eyes □ □ ethereal □ flamboyant □ imperious □ sensual □ stylish □ unassumir □ a honeyed voice □ a lilting voice □ a raspy voice □ a sonorous voice	ng 🗖
Background:	pick one
□ <b>COLLEGIUM SCHOLAR</b> When you roll a 7+ to <b>Spout Lore</b> , you can ask the GM a follow-up ques the topic. □ <b>COURTESAN</b>	tion of your choice about
When the GM first establishes a noble, famous, or influential NPC, you car following:  • What is their most notable virtue or vice?  • What great deed are they known for?  • What great shame do they try to live down?	ask the GM one of the
□ PRODIGY	
When you perform <b>arcane workings</b> , gain advantage on the roll.	
☐ OF THE WANDERING FOLK	
Your people are known for their (pick 1 of each)    elaborate dress   exotic beauty   unearthly features     alluring dances   haunting music   sublime plays     curses and hexes   faerie blood   thieving ways     At the start of play, hold 3. When you make a move and spend hold, describe how you leverage one of your people's traits to give you advantage. When you spend a few days among your people, reset your Hold to 3	
Introductory Questions:  Who here has entrusted me with a secret?  Who here doesn't trust me, for good reason?  Who here is most often the butt of my jokes?  Who here have I adventured with before?  Whose adventures am I writing about?	



If your Load > MAX, gain the clumsy tag.

#### BARDIC LORE

Choose an area of expertise:

☐ Spells and Magics
☐ The Dead and Undead
☐ Grand Histories of the Known World
☐ A Bestiary of Creatures Unusual
☐ The Planar Spheres
☐ Legends of Heroes Past
☐ Gods and Their Servants
When you name a song, poem, or tale that tells your chosen topic, gain advantage to **Spout** 

#### **CHARMING & OPEN**

Lore.

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?

#### **ARCANE WORKINGS**

When you perform roll +CHA. On a 10+, choose 2. On a 7-9, choose 1.

- You hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention.
- A member of the audience requests your services.
- You gain useful information.
- One or more members of the audience give you hospitality or gifts—the GM will tell you what.
- One or more members of the audience become infatuated with you—the GM will tell you who.
- You target the performance at an individual. If you are charming and open with that individual within the next day, ask an additional question without having to answer in return.

#### A PORT IN THE STORM

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

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3.

Second: Increase a statistic by +1, max of +3.

Third: Increase a statistic by +1, max of +3.

Forth: Increase a statistic by +1, max of +3.

Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

Third: Add +3 to your max HP.

Forth: Add +3 to your max HP.

Fifth: Add +3 to your max HP.

#### ☐ A LITTLE HELP FROM MY FRIENDS

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

#### **□□** DUELIST'S PARRY

When you Hank & Slash with a precise weapon, you take +1 armor forward.

*Second* (requires five advances): take +2 armor forward.

#### **□□** BAMBOOZLE

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

Second requires five advances
You now get to ask them one question, which
they must answer truthfully.

#### **□□** GRACE UNDER PRESSURE

When you face a foe one-on-one and are wielding a precise weapon, gain +1 armor. In addition, when you hack and slash with a precise weapon, on a 12+ gain +2 piercing.

Second requires five advances When you defy danger related to a nearby opponent while wielding a precise weapon, on a 10+ you can deal your damage to that opponent.

#### **□□** HEALING CHORUS

Add the following option to **Arcane workings**:

• Heal +1d8 damage to a target.

Second requires five advances

• Remove a debility from a target.

#### **□□** ELDRITCH TONES

Add these options to arcane working choices:

- Cast the Prestidigitation or Amplify cantrips.
- Break an enchantment upon those who hear it.
- Allies who hear it hold 1, which they can spend to gain advantage on a roll..

Second requires three advances

Add these to the list of available choices:

- Utter/play a loud and terrible note. All who hear it must drop what they carry and cover their ears, or stagger, cringe, and cower
- Chant a defiant hymn. While you persist, your allies ignore fear and doubt.

#### **□** LULLABY

Add these options to arcane working choices:

- Every creature you choose that can hear you becomes lethargic and inattentive until the song ends.
- Every listener who is (or is made) lethargic falls asleep after a few minutes.

#### □□□ MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second requires three advances

Take another move from another class.

Third requires five advances
Take another move from another class.

#### □□□ REFRESHING SONG

When you make camp, if you sing a soothing song, everyone in camp may choose one:

- Skip consuming a ration.
- Heal +1d6 HP.

Second requires three advances Everyone in camp chooses two.

Third requires five advances

Everyone can choose two **make camp** options.

#### □□ THUNDERSTRUCK!

When you shout with great force or play a shattering note, choose a target and roll+CON. On a 10+ the target takes 1d8 damage and is deafened for a few minutes. On a 7-9 you still damage your target, but the GM will choose an additional target nearby.

Second requires three advances
You now deal 2d6 damage to 1d4 foes.

☐ AN EAR FOR MAGIC requires five advances 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** requires five advances When you use Charming & Open you may also ask "How are you vulnerable to me?" Your subject may not ask a question in return.

■ METAL HURLANT requires five advances
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.

☐ MULTI-TALENTED requires five advances Choose another Background Option.

□ **REPUTATION** requires five advances
When you meet someone who's heard of you
(your call), roll +CHA. On a 10+, tell the GM two
things they've heard about you. On a 7-9, tell the
GM one thing that they've heard about you, and
the GM will reveal another.

☐ UNFORGETTABLE requires five advances When you meet someone you've met before, after some time apart, gain advantage against them.

☐ WAR SKALD requires five advances
You ignore the clumsy tag when wearing armor,
and when you hack and slash while chanting a
war hymn gin advantage to damage.

# THE CLERIC

### Name:

HUMAN: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine DWARF: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya ELF: Araquiel, Izlara, Humiel, Kemuel, Tessra, Samael, Selandra, Zephon HALELING Cadfael Delia Hadyn Orlan Nubela Puby Sabe Theo

HALFLING: Cadiaei, Delia, Hadyli, Offali, Nubela, Ruby, Sabe, Tileo	
Look: pick	at least one for each row
<ul> <li>human □ dwarf □ elf □ halfing □</li> <li>young &amp; eager □ sober adult □ showing my years □</li> <li>kind eyes □ fiery eyes □ stern eyes □</li> <li>thin □ round □ knobby □ powerfully built □</li> <li>spit-polished gear □ robes of office □ modest clothes □</li> </ul>	
Background:  CULTIST OF  You are a disciple of That Which Lies Beneath. When you bury a ritual offering gain Favor if you don't already have it. You may speak with the dead. They will tions you pose to it to the best of the knowledge it had in life and the knowledge ITINERANT MYSTIC OF  TINERANT MYSTIC OF	l answer any three ques-
You follow the god of Light and Knowledge. When you expose a secret or a de you don't already have it. You can create light, as per the wizard Light spell, o SERVANT OF	
You serve the god of the Downtrodden. When you alleviate the suffering of an endure ritual suffering, gain Favor if you don't have it already. Gain advantage ☐ TEMPLAR OF	on healing rolls.
You are a champion of the Lawgiver. When you defeat an agent of chaos of sin if you don't already have it. When invoking your <b>divine authority</b> , treat a 6- □ <b>PRIEST OF</b>	to Parley as a 7-9.
You are a follower of the god of When you face you you don't already have it. Create a special ability that following your god prov	
Introductory Questions:  Who has my deity ordered me to convert?  Who needs my protection?  Who has proven themselves to me?  Who doesn't respect my faith or deity?  Who here has my deity marked as important? Why?	one question per player

TR: strength	INT: INTELLIGENCE	CO
DEXTERITY	WISDOM	СН
EX:	WIS:	[СН

STITUTION IARISMA [**A**:

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into WIS or STR and +1 in the other one

Starting HP = 18 + CON	☐ Weakened: (disadvantage to STR & DEX)
HP:	☐ Dazed: (disadvantage to INT & WIS)
111 •	☐ Sickened: (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d6

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

Spend 1 XP to add +1 to a roll
Spend 5 XP to pick an Advance

Mark XP when you roll a 6-See also; Make Camp or End of Session

Gear:	Your Load is 10 +STR
You start with:	10ur Loud is 10 +31 K
Dungeon Rations (	1 weight), f your deity (weight 0),
Choose your defense:	
☐ Priest's robes (we ☐ Chainmail (1 arm	
Choose an Armament:	
☐ Divine weapon () the favored weapon ☐ Staff (close, two-h Bandages (☐☐☐)	
Choose one Adventuring gear and Bandages ( Healing potion ( Shield (+1 armor,	0 weight)
Coinage:	Load
	MAX

*If your Load > MAX, gain the clumsy tag.* 

Drive:	pick one
☐ AMBITION Gain recognition from leverage over an NPC	
□ EVANGELISM Instruct an NPC in th your faith	e tenants of
☐ INQUISITION Reveal the failings or of another	falsehoods
☐ <b>ORTHODOXY</b> Cause trouble (for your others) by adhering doctrine.	

#### INVOCATION

When you call out for your deity's aid in a time of need, roll +WIS. On a 10+, your deity will intervene on your behalf - the GM will tell you how. On a 7-9, your deity still intervenes, but you must choose one from the list below:

- Your invocation is obvious, drawing attention to yourself.
- The intervention is subtle or takes a while to manifest.
- Your deity demands something in return. The GM will tell you what.
- The experience leaves you dizzy with euphoria (or terror). You take -1 ongoing to Invoke until you have time to rest.

#### **DIVINE BLESSING**

When you call upon your deity for protection for yourself or an ally, roll +WIS. On a 10+, gain 3 Hold. On a 7-9, gain 1 Hold. Spend your hold 1-for-1 to grant the following to the subject of your prayers:

- Take +2 forward to armor
- Heal 1d8 damage
- Take +1 forward to Defy Danger

#### **DIVINE FAVOR**

Favor: O

When you expend your Favor to call on your god for guidance, they show you their will through signs & portents (though the GM might very well ask you what your god's will is). You and your allies gain advantage on the next move you each make to act on your god's will.

#### **TURN ANATHEMA**

When you hold your holy symbol aloft and call on your deity 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.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### **□** DEITY'S INSIGHT

When you take a moment to consult your deity, you can Spout Lore using +WIS instead of +INT.

#### **□** DIVINE INTERVENTION

You can expend your Favor when you or an ally suffers harm. If you do, the harm is negated by a manifestation of your god's domain.

#### □□ HEALER

When you heal someone else, add +1d8 to that healing.

Second requires five advances
You may now choose to heal a debility instead of
damage.

#### **□□** DIVINE AURA

When you use **Divine Blessing**, you no longer have to specify a single person as the subject of your prayers. You can spend hold from Divine Ward on anyone nearby, as you need to.

Second requires five advances

When you spend hold from **Divine Blessing** to protect a group, the chosen effect applies to everyone in the group.

#### **□□** DIVINE PROTECTION

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

Second requires five advances You now gain 3 armor.

#### ☐ FIRST AID

You ignore the *Slow* tag on Bandages and Poultices & Herbs. In addition, you take +1 armor if you are attacked while you are healing someone.

#### **□□** HOLY FERVOR

Choose one move from the Paladin class list.

Second requires five advances

Select a second move from the Paladin class.

#### **□□** PENITENT

When you take damage and embrace the pain, you take +1d4 damage (ignoring armor). If you do, take gain advantage on your next action.

Second requires five advances

Take +1 ongoing until you roll a 10+.

#### **□□** RIGHTEOUSNESS

Add the following to the **Divine Blessing** list:

- Their attacks add +1d4 Holy Damage.
- An approaching enemy is driven back

Second: requires five advances

Gain +1 hold when using **Divine Blessing**, even if you roll a 6-.

#### **□** SERENITY

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

#### □ SCALES OF LIFE AND DEATH

When someone in your presence takes their Last Breath (including you), they have advantage.

**□ ANATHEMA** requires five advances

When you strike an Enemy of your deity, roll +WIS. On a 10+, deal your damage and pick 1. On a 7-9, deal your damage and pick 1, but you also expose yourself to harm or unwanted attention.

- Ignore the thing's armor or other defenses
- Suppress one of its unnatural powers
- Force it from its host

☐ BREATH OF LIFE requires five advances
You may now use Divine Blessing to resurrect
the recently deceased.

☐ GAZE NOT UPON HIM requires five advances When you use Invocation and get a result of 12+, your deity's magnificence inspires awe from all who see it. Allies take +1 forward and NPCs cower in awe, fear, or ecstasy, as is appropriate.

#### **□** MULTI-CLASS

requires five advances

Choose a move from another class. You may not take multi-class moves from those classes.

#### **□** PROVIDENCE

Notes.

requires five advances

Add the following to the  $\boldsymbol{Divine\ Blessing\ list:}$ 

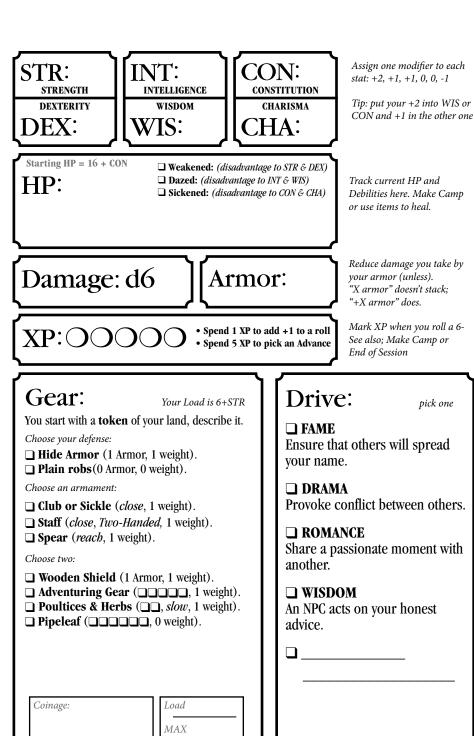
 An enemy move fails due to a moment of divine providence, related to your deity (a gust of wind, a flash of light, or something similar).

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## THE DRUID

### Name:

HUMAN: Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Ramonde, Cassandra DWARF: Berryl, Beyla, Bragi, Grannir, Gwynlil, Hevring, Orvar, Rokk, Volla ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir HALFLING: Lily, Baldric, Lutes, Sebastian, Whistler, Melody, Raylee, Nell Look: pick at least one for each row □ human □ dwarf □ elf □ halfing □ \_\_\_\_\_ ☐ fresh faced ☐ hale & hearty ☐ old & wizened ☐ \_ □ curvy □ strapping □ rail-thin □ thick-set □ willowy □ □ ceremonial garb □ furs, hides, feathers □ ornate mask □ painted/tattoos/scarring □ Born of the... ☐ Great Forest ☐ Whispering Plains ☐ Vast Desert ☐ Stinking Mire ☐ River Delta ☐ Sapphire Islands ☐ Open Sea ☐ Towering Mountains ☐ Frozen North ☐ Blasted Wastes □ Depths of the Earth □ Lands Lost to Time □ Field, Farm, and Pasture □ \_ Your tell is always present, in any form you take, a reflection of your land and your nature. □ antlers/horns □ cat-eyes □ gills □ green hair/feathers/fur □ musky smell □ Background: pick one ☐ KEEPER OF THE OLD FAITH When you Spout Lore about the natural world or things civilization has forgot, you have advantage. ☐ INITIATE OF THE FIRST CIRCLE When you mark an area with sacred symbols, the area is warded against one of the following so long as the symbols remain: • Unclean spirits and perversions of nature • Natural beasts and spirits of the wild ☐ TOTEM SPIRIT Choose a natural beast native to your homeland. When you borrow the form of your totem, don't roll to Shapechange, you automatically get a 10+. However, when you act against to your totem's instincts, you Defy Danger with disadvantage. ☐ TRICKSTER/CULTURE HERO When you Defy Danger or Parley using flattery or deceit, you have advantage.. ask one question per player Who here have I shared secret rites with? Who have I formed a blood-bond with? Who here is familiar with the sickness in these lands? Who have I helped track dangerous beasts in the past?



If your Load > MAX, gain the clumsy tag.

pick one

#### SHAPECHANGE

When you **borrow** the form of a natural **beast** native to your homeland, name it and roll

+CON. On a 10+, you stay in that form until you decide to change back or take on another. On a 7-9, you shed your borrowed form the first time you roll a 6- (in addition to whatever the GM says), or earlier if you so desire. On a 6-, the form's instincts are particularly strong (see below) and you're stuck in that form until you calm yourself and take the time to set the form aside. While in your borrowed form, you have its innate armor, qualities, tags, and abilities but use your own stats (you might be an ox, and strong as an ox, but you roll your STR to see how you wield that strength).

When you act contrary to the instincts or nature of your borrowed form, you are **Defying Danger** with WIS.

#### SPIRIT TONGUE

You can communicate with natural beasts, spirits of the wild, and others who speak the Secret Tongue. When you **Parley** using the Secret Tongue, roll with WIS instead of CHA.

#### BY NATURE SUSTAINED

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

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP. Second: Add +3 to your max HP. Third: Add +3 to your max HP. Forth: Add +3 to your max HP. Fifth: Add +3 to your max HP.

#### **□□** BARK SKIN

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

Second requires five advances You instead gain +2 armor.

#### ☐ BALANCE

When you deal damage, Hold 1. When you touch someone and channel the spirits of life ,you may spend hold to heal 1d4 HP.

#### **□** BORROWED POWER

When you convince a spirit or beast to lend you its power, ask the GM for one of its moves. Write it down; you can do that move, once, just like that. You can hold only one such move at a time.

#### **□** 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.

#### **□□** EMBRACING NO FORM

When you **shapechange** choose a stat: you take +1 ongoing to rolls using that stat while shifted. *Second* requires five advances You may increase your armor by 1 or deal an additional +1d4 damage while in an animal form.

#### ☐ EYES OF THE TIGER

When you mark a beast (with pigment, mud, blood, etc.), you see through its eyes as if they were your own, no matter the distance between you. Only one animal can be so marked at a time.

#### **□** ANIMAL COMPANION

Gain an animal companion. choose one from the ranger playbook. Roll +Fierce to have them **Hack & Slash**. Roll +Clever to have them **Discern Realities**. Roll +Fierce, Clever, or Loyal (as appropriate) to have them **Defy Danger**. Often, they just **Aid you**.

#### **□□** HUNTER'S BROTHER

Choose a move from the ranger class.

Second requires five advances

Choose another move from the ranger class

#### □□ RED OF TOOTH AND CLAW

When you Shapechange into a dangerous form, you deal +1d4 extra damage

Second

requires five advance

Second requires five advances Increase your damage to d10.

#### □ SHED

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

#### **□** SPIRIT-TOUCHED

You can always ask the GM "What spirits are active here?"

#### **☐** STUDIED ESSENCE

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

#### **□□** THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your **spirit tongue**, **shapechange** 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.

Second requires five advances You may now take on the forms of the elements: fire, water, air and earth.

□ **CHIMERA** requires five advances When you **shapechange** 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 **shapechange** otherwise.

☐ **DOPPLEGANGER** requires five advances 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.

□ HEED MY CALL requires five advances
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.

- The effect you desire comes to pass.
- You avoid paying the price.
- You retain control.

Second requires seven adva	to t
You can now spend time meditating to switch your second choice to the terrain you are cur rently in.	l

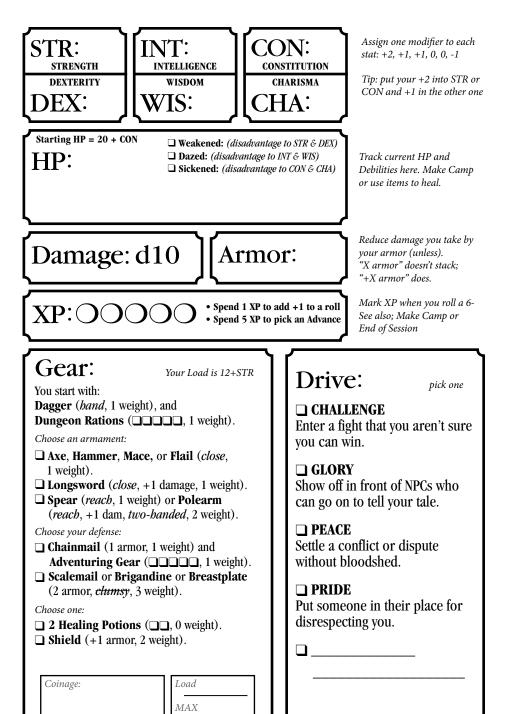
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# THE FIGHTER

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HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

Look: pick at least one for each row
<ul> <li>human □ dwarf □ elf □ halfing □</li> <li>young &amp; brash □ in my prime □ grizzled □</li> <li>flashing eyes □ hard eyes □ thousand-yard stare □</li> <li>giant frame □ ripped □ stocky □ wiry □</li> <li>distinctive scars □ oft-broken nose □ missing bits □ surprisingly pretty □</li> </ul>
Background:  GLADIATOR  When you dispatch a foe in a flashy or brutal way, pick 1:  Name a foe; you've got their attention.  Name an ally; you've given them an opening (they gain advantage if they act on it).  Name a witness; they will spread tales of your deeds.  NOBLE SCION  When you face off against a worthy foe in single combat, ask one question from Discern Realities and gain advantage if you act on the answer.  You start with a token of some Noble's favor, write it down in gear.  PLEDGED GUARDIAN  When you hold Readiness (from the Defend move), you can always suffer the damage/effects of an attack instead of your ward; no need to spend Readiness, you can just do it.  VETERAN OF THE WARS  When you bed down in the field, you need not doff your armor and will wake from sleep fully alert at the slightest hint of trouble.  When you have a few hours of mindless, light duty (hiking, riding, keeping watch, etc.), you can catnap and regain 5 HP.
Introductory Questions: ask one question per player
Who here was I sworn to protect? Why? Who here owes me their life, and why? Who here makes me question whether they will survive the coming dangers? Who here needs to be toughened up? Who here has proved a worthy ally?



*If your Load > MAX, gain the clumsy tag.* 

#### ARMORED

When you wear armor, ignore the *clumsy* tag.

#### BEND BARS,LIFT GATES

When you use brute strength to overcome an inanimate obstacle, roll +STR: On a 10+ choose 1. On a 7-9 or choose 2.

- It takes a while
- You cause unwanted damage or harm
- You make a lot of noise
- Mark a debility

#### HARD TO KILL

When you take your Last Breath, roll +CON instead of +nothing. On a 12+, you immediately regain 1 HP.

#### INTIMIDATING

When you **Parley** using violence or threats, you have advantage. When a fight starts, ask the GM one question that you could ask with **Discern Realities**, and gain advantage to act on the answer.

#### WEAPON SPECIALIZATIONS

Pick two.

☐ When you <b>Defend</b> with a sword and spend
Readiness to strike back at an attacker, Deal
Damage normally (without disadvantage).
☐ When you <b>Deal Damage</b> with a mace, deal
+1 extra damage and it's <i>forceful</i> .

☐ When you **Deal Damage** with an ax, deal +1 extra damage and it's *messy*.

☐ When you **Hack & Slash** with a hammer, on a 12+, your foe is also *dazed* or their armor is reduced by 1. (GM's choice)

☐ When you **Hack & Slash** with a flail, on a 12+, your foe is also knocked off their feet or disarmed. (GM's choice)

☐ When you **Deal Damage** with a spear, you have 2 *piercing*.

☐ When you **Hack & Slash** with a polearm, on a 12+, instead of making a choice, you deal an extra 1d6 damage and avoid/prevent/counter the enemy's attack.

☐ When you **Deal Damage** with a dagger or knife while grappling your foe, you ignore their armor unless they are amorphous. (the GM's call)

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP. *Forth*: Add +3 to your max HP.

*Fifth:* Add +3 to your max HP.

#### **□□** ARMOR MASTERY

You may choose to let 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.

Second requires five advances When you choose to let your armor take the brunt of damage dealt to you, take +1 forward against the attacker.

#### ☐ INTERROGATOR

When you parley using threats of violence as leverage, you may use STR instead of CHA.

#### □□ IRON HIDE

Armor that you are wearing has +1 armor and weighs 1 less.

Second requires five advances
Any shield on your arm has +1 armor, too, and
counts as 0 weight.

#### **□□** MERCILESS

When you fight to kill with no mercy or hesitation, you deal +1d4 damage.

Second requires five advances
Deal +1d8 damage.

#### **□□** MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second requires five advances

Take another move from another class.

#### **□□** SEEING RED

When you Discern Realities during combat, you take +1.

Second requires five advances

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, who freezes or flinches and can't act until you break it off.

#### ☐ SITUATIONAL AWARENESS

When you **Discern Realities**, add these to the list of questions you can ask.

- What is my enemy's true position?
- Who or what here is the biggest threat?
- What's the best way in/out/through/past?

#### ☐ SHIELD CHARGE

When you charge an enemy with your shield, roll+STR. On a 10+, choose three. On a 7–9, choose one. You may spend experience to make one additional choice, even on a miss.

- You knock the enemy down.
- You push the enemy beyond close range of you.
- You move past the enemy.
- Deal your damage to the enemy.

#### **□** VIM AND VIGOR

In combat, you may roll +CON, On a 10+ hold three. On a 7+ hold one. You may spend hold one-for-one to:

- Block a blow meant for someone else nearby. You take the result.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Add forceful or stunning to one of your attacks.
- Decrease the damage dealt to you by 1d4.

Second requires five advances

Add the following choices:

- Increase the damage of one attack by +1d4.
- Leap twice as far or high as normal.
- Escape the clutches of a foe.
- Cause an enemy to bri v freeze or inch.
- Throw off effects of being stunned, confused, or enchanted.

#### **□□** WHAT ARE YOU WAITING FOR?

When you take up a defensive stance and cry out a challenge to your enemies, roll to defend normally. On a 7+, you also automatically draw all attention from your ward to yourself (no need to spend readiness).

Second requires five advances On a 10+, you hold 4.

**□□ WEAPON MASTERY** requires Three advances Choose another weapon specialization.

Second requires five advances

Choose a 4th weapon specialization.

**☐ EXPERIENCED** requires five advances Choose another Background Option.

☐ EYE FOR WEAPONRY requires five advances When you look over an enemy's weaponry, ask the GM how much damage they do.

#### **□** MERCILESS

When you deal your damage to something that can bleed, deal +STR damage.

☐ **SCENT OF BLOOD** requires five advances When you Hack & Slash an enemy, your next attack against that same foe deals damage with advantage.

□□ SUPERIOR WARRIOR requires five advances When you Hack & Slash, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Second requires seven advances
The enemy turns tail an runs from the fight.

#### **☐ WADING THROUGH BODIES**

When your attack kills one or more members of a group or horde, you may choose one:

- You rapidly close the distance to other opponents and immediately engage them, bypassing other members of the same group or horde if you desire.
- You ignore all results of that enemy's attack on your
- 1d6 members of the same group or horde flee in terror.
- All members of the same group or horde disengage from what they are doing and turn their attention to you.

## THE PALADIN

Name: HUMAN: Augustine, Cassius, Lucia, Octavia, Regulus, Sofia, Titanius, Valeria, Ursa DWARF: Brunhilda, Annika, Janos, Rundrig, Bathi, Boras, Gramthrum, Thonic, Ule, ELF: Throndir, Elrosine, Cadeus, Eldarin, Celdion, Dambrath, Lanethe HALFLING: Celine, Francis, Baldwin, Becca, Bartleby, Aubrey, Lewis, Nellie, Tuft, Kite Look: pick at least one for each row □ human □ dwarf □ elf □ halfing □ □ young & innocent □ older than I look □ stately and distinguished □ □ eager eyes □ piercing eyes □ sad eyes □ soulful eyes □ □ heroic figure □ lit by an inner fire □ striking beauty□ unshakable poise □ □ all shine & polish □ mismatched armor □ timeworn gear □ Background:

ANOINTED BY THE GODS pick one When you invoke your divine authority to issue an order or a warning, roll +CHA. On a 7-9, they must choose 1. On a 10+, you can tell what they're going to do and act first (with advantage). • Do what you say • Back away slowly, then flee • Attack you ☐ A HERO REBORN When you **Spout Lore** by consulting the memories of your past life or lives, you have advantage. When you **Make Camp** and dream your prophetic dreams, ask the GM a question about the perils that you face. They'll give you an honest answer in your dreams, though it may be clouded or cryptic. ☐ PARAGON OF VIRTUE When you approach an enemy to negotiate in good faith, they will at least hear you out. Even the most debased and savage foe will delay violence until you've had your say. When you spend the night in prayer and vigil, you need not sleep in order to gain the benefits of Make Camp, but remain alert to danger.

□ SACRED ORDER

What is	vour ord	ler	known f	or? (	nic	k 3'	١

- ☐ chapters everywhere ☐ fanatic zeal
  - ☐ holy relics □ popularity
- ☐ influence ☐ mystical rites ☐ troves of lore
  - □ wealth
- When you leverage your order's reputation, you gain advantage to Parley. When you Spout Lore about your order, treat a 6- as a 7-9.

## **Introductory Questions:**

ask one question per player

□ honor

☐ skilled warriors

Who here knows your past?

Whose misguided behavior endangers their very soul?

Who has stood by me in battle and can be trusted completely?

Who do I believe is the bravest soul amongst you?

Whose beliefs do I respect, even if they aren't the true way?

STR: STRENGTH DEXTERITY

DEX:

INTELLIGENCE WISDOM WIS:

CONSTITUTION CHARISMA CHA:

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into CHA or STR and +1 in the other one

Starting HP = 20 + CON

HP:

☐ Weakened: (disadvantage to STR & DEX) ☐ **Dazed**: (disadvantage to INT & WIS)

☐ Sickened: (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d10

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack: "+X armor" does.

• Spend 1 XP to add +1 to a roll • Spend 5 XP to pick an Advance Mark XP when you roll a 6-See also; Make Camp or End of Session

Gear:

Your Load is 12+STR

You start with:

**Dungeon Rations** ( , 1 weight), **Scale Armor** (2 armor, *clumsy*, 3 weight), and a **make of faith** (0 weight), describe it.

Choose an armament:

- ☐ Halberd (reach, +1 damage, two-banded, 2 weight).
- ☐ Long Sword (*close*, +1 damage, 1 weight) and **Shield** (+1 armor, 2 weight).

Choose two:

- ☐ Adventuring Gear (☐☐☐☐☐, 1 weight).
- **□ Dungeon Rations** (**□□□□**, 1 weight) and a **Healing Potion** (0 weight).

Coinage: Load MAX

*If your Load > MAX, gain the clumsy tag.* 

Drive:

pick one

□ COURAGE

Lead another to act despite fear or doubt.

□ DOUBT

Question your faith, your oaths, or your order.

**□** SACRIFICE

Suffer hardship so that another doesn't have to.

□ ZEAL

Cause your allies trouble by adhering strictly to your oaths.

#### **OUEST**

When you dedicate yourself to a mission, state what you set out to do: • Slay \_\_\_\_\_\_, a great blight upon

the land.	
• Defend	_ from the iniquities
that beset them.	•
<ul> <li>Discover the truth of _</li> </ul>	

Then choose up to two boons:

<u> </u>	☐ A	n	unwavering	sense	of	direction
----------	-----	---	------------	-------	----	-----------

☐ Resistance to \_ (edged weapons, fire, enchantment, etc. Gain advantage on defy danger rolls or take

☐ Senses that pierce lies.

A voice	that	transcends	language.
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☐ Freedom from hunger, thirst, and sleep.

disadvantage on incoming damage.)

Choose three vows that are required of you to maintain your blessing:

- ☐ I shall not cheat, nor utter falsehood, nor deceive others with my words
- ☐ I will protect the weak and give aid to any innocent who asks it of me
- ☐ I must not let a crime go unpunished
- ☐ I shall not flee, nor deny a call to battle
- ☐ I will offer mercy to any I defeat, even the most unworthy
- ☐ I shall never refuse a superior's order

#### LAY ON HANDS

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. On a 10+ you heal 1d8 damage or remove one disease. On a 7–9, they are healed, but the damage or disease is transferred to you.

#### FEAR NO EVIL

When you **Defy Danger** due to fear, don't roll; you automatically roll a 10+.

#### **ARMORED**

You ignore the *clumsy* tag on armor you wear.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. *Third*: Increase a statistic by +1, max of +3. *Forth:* Increase a statistic by +1, max of +3. *Fifth*: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP. Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### ☐ 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 three debilities you can't use this move.

#### □□ CHARGE!

When you lead the charge into combat, those you lead gain advantage forward.

Second requires five advances

When you lead the charge into combat, those you lead gain advantage forward and +2 armor forward.

#### □□ DIVINE FAVOR

When you take a few moments before battle to pray, roll +CHA. On a 10+, Hold 3. On a 7-9, Hold 1. During the battle, when you Defy Danger, you can spend Hold to turn a 6- into a 7-9, or a 7-9 into a 10+.

Second requires five advances When you see divine magic, you can ask the GM

which deity granted the spell and its effects. Gain advantage when acting on the answers.

#### **□** EYES UNCLOUDED

When you pray for guidance, you can ask the GM "what here is evil?"

#### ☐ EXTERMINATUS

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

#### **□□** HOLY PROTECTION

You get +1 armor while on a Ouest.

Second requires five advances You now get +2 armor while on a Quest.

#### **□□** HOSPITALLER

When you heal an ally, you heal +1d8 damage. Second requires five advances You may choose to heal a debility instead.

#### **□□** SETUP STRIKE

When you Hack & Slash, choose an ally. Their next attack against your foe does +1d4 damage.

Second requires five advances They now take advantage forward against the target.

#### □□ SMITE

While on a Quest you deal +1d4 damage. Second requires five advances While on a Quest you deal +1d8 damage.

#### □□ STAUNCH DEFENDER

When you Defend you always get +1 hold, even on a 6-.

Second requires five advances When you get a 12+ hold 4.

#### **□□** VOICE OF AUTHORITY

Gain advantage to order hirelings. Second

requires five advances When you roll a 12+ the hireling transcends their fear and doubt and carries out your order with particular effectiveness or efficiency.

**□** AURA OF COURAGE requires five advances When you stand fast in battle, allies who can see or hear you are unaffected by fear or doubt.

**□ DO NOT GO GENTLY** requires five advances You are unaffected by poison or disease.

☐ INDOMITABLE	requires five advances
When you suffer a debility	(even through
Bloody Aegis) gain advant	age forward against
whatever caused it.	

☐ PERFECT KNIGHT	requires five advances
When you Quest you choose	e three boons instead
of two.	

**□** ORDAINED requires five advances Choose another Background Option.

**☐** SMITE EVIL requires five advances When you strike a thing of supernatural evil, roll +STR. On a 10+, deal your damage and pick

1. On a 7-9, deal your damage and pick 1, but vou also expose vourself to harm or unwanted attention.

- Ignore the thing's armor or other defenses
- Suppress one of its unnatural powers
- Force it from its host

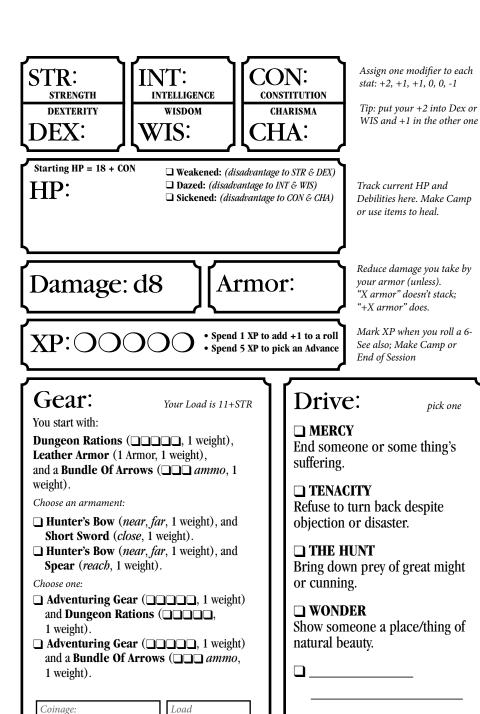
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# THE RANGER

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HUMAN: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana DWARF: Bathi, Boras, Gramthrum, Lithic, Maevres, Thonic, Ullir, Vali ELF: Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe HALFLING: Celine, Francis, Kit, Lazlo, Lewis, Nellie, Tuft, Kite

Look:	pick at least one for each row
□ human □ dwarf □ elf □ halfing □	
□ wet behind the ears □ fully fledged □ long in the tooth □	
☐ distant eyes ☐ fierce eyes ☐ squinting eyes☐ steady eyes ☐ ☐	
□ compact & sturdy □ long & lean □ weathered□ willowy □	
□ road-worn & threadbare □ scruffy & unkempt □ well-groomed □ _	
Background:	pick one
□ EXPLORER	piek one
When you <b>Spout Lore</b> about a place you've been or a place you're trying	to explore you have
advantage.	5 to enprore, you have
□ FORESTER	
When you hide in natural surroundings, enemies never spot you until you	ı do something to reveal
yourself (like attack or move quickly).	
When you forage while the party <b>makes camp</b> in the wilderness, roll +V	VIS. On a 10+, both. On a
7-9, pick 1:	,
• You do not need to consume a ration.	
• you scrounge up 1d4 rations.	
RAISED BY WOLVES	
When you show a beast who's boss, roll +CHA. On a 7+, it must pick one	e: On a 10+, you also get
advantage on your next move against it.	,,
Fight you for dominance	
• Slink away or flee, then avoid you	
<ul> <li>Accept your authority until you show weakness</li> </ul>	
□ SPOOK	
When you Spout Lore about monsters, demons, or practitioners of blac	k magic, you have
advantage.	
Introductory Questions:	ask one question per player
Who did you nearly get killed?	
Who here have I guided through the wilderness before?	
Who here has been a friend of nature?	
Who here has the least respect for nature?	<del></del>
Who here loathes my animal companion?	



MAX

*If your Load > MAX, gain the clumsy tag.* 

pick one

#### HUNT AND TRACK

When you **Discern Realities** by studying the signs left by passing creatures, you have advantage. When you follow a creature's trail, roll +WIS, On a 7+ you follow the trail to a significant change in direction, terrain, or mode of transport, On a 10+, you can also ask the GM a question about your quarry.

#### CALLED SHOT

When you shoot at a foe that isn't defending itself, either **Deal Damage** or roll +DEX. On a 10+, **Deal Damage** and pick 2. On a 7-9, **Deal Damage** and pick 1.

- Strike a weak point; ignore armor
- Stun, hobble, or hinder them
- Make them drop what they're holding
- deal an additional +1d4 damage.

#### **STEALTHY**

When you **Defy Danger**, **Scout Ahead**, or **Struggle as One** by being stealthy, you have advantage.

#### **ANIMAL COMPANION**

Pick 1. Roll +Fierce to have them **Hack & Slash**. Roll +Clever to have them **Discern Realities**. Roll +Fierce, Clever, or Loyal (as appropriate) to have them **Defy Danger**. Often, they just **Aid you**.

- ☐ Wolf, hound, coyote, hyena, or jackal: Fierce +1, Clever +1, Loyal +2, 9 HP, d6 dam
  - Track by scent Surround & harry prev
  - Clamp down and trip/shake
- ☐ Cougar, leopard, jaguar, cheetah, or lynx: Fierce +2, Clever +1, Loyal +0, 9 HP, d8 dam
  - Stalk prey Climb, jump, and sprint
  - Pounce, grab on, and savage
- ☐ Cat, monkey, raccoon, fox, or weasel: Fierce +0, Clever +3, Loyal +1, 6 HP, d4 dam
  - Slip in somewhere Steal something
  - Manipulate an object Annoy/distract
- ☐ Hawk, falcon, eagle, owl, or buzzard: Fierce +1, Clever +2, Loyal +1, 6 HP, d6 dam
  - Spot from afar Watch and observe
  - Swoop in and snatch/drop something

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### □□ A SAFE PLACE

When you set the watch for the night, everyone gains advantage to **Take Watch**.

Second requires five advances
After a night in camp when you set the watch
everyone gains advantage forward.

#### □□ ACCURATE

When you deal damage with a ranged weapon, gain advantage.

Second requires five advances
When you deal damage with a ranged weapon,
your base damage die always scores the
maximum.

#### ☐ 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.

#### □ FOLLOW ME

When you **Undertake A Perilous Journey** you can take two roles. You make a separate roll for each.

#### ☐ KITH AND KIN

The grunts, barks, chirps, and calls of the creatures of the wild are as a language to you.

#### □□ FAMILIAR PREY

When you **Spout Lore** about a monster you use WIS instead of INT.

Second requires five advances
On a 12+, in addition to the normal effects, you
may ask the GM one question about the subject.

#### ☐ GOD AMIDST THE WASTES

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the **Invocation** cleric move.

#### ☐ 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.

#### **□□** MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second requires five advances

Take another move from another class.

#### ☐ PREDATORY

When you **Discern Realities**, add these to the list of questions you can ask:

- Who or what here is the easiest prey?
- How is \_\_\_ weak or vulnerable?

#### □□ VIPER'S STRIKE

When you strike an enemy with two weapons, add +1d4 damage.

Second requires five advances
Add +1d8 damage for your off-hand strike.

#### **□□** WELL-TRAINED

Gain another move for your animal companion.

Second requires five advances
Gain another move for your animal companion

**☐ FLETCHER** requires five advances

When you spend some time making arrows or bolts, roll+WIS. You create a bundle of ammunition (3 ammo, 1 weight). On a 10+ choose three. On a 7–9 choose one:

- The ammunition is high quality: +1 ammo.
- The ammunition is armor piercing: +2 *piercing*.
- The ammunition is wicked: +1 damage.
- The ammunition is non-lethal: deals *stun* damage.

☐ **OBSERVANT** requires five advances 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.

☐ <b>SMAUG'S BELLY</b> requires five advance. When you know your target's weakest point you arrows have 2 <i>piercing</i> .	es u <b>r</b>
□□ SPECIAL TRICK requires five advance.  Choose a move from another class. So long as you are working with your animal companion you have access to that move.  Second requires five advance.  Take another move from another class.	ces
☐ UNNATURAL ALLY requires five advance Your animal companion is a monster, not an au mal. Describe it. Give it +2 Fierce and +1 Cleve plus a new move.	ni-
Notes:	`
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# THE ROGUE

## Name:

Look

HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley DWARF: Ferris, Hram, Gys, Lokke, Mia, Naerva, Quartz, Reg, Thymyr ELF: Corviian, Leiriu, Moonwhisper, Puck, Sinvistar, Shadowhawke, Vuliea HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

LOOK.	pick at least one for each row
<ul> <li>□ human</li> <li>□ dwarf</li> <li>□ elf</li> <li>□ halfing</li> <li>□ just a kid</li> <li>□ old enough to know better</li> <li>□ still got it</li> <li>□ knowing eyes</li> <li>□ quick eyes</li> <li>□ lithe</li> <li>□ heavyset</li> <li>□ scrawny</li> <li>□ thin as a whippin' stick</li> <li>□ a light step</li> <li>□ more like a strut</li> <li>□ no wasted movement</li> <li>□</li> </ul>	
Background:	pick one
Choose a poison (see Some Poisons); you have immunity to it and start v free. When you <b>Spout Lore</b> about poisons, venoms, or antidotes, you had have time to gather materials and a safe place to brew, you can create the you've used before.  □ OPERATIVE	ave advantage. When you
When you declare that you know someone in the area, someone who car +CHA. On a 10+, it might take some convincing, but, yeah, they can help • They still hold a grudge • They swore off this sort of thing long ago • They're as greedy/sleazy/disloyal as it gets	1 '
□ STREET RAT When you have a moment's distraction and available cover, you can disaphiding, just like that. When you forage while the party <b>makes camp</b> in a a 10+, both. On a 7-9, pick 1:  • You do not need to consume a ration.	
<ul> <li>you scrounge up 1d4 rations.</li> <li>TOMB RAIDER</li> <li>When you <b>Spout Lore</b> about tombs, ancient ruins, and the things one fit tage</li> </ul>	nds there, you have advan-
Introductory Questions:  Who here has my back when things go wrong?  Who here have I worked with before?  Who here knows incriminating details about me?  Who here knows where I stashed my loot?  Who here doesn't trust me? Why?  Who here do I not trust? Why?	

STRENGTH INTELLIGENCE CO.	Assign one mo stat: +2, +1, +  CHARISMA  HA:  Assign one mo stat: +2, +1, +  Tip: put your -  INT and +1 in	1, 0, 0, -1 +2 into DEX o
Starting HP = 16 + CON  HP:  Weakened: (disadvantage to Sickened: (disadvantage)	o INT & WIS) Track current I	Make Camp
Damage: d8 Armo	Reduce damage your armor (ur "X armor" does: "+X armor" do	iless). m't stack;
XP: OOOO • Spend 1 XP to so Spend 5 XP to p	add +1 to a roll pick an Advance  Mark XP when See also; Make End of Session	,
Your Load is 9+STR  You Start with:  Dungeon Rations (□□□□, 1 weight), Leather Armor (1 Armor, 1 weight, and 10 coins.  Choose an armament: □ Dagger (hand, 1 weight), and Short Sword (close, 1 weight). □ Rapier (close, precise, 1 weight).  Choose a ranged weapon: □ Throwing Daggers (thrown, near, □□ ammo, 0 weight). □ Ragged Bow (near, 2 weight) and a Bundle Of Arrows (□□□ ammo, 1 weight).  Choose one: □ Adventuring Gear (□□□□, 1 weight). □ Healing Potions (□□, 0 weight).	Drive: DEFIANCE Stand up to a bully or to CONSCIENCE Forgo comfort or advando the right thing. EXCITEMENT Cause trouble for your taking an unnecessary TRICKERY Get someone to act on information.	ntage to allies by risk.

Coinage:

Load MAX

*If your Load > MAX, gain the clumsy tag.* 

#### **BACKSTAB**

When you attack someone up close and they don't see it coming, **Deal Damage** or roll +DEX. On a 10+. **Deal Damage** and pick 2. On a 7-9, **Deal Damage** and pick 1.

- Deal +1d4 damage
- Strike a weak spot, ignoring their armor
- They can't make noise or raise an alarm
- You slip away before they can react
- You create an opportunity; you or an ally gain advantage if they act on it

### MOVE SILENTLY, HIDE IN SHADOWS

When you **Defy Danger**. **Scout Ahead**. or **Struggle as One** by being stealthy, you have advantage.

#### 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.

#### ~~POISONS~~

- o OIL OF TAGIT: get them to ingest it or prick them with it; they fall into a light sleep.
- □ BLOODWEED: prick them with it; they have disadvantage on damage rolls for a while.
- □ GOLDENROOT: get them to ingest it; they will treat the next person they see as a trusted ally.
- □ MOONKISS: get them to inhale it; they become confused and hallucinate for a few hours.
- □ SERPENT'S TEARS: coat an edged weapon with it: the next wound it inflicts burns painfully and they take 2d4 damage.
- □ WIDOW'S MILK: get them to ingest it; they grow ill over the next hour, are incapacitated in a few hours, and deathly ill within a day; if untreated, it's usually fatal.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. *Third*: Increase a statistic by +1, max of +3. *Forth*: Increase a statistic by +1, max of +3. *Fifth*: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP. *Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### □ CATLIKE

When you are unarmored and unencumbered, vou have +1 armor.

#### □□ CAUTIOUS

When you roll for Trap Expert, you always get +1 Hold (even on a 6-).

Second requires five advances On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell vou what it does, what triggers it, who set it, and how you can use it to your advantage.

#### **□□** CHEAP SHOT

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

Second requires five advances

Your Backstab deals an extra +1d8 damage, and all other attacks deal +1d4 damage.

#### **□** 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 vour item or one like it.

#### ☐ SHOOT FIRST

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

#### □□ UNDERDOG

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

#### □□ PANTS ON FIRE

When you **Defy Danger** by being deceitful, gain advantage.

Second requires five advances

When another player Discerns Realities or uses Parley upon you, you do not be honest with vour answers.

#### **□□** MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second requires five advances Take another move from another class.

#### □ DANGER SENSE

You can always ask the GM, "Is there an ambush or trap here?"

#### ☐ TYRANNY OF POSSESSION

When you see or come to know about a thing vou want, roll+INT. On a 10+, ask the GM three questions about it. On a 7–9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will notice it's missing?
- Who will try to keep it from me?
- Who will want it once it is mine?

#### ☐ WARDING RITUAL

You habitually make a ritualized gesture and incantation to protect yourself from magic. When a magical effect (spell, trap, etc.) would harm you, roll+CON. On a 10+, you are unaffected by the magic. On a 7–9, choose one:

- you suffer the effect to a lesser degree
- you are unaffected, but the effort is exhausting: mark a debility of your choice.
- you are unaffected, but your gesture will no longer work until you next make camp.

**☐ EYE ON THE DOOR** requires five advances When you and your allies need to get out of here. name your escape route and roll +INT. On a 10+, vou're gone. On a 7-9, vou can stay or go but if you go, it costs you—the GM will tell you what (or who) you leave behind or take with you. □ EVASION

requires five advances

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.

requires five advances

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?

☐ FIGHT DIRTY requires five advances When you **Backstab**, gain advantage on your damage roll.

requires five advances **□** 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

☐ SILK WALKER requires five advances

When you run across a surface that cannot hold your weight, roll+DEX. On a hit, you make it across gracefully and without trouble. On a 7–9, vou also expose vourself to danger somehow, the GM will tell you how.

**□□ SYMPATHETIC WARD** requires five advances Your warding ritual also guards anyone you are touching; they resist as you do.

Second requires five advances When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

☐ IT'S COMPLICATED requires five advances Choose another Background Option.

# THE SORCERER

Name:

STR: STRENGTH INT: INTELLIGENCE	Assign one modifier to each stat: +2, +1, +1, 0, 0, -1
DEXTERITY WISDOM	CHA:  Tip: put your +2 into INT  CHA:
Starting HP = 14 + CON    Weakened: (disadvante)   Dazed: (disadvante)   Sickened: (disadvante)	age to INT & WIS) Track current HP and
Damage: d8 Arr	Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.
	Mark XP when you roll a 6- See also; Make Camp or End of Session
Your Load is 7+STR You start with:  Dungeon Rations (	Curiosity
Coinage:  Load  MAX	Use magic to cause terror and fear.

If your Load > MAX, gain the clumsy tag.

#### CAST A SPELL

When you use the chaotic and unpredictable power of magic to deal with a problem, roll +INT. On a 10+, your spell helps to solve the problem, but choose one from the list. On a 7-9, the spell takes effect, but choose two:

- Your magic's effect is temporary or superficial.
- Your spell affects either much more or less than you wanted it to.
- Your spell has unforeseen side effects.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.
- The casting saps your energy. You take -1 ongoing to Cast a Spell until you have a few minutes to clear your head.

On a miss, something has gone horribly wrong.

Your magical studies are centered on a particular kind of magic. Select one Focus. When you cast a spell that is directly Aligned with your Focus, gain +1 to the roll. When you cast a spell that is neither Aligned nor Opposed, take -1 to the roll. You cannot cast spells that are Opposed to your focus.

- The Dragon. Aligned: setting things on fire, inciting passion and fury. Opposed: healing or repairing anything.
- Winter. Aligned: chilling them to the bone, revealing grim portents. Opposed: helping things grow.
- The Tower. Aligned: shielding from harm, giving strength to the weak. Opposed: fleeing or escaping.
- Vitriol. Aligned: making them suffer, summoning horrors. Opposed: creating new things.
- The Mask. Aligned: misleading, avoiding notice. Opposed: using brute force.
- The Forest. Aligned: rampant growth, communing with animals. Opposed: desecrating the wilderness.
- Darkness. Aligned: dance with shadows, incite terror and panic,. Opposed: fire and light.

• _	Aligned:	
	Opposed:	

#### Counterspell

When you counter a magic spell cast upon you specifically, roll +INT. On a 10+, gain 2 Hold. On a 7-9, gain 1 Hold. Spend your Hold 1-for-1 on the following:

- The spell deals no damage to you.
- The spell's effects on you are superficial and temporary.
- You take +1 forward against the caster.
- You may Cast a Spell against the caster immediately.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. *Third*: Increase a statistic by +1, max of +3. *Forth*: Increase a statistic by +1, max of +3. *Fifth:* Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP. *Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### □□ ARCANE WARD

You have +2 Armor against magical attacks, and nearby allies have +1 Armor against magical attacks.

Second

requires five advances

You now have +4 Armor against magical attacks, and nearby allies have +2.

#### □□ LOGICAL

When you use strict deduction, you can Discern Realities with INT instead of WIS.

Second

requires three advances

On a 12+ you get to ask the GM any three questions, not limited by the list.

#### **□□** ENCHANTER

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

Second requires three advances

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 vou exactly how.

#### **□□** MAGICAL EMPOWERMENT

When you Cast a Spell and roll a 10+, you gain advantage forward.

Second requires five advances On a 12+, you take +1 ongoing to all rolls until you get a 6.

#### **□□** PRODIGY

Select another Magical Focus. You cannot select a focus that contradicts your existing Aligned and Opposed elements.

Second requires five advances Select a third Magical Focus.

#### **□** PROTECTIVE COUNTERSPELL

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

#### □□ RITUAL

When you draw on a place of power to create a permanent 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
- The result will be a twisted version of what you wanted
- It will be far more powerful than you can control without help from
- It will require a lot of money
- You'll have to disenchant to do it
- You and your allies will risk danger from

Second requires five advances When the GM tells you the requirements you need

to perform a

Ritual, you can veto one of those requirements.

## **□□□** WAR MAGE

Notes:

When you Cast a Spell that deals damage, deal +1d4 damage.

Second requires three advances You may now select 1d4 targets, or an area with a combat spell.

Third requires five advances You now deal +2d6 damage with a combat spell.

- **□** PERFECT COUNTER requires five advances Add the following to your list of Counterspell options:
- The spell affects its caster at full strength.

**□** PUPPET STRINGS requires five advances 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 MASTERY requires five advances When you Cast a Spell and get a result of 12+, you do not need to select any options from the list.

**□** ARCHMAGE requires five advances Choose another Background Option.

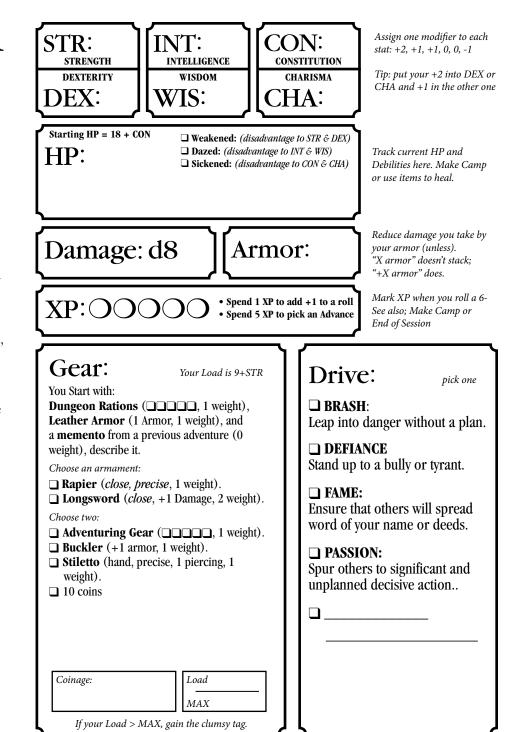
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## THE SWASHBUCKLER

ľ	V	้ว	n	n	e
- 1	N				

HUMAN: Adelle, Destin, Carine, Gaspar, Isabelle, Jacques, Juliet, Marc, Yvette Westly DWARF: Ferris, Hram, Gys, Lokke, Mia, Naerva, Quartz, Reg, Thymyr ELF: Corviian, Leiriu, Moonwhisper, Puck, Sinvistar, Shadowhawke, Vuliea HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

Look: pick at least one for	or each row
<ul> <li>□ human</li> <li>□ dwarf</li> <li>□ elf</li> <li>□ halfing</li> <li>□ just a kid</li> <li>□ old enough to know better</li> <li>□ still got it</li> <li>□</li></ul>	
Background:	pick one
☐ FIGHTING COMPANY You learned to fight with others while part of a mercenary band, royal gu noble hearted outlaws, or something similar. When you use the dance, on a next ally to attack the same target takes +1 forward.	
☐ MEAN STREETS You learned swordplay fighting for your life on the streets. When you dea with a one-handed blade, deal +1 damage.	l damage
☐ TUTELAGE You studied the art of the sword under a master. When you use the dance, of take +1 forward to your next action	on a miss
☐ FLAMBOYANT WANDERER  When you enter a steading looking to impress people, roll +CHA. On a 10 choose three. On a 7-9, choose one:  • You catch the eye of someone.  • Someone in the steading wants to fight you.  • You understand some local drama or injustice.	)+,
• You make someone jealous. Say how.	
Introductory Questions:  Who here has have a fought with before?  Who here have I caroused with before?  Who here knows an incriminating detail about me?  Who here knows where I am from?  Who here doesn't trust me? Why?  Who here do I implicitly trust? Why?	oer player



#### SWORD DANCE

When you **hack and slash** using a one-handed blade or a *precise* weapon, roll with DEX and Add the following choices to the 10+ list:

- You maneuver your target to a spot of your choosing.
- You maneuver yourself to a spot of your choosing.
- You embarrass or humiliate your target. Say how.
- You impress witnesses. Say how.
- You cause your target to over-commit or stumble. Take a +1 forward.

#### **PARRY**

When you use **defend** while wielding a one-handed blade or a *precise* weapon, you can use DEX instead of CON.

#### PERFECT POISE

Whenever you **defy danger** to keep your balance, you roll with advantage. If you fall and there is something that can break your fall, you may **defy danger** with DEX to take no damage.

#### LAUGH, THEN JUMP OFF SOMETHING

When you use your surroundings to perform a flamboyant acrobatic maneuver, roll **defy danger** +DEX, in addition to anything else that may happen, choose one outcome. You may spend experience to make one additional choice:

- You grab something undefended. Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP. *Second*: Add +3 to your max HP.

*Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth*: Add +3 to your max HP.

#### **□□** ARTFUL DODGER

When nothing you wear or carry is clumsy or awkward, gain +1 armor.

Second requires five advances You gain +2 armor as long as you have space to

#### ☐ CUTTING JIBE

maneuver.

When you mock, insult or otherwise taunt an opponent right after they damage you, choose one:

- The target stumbles or flinches and is *stunned*.
- You or an ally gains advantage forward against them.
- You take +CHA armor forward against them.

#### □ DISARMING SMILE

When you meet someone for the first time and **parley** with them, gain advantage.

#### □□ CUNNING DUALIST

When you attack someone while wielding two blades, roll your damage with advantage.

Second requires five advances

When you **hack and slash**, on a 10+ you either gain +1d4 damage or take +1 armor forward, your choice.

#### **□□** GRACEFUL DEFENSE

When you **defend** and spend hold to reduce damage, reduce it by an additional 1d4 points. Second requires five advances
You may spend hold to disarm your attacker.

#### ☐ IN LIKE FLYNN

When you meet someone for the very first time and parley with them,gain advantage.

#### □□ LUNGE!

You add the *reach* tag and +1 damage to your weapon.

Second requires five advances Add the ignores armor tag to your weapon.

#### ☐ SETUP STRIKE

When you attack a solitary target, choose an ally. They gain advantage forward to **hack and slash** the same target, and gain access to the choices offered by sword dance.

#### **☐** STAUNCH DEFENDER

When you defend against a solitary attacker you always hold +1 readiness, even on a miss.

#### **□□** THE WRONG CROWD

Choose a move from the rogue or bard class. You may not take multi-class moves from those classes.

Second requires five advances
Take another move from the rogue or bard class.

#### ☐ THEY SEE ME ROLLIN'

When you enter a room looking to impress people, roll +CHA. On a 10+, choose two. On a 7-9, choose one.

- Someone wants to get intimate.
- Someone is willing to help you.
- Someone wants to fight you.
- You understand some local drama or injustice.
- You make someone jealous. Say how.

#### □□ THROW DOWN THE GAUNTLET

When you challenge someone to a duel, if they do not accept roll +CHA. On a 10+, they choose two. On a 7–9, they choose one.

- You gain advantage ongoing against them.
- They lose the respect of their peers and underlings.
- They retreat.

Second requires five advances

When you **fight to the death**, you gain advantage ongoing. If your target refuses, you can take

+1 armor or advantage on damage.

☐ **EXPERIENCED** requires five advances Choose another Background Option.

**OUARTER** requires five advances

When you would kill an intelligent enemy, you can instead choose to reduce them to 1 hit point and choose a demand:

- Leave, never to return.
- Swear not to do you or your allies harm.
- Fight with you as an ally for a time.

Roll+CHA. On a 10+, they accept and fulfill it faithfully. On a 7-9, they attempt a counteroffer, you can either accept or kill them.

☐ MULTI-CLASS DABBLER requires five advances Choose a move from another class. You may not take multi-class moves from those classes.

☐ **LIKE A BOSS** requires five advances Your **laugh**, **then jump off something** choices become:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance, dealing 1d6 damage to them.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

□□ RIPOSTE requires five advances
When you defy danger against an opponent on a
12+ you can deal your damage to your attacker.
Second requires seven advances

When you use **defend** and spend hold to deal damage to your attacker, deal +1d4 damage.

Notes:		

# THE WIZARD

DWARF: Andvari, Gylfi, Ivaldi, Murrik, Solnis, Thargrun ELF: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr HALFLING: Hadyn, Olive, Bartleby, Lutes, Sebastian, Nellie, Francis
HONORIFICS: the Black, the White, Red, the Wise, All-Seer, Stormbringer, the Radiant, etc.
Look: pick at least one for each row
<ul> <li>human □ dwarf □ elf □ halfing □</li> <li>surprisingly young □ impossible to tell □ venerable □</li> <li>bespectacled □ cold eyes □ crazed eyes □ distant eyes □</li> <li>bony-limbed □ thin □ sickly and frail □ rotund □</li> <li>amulets &amp; talismans □ hideous deformity □ fancy robes □ strange robes □</li> </ul>
Background: pick one
□ FORMALLY TRAINED When you Spout Lore about magic or other spellcasters, you have advantage. □ FAE-TOUCHED You can always ask the GM "what here is hidden by magic?" Alas, starmetal is anathema to you: it burns your skin and counters your magic utterly. □ MAGICAL PACT You learned magic from a dangerous entity. You start with a token of your patron's favor (small, magical). When you break the token, your patron will manifest and entertain your request. If it is happy with the results, it will replace the token. □ STEEPED IN LORE When you first inspect a work of magic or artifice, you can ask the GM 2 of the following: • Who made this and how long ago? • What does it do? • How can I activate or repair it? • What about this isn't what it seems?
Introductory Questions: ask one question per player
Whose destiny have I foreseen? Who do I need to teach about how magic really works? Who is keeping a secret from me? Who here am I experimenting on? What have I done to them? Who do I believe will play an important part in the events to come?

Name:

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

STR: strength	INT: INTELLIGENCE	CO	N: titution	Assign one modifier to each stat: +2, +1, +1, 0, 0, -1
DEX:	WIS:	СН	ARISMA A:	Tip: put your +2 into INT
Starting HP = 14 + CON	□ Weakened: (disadva	ıntage to IN	T & WIS)	Track current HP and Debilities here. Make Camp or use items to heal.
Damage:	d4 Ar	moı	r:	Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.
XP:OO			d +1 to a roll ck an Advance	Mark XP when you roll a 6- See also; Make Camp or End of Session
Choose your defense:  Leather Armor (	1 armor, 1 weight).  1 armor, 1 weight)  1 armor, 2 weight) and  1 armor, 1 weight) and  2 weight).  2 weight)  3 weight)  4 weight)  5 weight)		Use magicanother.  CUNN: Set up a padvantage KNOW Discover magical n	VOLENCE: c to directly aid  ING bloy and then take e of it. VLEDGE something about a nystery.  SANCE PC to acknowledge your
Coinage:	Load MAX	-		

*If your Load > MAX, gain the clumsy tag.* 

#### **GRIMOIRE**

You have mastered several spells and inscribed them in your spellbook. You start out with four Cantrips and two Apprentice level spells. Your grimoire is 1 weight.

Inscribing new spells into your grimoire is a tasking and slow process, but it means you have memorized the spell, so that you can recreate your grimoire if it is lost.

#### CAST A SPELL

When you cast any spell in your grimoire, roll+INT. • On a 10+ the spell is successfully cast. 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 rest.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you rest.

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.

#### 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 something to do it

### **Advances:**

Some advances require a number of previous advances before they can be chosen.

#### □□□□ IMPROVED STATISTIC

Increase a statistic by +1, max of +3. Second: Increase a statistic by +1, max of +3. Third: Increase a statistic by +1, max of +3. Forth: Increase a statistic by +1, max of +3. Fifth: Increase a statistic by +1, max of +3.

#### □□□□□ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

*Third*: Add +3 to your max HP.

Forth: Add +3 to your max HP.

*Fifth:* Add +3 to your max HP.

#### **□□** ARCANE WARD

As long as you can still cast spells and you wear no armor, you have +2 armor.

Second requires five advances

You now gain +4 armor.

#### □□ COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your 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 that you staked. Your counterspell protects you alone; if the countered spell has other targets they are affected as normal.

Second requires five advances
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.

#### **□** FOUNT OF KNOWLEDGE

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

#### **□□** 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 additionally choose one of the following effects:

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

Second requires five advances

On a 12+ select both options.

#### **□□** ENCHANTER

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

Second requires three advances
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.

#### ☐ 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.

#### **□□** LOGICAL

When you use strict deduction to analyse your surroundings, you can Discern Realities with INT instead of WIS.

Second requires three advances
On a 12+ you get to ask the GM any three questions, not limited by the list.

#### **□** 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 upon the answers.

You may now cast Initiate level spells, and gain one spell of that level.

Second requires four advances
You may now cast Practitioner level spells and

gain one spell of that level.

Third requires six advances You may now cast Mangus level spells, and gain one spell of that level.

Third requires eight advances
You may now cast Master level spells, and gain
one spell of that level.

☐ **ARCHMAGE** requires five advances Choose another Background Option.

☐ ETHEREAL TETHER requires five advances
When you have time with a willing or helpless
subject you can craft an ethereal tether with
them. You perceive what they do and can discern
realities about them 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.

☐ **PUPPET STRINGS** requires five advances 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.

□ **SELF-POWERED** requires five advances 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 this.

□ SPELL AUGMENTATION requires five advances When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add t+1d8 to the damage dealt.

Notes:				

#### **CANTRIPS**

#### ☐ LIGHT

An item you touch glows with arcane light. It gives off no heat, 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 or you cancel it.

#### ☐ FOIBLE

A single person you can see suffers a brief, moderate, involuntary action: blinking, cough, giggle, nod, twitch, wink, or yawn.

#### **□** MEND

A broken, mundane item you hold becomes whole again. This can repair crafted goods (rips in fabric, shattered pots, wagon wheels, etc.) as well as natural items (small fissures in rock, cracks in ice, etc.).

#### **□** PURIFY

You remove impurities and mundane spoilage from food or water that you touch.

#### **□** PRESTIDIGITATION

You perform minor tricks of 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 create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions.

#### **□** UNSEEN SERVANT

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.

#### **□** WRENCH

You make a sudden violent twist, push, or pull, on any one object you can see. For example, you might open or close an unlocked door, pull a lever, upend a table, break something fragile, etc.

#### APPRENTICE SPELLS

#### ☐ ALARM

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.

#### ☐ CAUSE FEAR

Choose a target you can see and a nearby object or being. The non-magical target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, or fight. While ongoing you take -1 to **cast a spell**. You cannot target entities with less than animal intelligence (magical constructs, undead, and the like). If you have reached mangus level spells it affects magical targets.

#### ☐ CHARM PERSON

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

#### **□** CONTACT SPIRITS

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.

#### **□ DECIPHER**

The symbols, patterns and sounds of any written or spoken language become understandable to you while this spell is active, though you may not speak or write them yourself. While the spell is ongoing you take -1 to **cast a spell**.

#### □ DETECT MAGIC

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

#### ☐ INVISIBILITY

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

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target within *far* range. If you have reached initiated level spells you may select 1d4 targets. If you have reached practitioner level spells it ignores armor. If you have reached mangus level spells they deal 3d4 damage.

#### ☐ SEAL

Select a door or chest you can see. That object slams shut and its latch, hinges, and lock (if any) become immobile until a keyword you silently select when casting the spell is spoken in front of the door. Until the mechanism is released, the only way to open the door or chest is to break it.

#### **□** TELEPATHY

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.

□ UNSEEN VOICES illusion, ongoing Create up to 1d6 disembodied voices emanating from anywhere you can see. Each voice may sound however you like and speak any language you know, but its style is fixed once you start using it. You can make the voices follow a specific conversation, or change what they say over time. The voices may move around as you like. While ongoing you take −1 to cast a spell.

### **INITIATED SPELLS**

#### **□** BINDING STRANDS

Brightly-colored magical strands materialize around a creature you can see, quickly constricting around it. Until you cast a spell or leave their presence, a large or smaller target cannot act except to speak. This effect ends immediately if the target is attacked.

#### ☐ DISPEL MAGIC

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.

## Wizard Spell List:

#### ☐ FIREBALL

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor. If you have reached mangus level spells it upgrades to 3d6.

#### □ LEVITATE

You are held aloft by magical forces, and can move at walking pace in any direction, including up and down. While the spell is ongoing you take

#### −1 to cast a spell.

#### **□** AQUATIC FREEDOM

You and those you touch, gain the ability to breathe, swim effortlessly, and speak underwater, but no longer may do so outside of water. You can use this spell on a number of people equal to 3+INT. While the spell is ongoing you take -1 to cast a spell.

#### **□** MIMIC

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

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

1d4 enemies you can see fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain. If you have reached practitioner level 2d4 enemies fall to sleep. If you have reached mangus level spells you choose who falls asleep.

#### **□** VISIONS THROUGH TIME

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, and tell you something useful about how you can interfere with its dark outcome.

## Wizard Spell List:

#### PRACTITIONER SPELLS

#### ☐ CAGE

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

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.

#### **□** DOOM MISSILE

A sphere of energy rockets from your fingers to engulf a target with a series of rapid implosions. Between each implosion, you must move the sphere to a new target (you may hit the same target more than once, just not twice in a row). The spell implodes three times, growing and dealing progressively more damage with each implosion. If you have reached mangus level spells it will explode once more, twice more if you have reached master level spells. Deal the following damage in progression, stopping when you run out of implosions: 1d6, 1d8, 1d10, 1d12, 2d6. If you gain bonus damage from any source, apply it only to the last of these implosions.

#### **□** POLYMORPH

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

#### ☐ SANCTUARY

You touch the window or door of a building (from inside or outside). While the spell is ongoing all portals and entrances to that building seal and are magically reinforced to keep out intruders (or keep in those inside). This spell may only be dispelled or interfered with by those on the same side of the building walls as you. You take -1 ongoing while this spell is active.

#### **□** PHANTASM

You craft an illusion of some type of creature, then summon a spirit into it, giving it substance. Describe what the creature looks like. Treat it as a follower that has +1 modifier for all stats, 1 HP, uses your damage dice, and has the instinct: to reveal itself as a fake. The phantasm has one of the moves of the creature it appears to be, but can only use them on targets that don't know it is a phantasm. It also gets your choice of 1d6 of the following traits:

- It has +2 instead of +1 to one stat
- · It's not reckless
- It does 1d8 damage
- +1 armor
- +2 HP for each advance you have
- It has all the moves of the creature it appears to be
- It has an additional move related to inspiring a particular emotion in those who see it, which works even if its illusory nature is known.

  The phantasm remains until it dies, you dismiss the spell,. While the spell is ongoing you take -1 to cast a spell. If you have reached mangus level spells you may call forth two phantasms, and three if you have reached master level spells.

#### MANGUS SPELLS

#### ☐ CATCH SPELL

You can "catch" a spell cast at you, holding it. You may release a held spell, casting it as if it were your own, fully woven, spell. You may only hold one spell at a time. While ongoing you cannot weave spells.

#### □ CONTINGENCY

Choose a Practitioner 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.

#### ☐ TRUE SEEING

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

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.

#### □ CLOUDKILL

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.

#### **□ DOMINATE**

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 have
- 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**.

#### MASTER SPELLS

#### □ ALERT

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.

#### **□** ANTIPATHY

Choose a target and describe a type of creature. Creatures of the specified type 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.

#### □ DENIAL

A target magic user is denied part of all or one of its spellcasting moves (GM's choice) until it can take a moment to rest.

#### **□** PERFECT SUMMONS

You teleport a creature into 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. The creature will help you as best it can. The creature remains until it dies or you dismiss it. Exceedingly powerful creatures may resist the summons, or turn on you after summoned.

#### □ SHELTER

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.

#### □ SOUL GEM

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 gain at +1. You can free the soul at any time.

#### AID

When you help another character who's about to roll, they gain advantage, but you are exposed to any risks, costs, or consequences.

When you jump in to help another character who just rolled, tell us how and ask the GM what what that consequences will be. If you accept, increase your ally's roll by +1.

#### **DEFEND**

When you take up a defensive stance or jump in to protect others, roll +CON. On a 10+, hold 3. On a 7-9, hold 1. You can spend hold 1-for-1 to:

- Suffer an attack's damage/effects instead of vour ward
- Halve an attack's damage/effects.
- Draw all attention from your ward to yourself.
- Strike back at an attacker (**Deal Damage** with disadvantage)

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold.

#### **DEFY DANGER**

When you act despite imminent threat or suffer a calamity, say how you deal with it and roll...

- ... +STR to employ brute force
- ... +DEX to act with speed or finesse
- ... +CON to endure or hold steady
- ... +INT to think fast or employ expertise
- ... +WIS to apply mental fortitude or sharp senses
- ... +CHA to use charm, subterfuge, social grace On a 10+, you do what you set out to do. On a

On a 10+, you do what you set out to do. On a 7-9, the GM will offer you a worse outcome, hard bargain, or ugly choice.

#### **DISCERN REALITIES**

When you closely study a situation or person, roll +WIS: on a 10+, ask the GM 3 questions from the list below; on a 7-9, ask 1; either way, take advantage on your next move to act on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

#### HACK AND SLASH

When you fight in melee or close quarters, roll +STR. On a 10+, you Deal Damage and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast, for 1d6 extra damage, but suffer the enemy's attack

On a 7-9, you Deal Damage, but suffer the enemy's attack.

#### VOLLEY

When you take aim and attack an enemy at range, roll +DEX. On a 10+, you have a clear shot, and **Deal Damage!** On a 7-9, **Deal Damage** but choose 1 from the list below.

- You have to move/hold steady to get the shot, placing you in danger of the GM's choice.
- Take what you can get: **Deal Damage** with disadvantage.
- Mark off a box of ammo.

#### **PARLEY**

When you press or entice an NPC, say what you want them to do (or not do). If they have reason to resist, roll +CHA. On a 10+, they either do as you want or reveal the easiest way to convince them. On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

When you press or entice a PC and they resist, you can roll +CHA. On a 10+, both. On a 7-9, pick 1:

- If they do it, they mark XP
- If they don't do it, they must reveal a way you could convince them to do it.

#### SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting, useful, and relevant about the subject. On a 7–9, the GM will only tell you something interesting, it's on you to make it useful. Either way, the GM may ask you "How do you know this?"

#### ADVANTAGE/DISADVANTAGE

When you make a roll with advantage, roll an extra die and discard the lowest result.

When you make a roll with disadvantage, roll an extra die and discard the highest result.

When you make a roll with both advantage and disadvantage, they cancel each other out.

#### DEAL DAMAGE

When you harm a foe but don't murder them, roll your damage and say the result plus any modifiers and tags like *messy*, *forceful*, etc. The GM will reduce the victim's HP by that amount (less armor) and either describe the result or ask you to do so. When a creature is reduced to 0 HP, they are out of the action: dead, unconscious, cowering, etc. If you have advantage or disadvantage to damage, roll your damage die twice and take the higher or lower result; then add any bonuses that apply.

#### TAKE DAMAGE

When you are injured, roughed up, or otherwise suffer harm, the GM will tell you to roll the damage die and add in additional effects. Reduce the damage by your armor (if any) and lose that many HP. When you are reduced to 0 HP, you have suffered potentially deadly harm, and are dying.

#### LAST BREATH

When you are dying, you catch a glimpse of what lies beyond the Black Gates of Death (describe it). Then roll +nothing. On a 10+, you've cheated death, you're no longer dying but you're still in a bad place. On a 7-9, Death will offer you a bargain, take it and stabilize or refuse and pass beyond the Black Gates . On a 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

#### STRUGGLE AS ONE

When you the GM calls on you to **Defy Danger** as a group, they'll describe the struggle you face. Say how you deal with it and roll +STAT: on a 6-, you find yourself in a spot, the GM will describe it. On a 7+, you pull your weight. On a 10+, you can get someone out of a spot. If you roll 6- but someone saves you, don't mark XP

#### TAKE WATCH

When you're on watch and something approaches, roll+Wis. On a 10+ you're able to wake the camp and prepare a response, take +1 forward. On a 7–9 the camp is awake but hasn't had time to prepare. On a miss whatever lurks outside the campfire's light has the drop on you.

#### UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one member of the party to act as a **trailblazer**, one to **scout**, and one to be the

**quartermaster** (the same character cannot have two jobs). If you don't have enough party members, or choose not to assign a job, treat that job as if it had rolled a 6.

Each character with a job to do rolls+Wis. On a 10+ the quartermaster reduces the number of rations required by 1d4 (min 1). On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

#### MAKE CAMP

When you settle in to rest in a dangerous area, each character must mark a provision box. If they do, and rest for at least a few hours, choose 1.

- Regain HP equal to 1/2 your maximum.
- Clear a debility.
- Gain advantage on your next roll.

If you are playing a One-Shot styled game, also perform the **end of session** move as well.

#### END OF SESSION

When you reach the end of a session, take turns with the following:

- Give an example of how you've met your Drive's requirement; if you can, mark XP
- Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP

Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

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When you help another character who's about to roll, they gain advantage, but you are exposed to any risks, costs, or consequences.

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When you make a roll with advantage, roll an extra die and discard the lowest result. When you make a roll with disadvantage, roll an extra die and discard the highest result. When you make a roll with both advantage and disadvantage, they cancel each other out.

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When you are dying, you catch a glimpse of what lies beyond the Black Gates of Death (describe it). Then roll +nothing. On a 10+, you've cheated death, you're no longer dying but you're still in a bad place. On a 7-9, Death will offer you a bargain, take it and stabilize or refuse and pass beyond the Black Gates . On a 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

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