

# THE ANGELIC

When you take one of these two Moves, you get the other free.

## NOMEN

You shine with a divine light, even through your mortal shell. Maybe you fell from heaven, or maybe it was your parents' sin, but either way, you're bearing the consequences now. You have a special ability you can spend 2 HP to use. Choose one:

- you know where and how far the thing you need is
- you can speak the person you're talking to's language
- you're lucky but that luck comes from somewhere

## CHANNEL DIVINITY (WIS)

You can use any spell from the cleric spell list except those that animate the dead. Clerical rites count as 0-level spells. When you channel divinity through your mortal shell, lose as many hp as the level of the spell, tripled, then roll+WIS. On a 10+, it works as expected. On a 7-9, also choose one:

- a supernatural entity notices and comes to investigate
- your shell is marked with a debility of the GM's choice
- you lose an additional number of HP equal to the spell's level
- you can't channel divinity again until you get at least a few hours of rest

If a spell is ongoing, you take the listed penalty to this roll.

When you can choose a new Move and are angelic, you can choose from these:

## TO MY HAND (WIS)

Choose a specific weapon or other item of similar size. When you summon that item to your hand or return it to whence it came, roll+WIS. On a 10+, it appears or moves as you expected. On a 7-9, the effort costs you. Choose one; you take 1d4 damage, mark a debility, or someone takes advantage of your moment of inattention.

## THE GATES ARE BARRED

If you or someone you want to live would die or has just died, tell the GM and they will offer you two costs, like a memory of a lover or a singing voice, to choose between. If you choose, the subject is completely healed.

When you gain a level from 6-10 and are divine, add the Lycanthrope's Regeneration and this to your options:

## BURNING BRIGHT

When you exceed mortal ability by channeling divine power, roll an extra die of a different color – your Divine Die – and keep the best two. This stacks with your Signature die as appropriate. If you keep your Divine die and are within your mortal shell, you lose as many HP as that die shows, in addition to any other consequences.

# THE BONDED

When you take Companion, you get With Friends Like These for free.

## COMPANION

You have a companion whose fate is entwined with your own who embodies a virtue, vice, or emotion (their Aspect). Write a Bond with them; this counts as leverage. Your companion is a standard NPC and level 5 whenever it would matter. Choose one:

Your companion is incorporeal. They start with Ghost; replace *you're a ghost, with all that entails* with *you're an embodiment of <aspect>, with all that entails*.

Your companion is physically present in the shape of an animal; they have the physical capabilities of the animal but they can speak with you telepathically exactly as if they were using their voice. Name how they embody their Aspect in their physical form.

Your companion can use their Moves on your behalf if they choose to. When they do, the GM chooses all options and who suffers any consequences (you or someone else). When it requires a roll, roll+nothing unless the GM tells you differently.

When you level, the companion gains a new Move. On odd levels, including the first, you choose the new Move. On even, the GM does.

## WITH FRIENDS LIKE THESE

When your bonded companion puts themselves at risk for your benefit, the GM holds 1. The GM can spend this hold to:

- have the NPC or events related to them complicate your life unexpectedly
- aid or interfere with one of your rolls as if the Companion rolled a 10+

## SENSE ASPECT (WIS)

When you open yourself up to your own experiences with your companion's Aspect, roll+WIS. On a 10+, you can sense the circumstances of the experiences of everyone around you, out to far range. On a 7-9, just close.

When you can choose a Move and have a Companion, you can choose from these:

## UNEXPECTED DEPTHS

Your Companion can Manifest Power as if they were a PC; this works just like their own Moves do. When you roll a 12+ when your Companion Manifests Power, tell the GM how your Companion intervened on your behalf with an unexpected ability. If the GM agrees, your Companion gets the niche move, otherwise, the GM will tell you what really happened; mark XP.

When you gain a level from 6-10 and have a Companion, you can choose this one too:

## TOOK A LEVEL IN AWESOME

Your companion's level is now considered equal to yours for all purposes, including choosing Moves when leveling. When you Aid or Interfere with them, double the usual bonus or penalty.

# THE DEMONIC

If you become a demon or sign away your humanity, take these Moves immediately and forgo your next Move. Otherwise, when you take one of these two Moves, you get the other free.

## DEMON-TAINTED (CHA)

Maybe you're unfortunate offspring, maybe a former Power trapped in a mortal shell, maybe just cursed, but the powers of Hell are under your command to a limited extent. Describe at least one physical mark you carry that betrays your infernal heritage, and name a powerful supernatural creature you owe a debt to, and why.

When you use demon magic to adjust reality in a small, subtle, and temporary way to facilitate the fulfillment of a binding bargain, roll+CHA. On a 10+, it does what you intended and you don't mark a debility. On a 7-9, pick one. On a 12+, choose if it'll be big, flashy, or long-lasting instead, but if you do, someone will definitely notice.

## BINDING BARGAIN (CHA)

When you make a nominally even bargain with someone and declare it binding, roll+CHA. On a 10+, neither of you can break it until the GM agrees that the terms are met or both parties mutually declare that it's over. On a 7-9, also choose one:

- you can't bind any new bargains until this one is settled
- the binding will break if you utter a lie before it's settled
- the target has a prior binding that conflicts; you'll need to defy danger to make yours take priority, and the previous claimant will notice

When you're demon-tainted and can take a Move, you may also choose from these and the Lycanthrope's Hybrid Form (as a demon form):

## FORKED TONGUE

You're skilled at saying one thing and meaning another. When you use words deceptively, gain +1 to be believed, escape punishment, or influence others. When you spend time sizing up someone's desires, hold 1. Spend this hold to tempt them to act in way they normally wouldn't; if they do, they mark XP and you clear a debility.

## ENTWINED FATES

When you adjust reality using demonic magic and take a debility, you can opt to inflict a spiritual taint on your patron instead. If they demand your presence, you hear it, and you may go to them instantly if you want. You are always considered to have one hold you can spend as if for Forked Tongue with anyone you have a bargain with, even if you don't have that Move.

When you gain a level from 6-10 and are demon-tainted, add this to your options:

## ASCENDANCY

When you use demon magic, you get the benefit of a 12+ on a 10+ and the effects of a 10+ on a 7-9.

# THE DRAGON

When you take this Move, you get Human Like You free.

## FIRE-BREATHING LIZARD

You're a fire-breathing lizard the size of an elephant. Your appetites are commensurate with your size; you mostly eat meat. Choose if you have wings or not; if you do, you can fly, if you don't, you can breathe water.

Your claws and bite are weapons with a range of *hand, precise, and messy*. Use your own stats but be sure to remind the GM if they forget you're a dragon.

You wake up each day with 3 Hold; you can spend this hold to breathe fire, add your damage to an attack, to defend, and to ask the GM, "do I hear, smell, or feel the vibrations of someone hidden here?". When you breathe fire, you do 2d6+your level in damage, ignoring armor, to everyone in the path of your exhalation.

When you can choose a Move and are a dragon, you can choose from these:

## STRESS REACTION

When you meet a mortal's gaze and hold it, they will remain transfixed unless injured or directly imperiled. When you roar, mortals flee or cower in terror unless they are made of very stern stuff.

## ALWAYS A PRICE

Choose a Wizard or Cleric spell of your level or lower (except for spells that animate the dead and any spells your GM explicitly disallows) for every odd level you possess and each odd level you reach hereafter.

When you use dragon magic to cast a spell, spend one hold. The GM will tell you a cost, like a few drops of your blood, a year of your life, or the safety of an ally; if you accept, the spell is cast as intended. If it's a spell that would require you to take a -1 ongoing, reduce your max hold by 1 instead until it ends.

## BEHOLD MY TRUE FORM

When you change from any other form to your dragon form, hold up to twice your max hold, but you can't leave your dragon form voluntarily until you've spent all the hold you have over your max.

## WISDOM OF ANTIQUITY

You have a very long memory. When you spout lore about the ancient past or the supernatural, you tell the GM the answer; if they claim your memory is faulty, mark XP.

# THE ELEMENTAL

When you first take Elemental Affinity, you gain Elemental Batteries for free.

## ELEMENTAL AFFINITY

You are tightly linked to a specific element, like water, fire, ice, or air, or related set of elements, like nature, flesh, or storms. Your element flows in you and responds to your desires. You gain a mark of that element, like fire-colored eyes, hair perpetually tousled by a breeze, the scent of salt, or eternal dirt under your nails.

You have trouble with another element; choose it now. Mark a debility when you come in direct contact with or are surrounded by large quantities of this element,

## ELEMENTAL BATTERY

When you spend time recharging your elemental batteries, roll+your manifest stat. On a hit, if you have no hold, hold 1. On a 10+, hold +3. On a 7-9, just +1. You may spend one hold to negate a single consequence of an Elemental Move or of Manifest Power, if your element is involved.

If you run out of elemental hold, mark all three debilities.

## ELEMENTAL IMMUNITY

You can no longer die from your chosen element, and when near you, the element subtly acts to support and further your unspoken wishes – for example, the earth is soft under your feet when you travel, the waves never becalm you, fire will not consume what you hold, tree branches move out of your way, or it thunders when you're angry.

When you defy danger incorporating your elemental affinity, take +1 on the roll.

## COMMAND ELEMENT

When you command your element to perform a task it is capable of, spend one hold and roll+your manifest stat. On a 10+, the element obeys, to the best of its ability, honoring your intent. On a 7-9, choose if the result is not quite as effective as you wanted or not exactly what you wanted.

## ELEMENTAL FORM

You can transform into a roughly you-sized unit of your element. When you do, roll+manifest stat; on a 10+, choose no consequences from Manifest Power. On a 7-9, the GM chooses one.

# THE EMPATH

When you start as an empath or first become one, choose two of the following for the price of one.

## EMPATHIC (WIS)

You pick up emotions from those around you at all times. When you're empathizing, intuiting motives, or trying to figure out what someone wants, take +1. When you spend a few minutes within *reach* of someone, you can spout lore about them, in the context of how they are feeling right now, using WIS instead of INT.

When you focus your senses on someone within close range, you may ask their player, "what's your deepest emotional need?" and "what's your strongest desire right now?" and the player will answer truthfully, even if the character doesn't know.

## EMPATHIC PROJECTION (WIS)

When you feel an emotion and choose to project it outwards, roll+WIS. On a 10+, anyone near you feels that emotion as strongly as you wish, and they will act as you would expect them to act given who they are. On a 7-9, the GM will choose one from manifest.

On a 12+, tell the GM how those affected are overwhelmed; if the GM disagrees, mark XP.

## TRANSFERENCE (CON)

If you've examined a normal member of their species, you can sense deviations from the standard, like blocked arteries, pregnancy, poison, and disease, in the bodies of those you see. This usually requires a careful look, but sometimes you can just tell.

When you touch someone and attempt to heal one of their wounds, roll+CON. On a 10+, you succeed. On a 7-9, also choose one as if from manifest, adding "you suffer the wound in their place" to the list of options. Either way, you choose who suffers any pain.

## CURE DISEASE (WIS)

When you purge a toxin, poison, or disease with a touch, roll+WIS. On a 10+, the illness and its effects are cleared up as if the patient made a miraculous recovery. On a 7-9, choose if you mark a debility or if you suffer the original affliction instead.

## TRIGGER

When you touch someone and trigger a Move that you or they possess, choose which of you is affected and any options as if the target is taking it for the first time if necessary, then roll+WIS. On a 10+, you choose who pays any costs, makes any rolls, and takes any consequences. On a 7-9, also choose one from manifest, and the GM will choose one as well; these both affect you.

# THE FAE

If you are a fae by blood, you have Cold Iron Allergy for free. Choose one Court Move and a Seeming for the cost of one Move.

## COLD IRON ALLERGY

When you're surrounded by large quantities of iron, mark a debility that lasts until you aren't. When you take max damage from an iron weapon, mark a debility; the wound is painful and slow to heal.

## LIGHT COURT (CHA)

You were born into a Seelie Court; cruelty, manipulation, and wild magic are second nature to you. Choose one of these and take +1 when your familiarity is useful.

When you spend at least a half hour communing with nature, roll+CHA. On a 10+, hold 3 elan. On a 7-9, the GM will hold 1 as well; they may spend this hold to declare how your alien nature causes you problems.

## DARK COURT (CHA)

You were born into an UnSeelie Court; cruelty, pain, and scheming are second nature to you. Choose one of these and take +1 when your familiarity is useful.

Choose a monster or two that best represent your UnSeelie parentage; you gain two of their Moves and a concealable physical mark that betrays your heritage, like tentacles, scaly patches, or extra eyes in off-putting places.

When you use one of your monstrous moves, roll Defy Danger; the danger is that someone you didn't intend to will get hurt.

## COURTED

You spent time in Faerie. Hours, years, centuries – time flows differently there. You're as familiar with Faerie as anyone who wasn't actually born there, but someone or something of Faerie wants you back. Take +1 when enduring injustice or escaping from anything.

## SEEMING (WIS or CHA)

You have a Seeming, a normalized facade, that hides your true nature, like *girl next door*, *friendly salesman*, or *helpful librarian*. When mortals (and supernaturals who aren't paying close attention) look at you, that's what they see, unless given serious cause to doubt.

When you pass your Seeming off as truth against someone who might see through it, roll+WIS or +CHA. On a 10+, they don't notice what you wish them not to or believe what you wish them to about you, your choice. On a 7-9, the GM will tell you what confirmation they require.

## BROKEN SEEMING

You have faerie magic clinging to you, and you can't get out from under it. Choose a Seeming, like *old curmudgeon*, *demure wallflower*, or *adorable child*; this is who mortals (and supernaturals who aren't paying close attention) will think you are.

Even if shown evidence to the contrary, they'll rationalize it away. You're stuck with it. If you're ever stripped of it in play permanently, replace this Move immediately with a new one.

## FAERIE MAGIC (WIS)

Choose any two cantrips or rites; you may spend one elan to use either. When faerie magic is used near you, roll+WIS. On a 10+, you learn that faerie enchantment. On a 7-9, your understanding is flawed; you take -1 to the roll.

## WEAVE ENCHANTMENT (CHA)

When you weave a faerie enchantment you've learned, spend 1 elan and roll+CHA. On a 10+, it works. On a 7-9, also choose one:

- you put yourself in a spot
- your Seeming falters or you attract unwanted notice
- you take -1 to weave enchantment until you regain elan

On a 12+, in addition to any other effects, you no longer have a flawed understanding of it.

## PSYCHIC VAMPIRE

You feed on an emotion, like ecstasy, pain, or fear; name it. When you should mark off a ration, as long as you've fed on that emotion within the past 24 hours, you don't. Otherwise, tell the GM; they will offer you an opportunity to feed soon. If you take it, mark XP. If you don't, take a -1 ongoing until you do.

When you feed psychically on someone who is cooperating or helpless to resist, roll+CHA. On 10+, you only take what you need or you take everything they've got, your choice. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome.

## MANIA

When you turn your Seeming up to eleven to induce a specific emotion, roll+CHA. On a 10+, anyone looking at you feels that emotion strongly; they will act as you would expect them to act, given who they are. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome. On a 12+, tell the GM how they are overwhelmed; if the GM disagrees, mark XP.

When you gain a level from 6-10 and are Fae, choose from these too:

## THROUGH THE HEDGE (WIS)

You may slip into the ancient thicket maze that separates Faerie from the mortal realm through any opening that separates two distinct places. When you do, roll+WIS. On a 10+, you step back out where you wished to be, you are not in a bad spot, and nothing followed you. On a 7-9, choose two.

## TRICKSTER

You are no longer limited to a normalized facade with your Seeming; from a burning coal to a ragged beggar, your Seeming is under your command and you may opt to change it when you wish with a moment's thought. However, it will be much less effective against anyone who sees you change, and you always retain the same mark of your true self.

## MONSTROUS CONTROL

Choose two more moves from your monster parentage. You may choose "the move will not work at all" as the danger when using Dark Court.

# THE GALATEA

When you take Made, you get Essence Siphon for free.

## MADE

You weren't born; you were made. You have two states; that of a soft, fleshy mortal and your true form, an animated human-shaped substance. You may switch between them at will.

Name the substance, like snow, corpses, or stone, and describe it. Select two benefits, and ask the GM how they work in each state:

- you have one spell of your level or lower you can cast by spending essence

- you take +1 when doing a specific activity, like fist-fighting, persuading, or spouting lore about a topic

- you have +1 Armor or take -1 damage; name something that bypasses this

And one drawback that applies in both states:

- you require a specific substance to heal damage people find you off-putting; take -1 when this matters
- you require a specific substance to switch from your true form to your mortal one

## ESSENCE SIPHON (WIS)

As an animated construct, you don't age, change, or heal naturally; you simply are. You rely on essence, an ephemeral substance that can be gained from a specific strong emotion. Choose one, like love, hate, rage, sorrow, or fear.

When you siphon essence from a source within reach, roll+WIS. On a 10+, hold 3 essence. On a 7-9, hold 1. When you have no essence left, you revert to your true state and may not return to your mortal one until you have at least one essence. You can hold essence equal to your level+WIS.

Choose a specific time of day; if that time occurs and you have no essence, you deanimate for good. When you switch states, you can spend one essence to return your HP to full, to repair an injury, or to remove a debility.

When you can choose a Move and are made, you can choose this one:

## BASIC SELF-IMPROVEMENT

Take another benefit or the same benefit but a different application from Made.

When you gain a level from 6-10 and are made, choose from these too:

## IMPROVED SELF-IMPROVEMENT

Take another benefit or the same benefit but a different application from Made.

## SHARE ESSENCE

You can spend one essence to grant the benefit of your Made abilities to someone else for one Move, to heal them as you would heal yourself, or to use any other ability you can spend essence on in a similar fashion. If the granted benefit requires you to have a specific substance on hand, you must.

# THE GHOST

When you take Ghost, you get Emotional Anchor free. You have no gear except the spiritual versions of whatever you died with.

## GHOST (CON)

You're a ghost, with all that entails. You're not corporeal, and can't be seen, heard, or touched except by sensitives. Choose a tic or come up with a suitable one:

- each day, right when you died, you act out your death as if it were happening again

- you confuse people with those you knew when alive when materialized, sunlight reveals your true nature

When you materialize physically, roll+CON. On a 10+, pick up to three: you can be heard, seen, or interact with the world as if you were mortal. On a 7-9, pick up to two.

While you're materialized, you can be hurt or damaged just as a living person is. However, you never draw a last breath; instead, you reform where the GM says, when they say.

## EMOTIONAL ANCHOR (CON)

When someone feels a strong emotion, like love, fear, or regret, involving you, you know and may name them an anchor until that emotion is resolved or changes. You know when an anchor is in trouble or in turmoil, and can materialize for one without a roll; if you do, only they can see, hear, and touch you.

When you cross the distance between you and an anchor in an instant, roll+CON. On a 10+, you're there; choose if you're materialized or not and how much. On a 7-9, the GM chooses if you're materialized, and how much, and for how long.

When you can choose a Move and are a ghost, choose from these too:

## ALL MY FRIENDS ARE DEAD (CHA)

When you go looking for a ghost who can help you, tell the GM who it is and roll+CHA. On a 10+, you're there and they can help. On a 7-9, you're there, but either they've got other problems or they can't help as much as you'd like, GM's call.

## POLTERGEIST (WIS)

You can move small objects, singly or in groups, with your mind. When you take a moment to focus your mind on manipulating the physical world, roll+WIS. On a 10+, hold 3. On a 7-9, just 1. Spend hold to:

- move a single object up to the size of a chair, slowly
- move a group of objects as if with your hands, slowly
- if you're moving an object or group of objects, do it fast enough to trigger volley

## POSSESSION (CON)

When you attempt to take over someone's physical body, roll+CON. On a 10+, you do it; their body is yours, choose one. On a 7-9, choose two.

- they will remember this as a dream or nightmare; otherwise it's a blank
- take a 1d4 damage to act with coordination
- you control only the hands, legs, or mouth, your choice
- you have time for one Move before being forced out

# THE HAUNTED

When you take Medium, you get Sea of Spirits or Open to Possession for free.

## MEDIUM (WIS)

You can see and hear spirits as if they were living people, though not always reliably, and you always know when they're around, in general. When you wake up after sleeping, roll+WIS. On a 10+, hold 3 numen. On 7-9, hold 1. You may spend numen to:

- ask a spirit a question and get an honest answer
- summon a spirit by name or get one's attention
- demand a spirit do a minor favor for you

## SEA OF SPIRITS

When you confuse reality and the spirit world, explain how and choose one:

- you learn something useful but unfortunate
- you sidestep a real danger accidentally
- it causes you a problem, embarrassment, or puts someone you'd rather not be in danger; mark XP

## OPEN TO POSSESSION (WIS)

When you take a spirit into your body, gain hold equal to the better of your CON or WIS, plus 1. You learn what it wants and what it excelled at in life, if anything. Spend this hold to:

- succeed at a task the spirit excelled at in life
- ignore a compulsion or mind-affecting effect
- heal yourself or someone else by 2d6
- evict a spirit from your body

When you run out of hold, the spirit attempts to take over to pursue its own business or leaves, GM's choice.

## LAY TO REST

Spend numen to force a spirit you can see to materialize physically or to prevent them from dematerializing for a short while. You may also spend numen to ask the GM, "what must be done to lay this spirit to rest?" when you are in a spirit's haunt. Take +1 ongoing while directly pursuing that goal, until you achieve it or ask about another spirit.

When you gain a level from 6-10 and are a medium, choose from these too:

## WITH THE DEAD

You gain Poltergeist and may use it as if you were a ghost. Also choose one move from the Psychic path if you can explain how your medium abilities blend into it.

## OUT OF BODY EXPERIENCE (WIS)

When you leave your body while asleep or meditating, you gain Ghost and Emotional Anchor and lose access to any abilities that require a mortal body. If you have Open to Possession, exchange it for Possession.

When you attempt to re-enter your body, roll+WIS. On a 10+, you succeed. On a 7-9, you succeed, but choose one:

- something followed you back
- take -1 to use your body until you sleep again
- it was painful; take damage

# THE HUNTER

When you choose Hunter, you get Well-Prepared for free.

## HUNTER

You've been doing this for a while now, and you've got the trophies — and the scars — to show for it. When you run into a supernatural creature and think you can identify its type, choose one.

- you know a plausible weakness of that type of creature
- you know a way to find or lure out a creature of that type; say what it costs you
- you've never seen this before; mark XP if you confidently declare a weakness anyway or if you admit your ignorance

## WELL-PREPARED (WIS)

When you need a specific item to use against a supernatural threat, roll+WIS. On a 10+, you've got it in a place that's both close by and safe. On a 7-9, pick one of the two. On a 12+, you've got it with you now.

When you gain a level from 6-10, you may choose from these Moves even if you aren't a hunter:

## FRIENDS IN LOW PLACES (CHA)

When you need a friendly face in a tense situation, roll+CHA. On a 10+, someone present is sympathetic to you, enough that they'll stick their neck out on your behalf. On a 7-9, the GM will offer you a hard bargain or a worse outcome.

## EXPLOIT WEAKNESS

When you exploit a creature's specific weakness, say how you do it and roll as for Defy Danger. On a 10+, you deal your damage or drive them back, and they don't counterattack. On a 7-9, choose one:

- you deal your damage
- you drive them back or out of position
- they don't counterattack

On a 12+, they're especially vulnerable for a moment.

## LOOK INTO THE ABYSS

Choose a supernatural Move; you can use it as if you were that sort of creature. Talk to your GM about how this works and why you can do it. If you draw your last breath, on any result you can choose to come back as that type of creature, in addition to any other consequences.

If you do, you lose this Move, replacing it with any Moves required by the new path.

# THE LUCKY

When you take Lucky, you get Thief of Fate or Trouble Magnet for free.

## LUCKY

You're ridiculously lucky, often escaping harm when it seems incredibly unlikely. When you would take a devastating blow, you may choose either a resource or an ally who could potentially take the blow for you to do so, if you can explain how a lucky accident saves you and puts them in harm's way instead.

## TROUBLE MAGNET

At the start of a session and when you first wake up in the morning, lose all hold from this move and roll+nothing. On a 10+, hold 1. On a 7-9, hold 1 and the GM also holds 1. On a 6-, hold 1 and the GM holds 3. Either of you can spend hold to have a minor accident, coincidence, or unexpected meeting occur; if you spend it, it's good for you, if the GM does, it's probably not.

When you may choose a move and have Lucky, you may choose this:

## BURNING THE CANDLE

When luck can affect the outcome, you can add +1 to any roll for each d10 of HP damage you're willing to take in the process. This counts as "taking a devastating blow" for the purposes of Lucky.

When you gain a level from 6-10 and have Lucky, choose from these too:

## FATED

When being lucky could help and you roll a miss, you can choose to mark a debility and treat the roll as a partial instead. The GM may still make a move as if you rolled a miss; if they do, mark XP.

## SHARE THE LUCK

When you trigger one of your Lucky abilities, you can opt to shift the effects to someone else. If you do, they reap all the benefits, while you make all the choices, including which of you takes the consequences if any fall on the originator of the move.

# THE MAGE

When you can choose a Move, you can choose one of these or Betwixt Heaven and Hell (even if you aren't 6+).

## RITUAL\*

When you draw on a place or item 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 at least one but possibly more of the following conditions:

- it's going to take days/weeks/months
- you must do something to prepare
- you'll need help from someone
- the best you can do is a lesser version
- you and your allies will risk danger from something
- you'll need a specific material, item, or event

## SHAPE MAGIC (INT)

When you attempt to achieve something with magic you could accomplish with mundane means, ask the GM how long it will take and roll+INT. On a 10+, you do it; choose a cost. On a 7-9, the GM will tell you how it costs more than expected, either in degree or type, or in collateral damage. You can abort a spell in progress by defying danger.

- a trifling memory or a mild emotion towards someone
- pain; take 1d4 damage or mark a debility
- vitality; you're a minute older than you should be

When you can choose a Move and are a mage, you can choose one of these:

## SOURCED MAGIC (INT)

You can draw power from a source like intense experiences, lava, or sacrifices; choose one now. When you draw on a power source to recharge your magical batteries, ask the GM how much and how quickly, then roll+INT. On a 10+, hold that much if you take the time. On a 7-9, also choose one from manifest. You can spend this hold to:

- reduce the severity of the cost of Shaping Magic
- count yourself as an item of power for a Ritual
- take +1 Forward on a Defy Danger or Manifest roll if you can explain how the power helps

## MAGICAL FOCUS

You have a magical focus like a wand, staff, or piece of jewelry. When you have it, it grants you benefits. Pick two:

- you take +1 to shaping magic
- it counts as an item of power for rituals
- it can negate spell effects (but not spells cast directly)

When you reach level 6, add the last option. If you lose your focus, you take a -1 to shape magic until you replace it.

## COUNTERSPELL (INT)

When you counter an enemy's spell aimed at you or someone near you, roll+INT. On a 10+, the caster suffers the effects instead. On a 7-9, the caster suffers the effects; choose one.

- you (or the original target) suffer the effect too
- you suffer a d4 of magical backlash
- the spell fizzles harmlessly; nobody suffers the effects

# THE ORACLE

When you take Prophecy, you get Uncontrollable Visions, Thief of Fate, or Trouble Magnet for free.

## PROPHECY (WIS)

You get visions, of the past and of the near future. This grants +1 Armor that is not ignorable.

When you focus your extra sense upon a person or situation, roll+WIS. On a 10+, ask one from this list or from discern realities; the GM will give you an insightful answer, cryptically, with no more than seven words. On a 7-9, the GM will pick one to answer, and also introduce a complication as from an Uncontrollable Vision.

- how and when will this person die?
- what will prevent this endeavor from succeeding?
- what action can I take to get what I want here?

## UNCONTROLLABLE VISIONS (WIS)

You suffer from strange, unpredictable visions, often at the worst possible moment. Describe how this usually looks from the outside. When you feel an uncontrolled vision coming on, roll+WIS. On a 10+, choose if you avoid it for now or if you experience it as usual. On a 7-9, you experience it as if you were there; choose two.

- you narrate it or act it out as if it were happening to you
- you're overwhelmed; the GM chooses if you fight, flee, or freeze
- mark a debility; it will fade over time
- you attract unwanted notice

## IDENTIFY

When you take a moment to survey an area, person, or object for magical influences, roll+manifest stat. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you continue to explore to ask these questions:

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

When you gain a level from 6-10 and are an oracle, choose from these too:

## DOOMSAYER

When you utter a prophecy while in combat with someone you feel strongly towards, you may answer one of your own questions as if you were the GM, and the GM will abide by it.

## WHERE I'M NEEDED (WIS)

When you declare you foresaw where you needed to be and went there, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, just the GM holds 1. Spend hold:

- to be somewhere else you could be when you could be
- to have exactly the right tool in hand when you do
- to not be in trouble or a bad spot when you do

# THE PSYCHIC

When you start as a psychic or first become one, choose two of the following (also include Poltergeist) for the price of one.

## SECOND SIGHT

You possess the Second Sight. Choose how this manifests; you can see auras, you hear voices, or you sense things. When there's something supernatural to be sensed present, you'll usually sense it. Also choose a specialty: recognizing creatures with more than one shape, piercing seemings, or knowing when someone is alive or dead. You can just do this.

## PUSH (CHA)

When you tell someone who can hear and understand your words to do something, roll+CHA. On a hit, they do it; choose one. On a 7-9, choose two:

- mark a debility; it will fade over time
- you take -1 to use this move until you've slept
- you attract unwanted notice

## TELEPATHY (WIS or INT)

You can read surface thoughts of those who are near you and often catch glimpses of other people's thoughts without even trying. You may use discern realities with the stat you've chosen for this Move by focusing your sixth sense on someone; the GM will answer questions in context of what you read from their current thoughts.

When you send thoughts to others, exactly as if you were speaking to them, if they're naturally telepathic and receptive to the contact, you just do. Otherwise, roll+chosen stat. On a 10+, you convey your message unambiguously, with no extraneous information. On a 7-9, pick one from manifest.

## OBJECT READING (WIS)

When you touch objects or people with your bare skin, you pick up impressions from the past. Any strong feeling, pain, or suffering might trigger one of your visions or overwhelm you.

When you trigger a vision by touching an object or person with your bare skin, roll+WIS. On a 10+, choose if you ignore the vision or get a useful impression. On a 7-9, you experience the impression as if it happened to you; choose one from Uncontrollable Visions.

## THIEF OF FATE (WIS)

When you touch someone, bare skin to bare skin, roll+WIS. On a 10+, hold 1. On a 7-9, hold 1, and the GM will hold 1. You can have total hold equal to your level+WIS. Spend hold, when luck matters, to push a roll result up or down one step.

The person you stole the luck from? Sometime soon, they'll suffer some bad luck, and when they do, they'll think of you.

# THE RUNECASTER

When you take Scribe Rune, you gain Runebearer for free.

## SCRIBE RUNE (MANIFEST)

You have the ability to carve rune words onto surfaces, evoking the power inherent within each. A larger rune is more powerful, a deeper rune lasts longer, and an inverted rune reverses the meaning.

When you **carve a rune onto a solid flat surface**, say your intent, how large, how deep, and if it's inverted, then roll+manifest. On a 10+, it works as expected. On a 7-9, choose one:

- It won't last as long as you'd expect from the depth.
- It won't be as powerful as you'd expect from the size.
- It will have an unexpected side-effect.

## RUNEBEARER (MANIFEST)

Choose three words with your GM's approval; you know the primal runes for these words and can use them when scribing runes. When you **discover a new rune word**, whether by experiencing it on a primal level or by finding it scribed, roll Manifest. Whatever else happens, you learn the rune.

When you can choose a Move and can Scribe Runes, you can choose from these:

## INDELIBLE MARK

You may now paint runes instead of carving them, and "flesh" now counts as a suitable surface for inscribing runes. Tell the GM up to three words you want to learn; they will give you one now and at least one later.

## DELAYED EFFECT

When you scribe a rune, choose a short, straightforward condition for its activation, like "a specific person notices it" or "a vampire walks past it". When this happens, the rune activates. Tell the GM up to three words you want to learn; they will give you one now and at least one later.

When you **gain a level from 6-10 and can Scribe Runes, you can choose from this one, too:**

## COMBINATORICS

You can use up to three rune words, together, as a single rune. Tell the GM the words and the desired effect, then scribe them as usual.

# THE SCARRED

When you can choose a Move, you can choose one of these.

## SCAR COLLECTOR

There's something wrong with you; some warp or curse that mars your flesh but grants you arcane benefits. You have:

- one minor scar that grants +1 to defy danger against a creature similar to the one that caused it
- one major scar that grants you a suitable spell from the Wizard or Cleric spell lists. You can use each major scar once between sleeps.

Tell the GM how you acquired these scars (if it was off-screen) and who you cared about that died in the process.

If any of your scars have playbooks and you roll a partial or miss on last breath, you can always choose to come back as that type of creature. If you do, discuss with the GM which Moves you keep and which you lose.

When you **take an injury from a creature that might leave a notable scar**, roll+CON. On a 10+, you have a new minor scar. On a 7-9, also mark a debility.

When you can choose a Move and are scarred, you can choose from these:

## MAJOR SCAR (CON)

When you **take a serious injury, losing half or more of your HP, from a creature that might leave a scar**, roll+CON. On a 10+, you have a new major scar. On a 7-9, also mark a debility. You can have a number of major scars equal to your CON.

## WHAT DOESN'T KILL ME

You can use your major scars one more time each day. You can have one more major scar than usual.

When you **gain a level from 6-10 and are scarred, choose from these too:**

## MAP OF PAIN

You can use your major scars one more time each day. You can have one more major scar than usual.

## OFF-SCREEN SCARRING

Choose a creature, a new major scar, and a new minor scar. Tell the GM who you care about who died in the process of gaining it and how it happened. They may make a counter-offer; if you accept, you gain the benefits of this move, otherwise, choose a different move.

# THE SHAPESHIFTER

When you take Shapeshift, choose between In the Blood or Blocked, and between Protean or Minor Regeneration.

## SHAPESHIFT (WIS or CON)

Choose an animal form that is unique and specific (the one you would have if you had been born that creature), roughly your size or smaller, and that shares a distinguishing feature (like eye or hair color or a scar or tattoo) with your default form. You can shift into this form at will. While in another form, you have the abilities, moves, and instincts of the creature. You retain your human mind and use your own stats. Your natural weapons have the tag (*hand*; choose one of *precise*, *messy*, *forceful*, *reach*).

Choose your shifting stat when you take this move. When you **shift back into human form**, roll+SHIFT. On a 10+, you accomplish it, no problem. On a 7-9, also choose one.

- you can't change form again right now
- you retain a mark like oddly colored eyes, pointed ears, or sharp claws
- you forget a nuance of civilization, like forks or personal space, or retain the creature's instinct

Any artifacts of a change last until you next take a long rest.

## IN THE BLOOD (SHIFT)

You have heightened senses, but you also have a wild side, barely kept leashed. You have a bane, like silver, fire, or obsidian, and a trigger, like the full moon rising, the touch of moonlight, a dunk in salt water, or extreme fear. Exposure to your trigger causes an involuntary transformation into another form.

When the **condition for involuntary transformation is true**, roll+SHIFT. On a 10+, you transform but retain control, though you can't shift back as long as the condition persists. On a 7-9, the GM will offer you a hard bargain, ugly choice, or worse outcome. On a 6-, hand your sheet to the gm; they'll tell you when you return to yourself.

## BLOCKED

Choose two banes or triggers from In the Blood; when you're exposed to either, you cannot shapeshift. Mark a debility that lasts as long as the condition persists.

## PROTEAN

For each level you possess or gain after taking this move, choose a new alternate form. This form works exactly as the one granted by Shapeshift; choose a weapon tag for that form when you first use it.

Your flesh is highly malleable, but also resists permanent change. When you are targeted by effects that change you physically, treat the result of any roll to avert or subvert the change as if it were one step worse. If you become trapped in a form, except by a bane, the GM will offer you an opportunity to escape soon.

When you are a Shapeshifter and can choose a Move, you can choose this one.

## HEALING SHIFT (SHIFT)

When you **shift into an alternate form and are injured**, roll+SHIFT. On a hit, heal all injuries and regain all HP; take a cumulative -1 to all Shapeshifter Moves. On a 10+, the penalty is just to this Move. Clear any penalties after a long rest.

## PACKMATE

You may designate up to four people as your packmates; as long as you treat them as such, the designation remains. All of you gain the Move Telepathy, limited to each other, and may use Exploit Weakness when acting in concert.

## SPONTANEOUS FORM

You may swap any alternate form you've used only a handful of times out for a new one with a few moments of concentration.

When you **gain a level from 6-10 and are a shapeshifter, choose from these too:**

## REGENERATE

You have regeneration points equal to half your max HP. When you take damage, subtract half from the regeneration pool and half from HP; damage caused by a bane goes entirely to HP.

When you **take a moment to regroup while injured**, you may move points to your HP from your regeneration pool. Regeneration points refill after you take a few minutes to rest.

## HYBRID FORM

You can shift into a hybrid form, with the benefits of one of your animal forms and the advantages of opposable thumbs. Choose two:

- it's terrifying; take +1 when this matters
- it's well-suited to combat; add a new weapon tag
- it's obscenely strong; add +1 when strength matters

## SCENT OF FEAR

When you hack and slash an enemy, your next attack against that same foe deals +2d4 damage. Add a third option (or new tag) to your Hybrid Form.

## BIGGER AND WEIRDER

You may choose monster or inhuman forms as one of your alternate forms, as long as they are a living creature and you've seen one, and you can now shift into forms as large as a dragon. When you choose a monstrous form, instead of choosing weapon tags, choose two of the monster's tags.

## FULL PROTEAN

You are no longer bound by unique or specific when choosing an alternate form, may opt for human forms as well as animal ones, and may change the details of an alternate form you know, though a distinguishing mark remains. When you roll to shapeshift, choose one fewer consequence on a partial.

# THE ZEITGEIST

When you choose a Move, you can choose this one and any moves from Ghost you qualify for.

## SPIRIT OF THE CITY

Choose an area as small as a building or as large as a neighborhood; this is your demesne. You reflect its mood, spirit, and condition, both physically and emotionally, and as long as you're within it you have access to the Mage's Ritual Move as if you were standing in a place of power.

You may choose to be anywhere within your demesne at any time, and you are always aware of any notable events, including magic, occurring within it. You can expand your demesne over time or with conquest.

When you can choose a Move and are a Spirit of the City, you can choose from these:

## DEMESNE TOTEM

When you imbue a small fragment of your demesne with your power, roll+your manifest stat. On a 10+, hold 3. On a 7-9, hold 1. Track hold for each totem separately. You can spend this hold to:

- use Ritual as if you were in your demesne
- treat the totem-bearer as an Emotional Anchor
- trigger Possession by your spirit on the totem-bearer
- grant the totem-bearer one use of Open to Possession

For each totem after the first that you possess hold for take a -1 on Spirit of the City and Demesne Totem.

## INCREASED ATTUNEMENT

Choose whichever Move you didn't gain access to with Spirit of the City; you gain it now. Add +1 to the number of demesne tokens you can have without incurring any penalties.

## BARRED

Choose a specific distinguishing spiritual or physical trait, like "child", "vampire", or "hates fae"; no one who possesses this trait may enter your demesne without your explicit permission, and you take a +1 Ongoing against anyone with that trait that you allow in.

When you gain a level from 6-10 and are a Spirit of the City, you can choose this one too:

## EXPANDED DEMESNE

Your demesne expands, up to double its current size. The areas it covers do not have to be adjacent, only uncontested. You may now have up to three demesne tokens without incurring penalties.

# META

If you're a supernatural, you may take any of these if you can explain how they work with your powers to your GM.

## FUEL (STAT)

Choose a stat and an action, like *sleeping for eight hours*, *meditating through physical action*, or *opening your mind to the collective unconscious*, when you take this Move. When you do this action, roll+stat. On a 10+, if you have no *supernatural* hold, hold 3; otherwise, add 2 hold. On a 7-9, if you have no *supernatural* hold, hold 1, otherwise, add 1 hold.

## ABSORPTION (WIS)

When you're hit with a magical spell or effect, roll+WIS. On a 10+, gain 1 *supernatural* hold and take half damage or effect. On a 7-9, choose just one.

## HUMAN LIKE YOU

You have a form that's more or less human. You can switch into it when you wish; nobody who matters will be fooled for long, but mortals can't tell the difference. You use your own stats and have all your own abilities except for those that require your natural form (GM's call). Your human form is unique to you, as if you'd been born human.

Choose two triggers, like the touch of cold iron or a strongly presented crucifix or being touched by sunlight; when this occurs, you revert to your natural form until it's no longer true.

## BESEECH (CHA)

When you beseech a powerful supernatural entity for assistance with a task, roll+CHA. On a 10+, the GM will tell you a cost, due later; if you accept, the aid is granted. On a 7-9, also choose one:

- the payment is due as soon as aid is rendered
- they can provide almost but not quite what you ask
- the entity is offended or annoyed, and won't assist you again until appeased

## MINOR REGENERATION

You're tougher than a normal human and your wounds close up faster. When you drop below 3 HP and the damage was not caused by a bane, roll+CON. On a 10+, roll your base hp die plus CON and regain this in HP. On a 7-9, also choose if you mark a debility or lose this move until you've had time to heal naturally.

## TELEPORT

Choose a spot within *close range* and spend *supernatural* hold to be there. If you teleport to a spot farther than that, spend one *supernatural* hold and roll+WIS. On a 10+, you are where you intended to be, you are not at a disadvantage or in a bad spot, and you're not suffering a debility. On a 7-9, choose two.

## PORTABLE CHARM

You may charge a token by wearing it next to your skin for a few hours. The first time someone else touches it with their bare skin, it's as if they've touched you or you've touched them.

When you gain a level from 6-10 and qualify for meta moves, choose from these too.

## SHAKE IT OFF (STAT)

When you shake off the side effects of one of your own supernatural abilities, roll+stat. If you do it...

- ... by being tough, +CON.
- ... by being emotionally strong or exerting willpower, +WIS.
- ... by being mentally tough or logical, +INT.

On a hit, you don't suffer the consequences right now; the GM will tell you when you'll feel it again. On a 7-9, when they do, it will be worse than if you'd just let it run its course.

## SUPPRESS

By spending at least one *supernatural* hold, you can temporarily suppress one of your abilities – for up to an hour or so – or prevent someone from physically touching you skin to skin. You can also spend all your *supernatural* hold to suppress someone else's abilities while you are touching them.

## AMPLIFY

When you take a few moments to focus your supernatural power with intense concentration, you can achieve a level of power you might not otherwise be able to. Take +1 forward to using that supernatural power.

## NEW SHAPE

If you have an alternate physical form, you may add a new one under the same conditions as the first.

## BETWIXT HEAVEN AND HELL

You have so many conflicting strings binding you that it's hard for anyone to do you permanent harm. When you take this move, create with the GM two conflicting strings, like the love or hatred of powerful entities, magical effects or curses, or similar, that serve you as Entanglements.

When you suffer lasting grievous harm, including drawing your last breath, tell the GM you're invoking one of your strings. The GM will tell you how things turn out as best as you could expect, what injuries you suffer, and what it will cost you, now and later.

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Talk to the GM before taking any Moves from these paths. Be sure to read the instructions for each path carefully as some give extra Moves.

Supernatural moves are prescriptive and descriptive; when you're the werewolf, you don't just get a collection of cool new abilities, you also get an animalistic side that's barely under control. Keep your premise in mind.

Discuss your vision of your character and how she fits into the world with your table. The GM should defer to your vision of your character – *asking questions and using the answers* – whenever possible.

If a Move makes sense with your character's fiction, ask your GM to create a custom Move based on it for your character!

When a move refers to *supernatural* hold, you may replace "supernatural" with a type of hold one of your moves grants you or requires.