

NAME




LOOK

Names: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Doria, Nkosi, Fafnir, Qua, Sacer, Vercingeto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi
Titles: the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

Tormented eyes, Haunted eyes, Wild eyes, or Shrouded eyes
 Mighty thews, Long shanks, Scrawny body, or Supple body
 Strange tattoos, Unusual jewelry, or Unmarred by decoration
 Scraps, Silks, Scavenger's outfit, or Weather-inappropriate clothes

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

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

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

ALIGNMENT

- CHAOTIC**
Eschew a convention of the civilized world.
- NEUTRAL**
Teach someone the ways of your people.

RACE

- OUTSIDER**
You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, mark XP.

BONDS

Fill in the name of one of your companions in at least one:
 _____ is puny and foolish, but amusing to me.
 _____'s ways are strange and confusing.
 _____ is always getting into trouble—I must protect them from themselves.
 _____ shares my hunger for glory; the earth will tremble at our passing!

STARTING MOVES

Choose one of these to start with:

- FULL PLATE AND PACKING STEEL**
You ignore the clumsy tag on armor you wear.
- UNENCUMBERED, UNHARMED**
So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor.

You also start with all of these:

HERCULEAN APPETITES

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest
- Riches and property
- Fame and glory

THE UPPER HAND

You take +1 ongoing to last breath rolls. When you take your last breath, on a 7-9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

MUSCLEBOUND

While you wield a weapon it gains the forceful and messy tags.

WHAT ARE YOU WAITING FOR?

When you cry out a challenge to your enemies, roll+CON. *On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. *On a 7-9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.



THE BARBARIAN

LEVEL
 XP

GEAR

Your Load is 8+STR. You carry dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) some token of where you've travelled or where you're from, and your choice of weapon:

- Axe (close, 1 weight)
- Two-handed sword (close, +1 damage, 2 weight)

Choose one:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- Chainmail (1 armor, 1 weight)

ADVANCED MOVES

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

STILL HUNGRY

Choose an additional appetite.

APPETITE FOR DESTRUCTION

Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

WHAT IS BEST IN LIFE

At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.

WIDE-WANDERER

You've travelled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

USURPER

When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on.

KHAN OF KHANS

Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

SAMSON

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

SMASH!

When you hack and slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

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.

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

A GOOD DAY TO DIE

As long as you have less than your CON in current HP (or 1, whichever is higher) take +1 ongoing.

KILL 'EM ALL

Requires: Appetite for Destruction

Take another move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.

WAR CRY

When you enter battle with a show of force (a shout, a rallying cry, a battle dance) roll+CHA. *On a 10+ both, *on a 7–9 one or the other.

- Your allies are rallied and take +1 forward
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

MARK OF MIGHT

When you take this move and spend some uninterrupted time reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

MORE! ALWAYS MORE!

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

THE ONE WHO KNOCKS

When you defy danger, on a 12+ you turn the danger back on itself, the GM will describe how.

NAME

LOOK

What do you call yourself? It's not the name you were born with.

Choose a title and a name, and then combine them:

Title: Great, Wise, Sage, Wonderful, Fantastic, Amazing

Name: Erasmus, Mentok, Circe, Timea, Zadox, Larry




Kind Eyes, Shifty Eyes, or Unremarkable Eyes

Immaculate Hair, Disheveled Hair, or Hooded

Scholar's Robes, A Cheap Suit, or Traveler's Clothe

The Body of Penn, The Body of Teller, or The Body of Houdini

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	
				CURRENT MAX YOUR MAX HP IS 6+ CONSTITUTION	

ALIGNMENT

Chaotic

Engage in some (relatively) harmless mischief.

Neutral

Profit from deception.

Good

Expose a fraud.

Evil

When you con someone, take everything they have, even if you don't need it.

RACE

Dwarf

The drunker, the better. When you use your parley or con artist moves and alcohol is involved, take +1.

Elf

People just assume you are magical. When you make an obvious display of 'magic' powers, you get one hold that you can use on a future attempt to deceive someone who sees you.

Halfling

You have an honest face. Take +1 when you try to deceive someone you just met.

Human

You are a dropout. You can either cast cantrips as a wizard, or robes as a cleric.

Gnome

You have a knack for staying out of sight. Take +1 to defy danger by hiding.

BONDS

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

I once ran a scam in _____ hometown, but I don't think they recognize me.

_____ likes to pretend they are honest, but I know a scoundrel when I see one.

_____ thinks we are allies, but I'm just stringing them along for a score.

STARTING MOVES

Con Artist

Whenever you attempt to sell a useless item, talk yourself out of trouble with an authority figure, or try to convince someone you are more powerful than you truly are, roll +CHA. If you roll a 10+, you are successful and you gain +1 forward to the next move taken to deceive the same target. On a 7-9 you are still successful, but the GM will tell you that one of the following has happened:

- Your lie leads to another, which requires a new roll
- Suspicion
- Unwanted attention

Misdirection

Take +1 on moves in combat intended to distract your opponent.

Sleight of Hand

When you pick a lock, conceal a small object from view, pick a pocket, or escape restraints roll +DEX. On a 10+ you succeed unnoticed, on a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

Bag of Tricks

Your bag of tricks contains various props, such as 'magic' wands, powders that change the color of fire and smoke, crystals, and tarot cards. As long as your bag of tricks is in your possession, you also have a supply of the following useful items:

- **Flash Paper** creates a quick burst of bright flame. Can be used in combat (close) to blind an enemy for 30 seconds.
- **Smoke Bombs** fill an area roughly the size of a small room full of thick smoke. Creatures in the affected area can only see 2 feet in front of them.
- **Fireworks** come in two basic types. Cherry bombs may be thrown (near) and do 1d10 damage. Rockets take a minute to set up, do 2d6 damage, and follow an erratic path so take a -1 penalty to all volley rolls. This penalty increases to -2 if the target is far. All fireworks are very loud.

? The Charlatan

LEVEL

XP

GEAR

Your load is 9+STR. You have your bag of tricks (1 weight), dungeon rations (5 uses, 1 weight), a traveling hat (0 weight), and 2d6 coins.

Choose one:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

Choose your arms:

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

Choose two:

- 3 throwing daggers (thrown, near, 0 weight)
- Antitoxin (0 weight), a healing potion (0 weight) and poultices and herbs (1 weight)
- Adventuring gear (1 weight)
- Halfling pipeleaf (0 weight)

ADVANCED MOVES

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

Juggler

Take +1 to volley and +1 damage with thrown weapons.

Patent Medicine

Reverses Baldness! Improves your sex appeal! Cures all diseases of the body and mind, guaranteed! It'll fix your asthma too. Okay, maybe not, but it does heal 1d4+your level hitpoints, and you can make two doses a day.

Cowardice

When you **defy danger by running away or hiding**, add+1 to your roll.

Master of Disguise

You have added a disguise kit containing various wigs, makeup, etc. to your bag of tricks. It will take you approximately one hour to create a convincing disguise, and any needed clothing or accessories must be found separately. Your appearance will not give away your disguise, but your actions may.

Fortune Teller

When you **tell a mark their future**, roll +CHR. on a 10+ they will believe you, and act as if that is their fate until your prediction is proven wrong, or you are shown to be a fraud. On a 7-9 you are still successful, but the mark will be suspicious and look for reasons to disbelieve you.

A Little Knowledge is a Dangerous Thing

When you roll a 7-9 on a spout lore attempt, you may ask your GM to give you two pieces of information instead on one moderately useful one. One of these pieces of information will be true, and useful. The other will be completely wrong.

Don't Bullshit a Bullshitter

When you **discern realities to sniff out a lie**, take +1

Knave of all Trades

Take a move from another class, treating your level as one lower. You can't learn real magic.

Nothing Up My Sleeve

You get +1 on sleight of hand attempts.

Behind You!

You or an ally get +1 forward to hit an opponent you have distracted in combat.

Skeptic

When you **use logic and reason to discern realities**, roll +INT.

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

The Long Con

Take +1 ongoing to all moves intended to deceive someone who has fallen victim to your con artist or fortune teller moves until your deception is discovered.

Pyromancer

You've mastered the theatrical use of fire, and picked up some nasty tricks to use in combat. As long as you have your bag of tricks you can roll +DEX to throw a burst of fire in an arc (close, 2d6 damage, ignores armor). You also get +1 to volley any flaming objects.

Well Read

Requires: A Little Knowledge is a Dangerous Thing

Take +1 to all spout lore rolls, and get twice as many uses out of books.

Troupe

Requires: Master of Disguise

You may apply your disguises to others

Factotum

You can learn one move from another class, treating your level as one lower. You can't learn real magic. This move may be taken twice.

Just a Misunderstanding

Requires: Cowardice

When you are outnumbered, you get +1 armor and +1 defy danger.

Master Magician

Replaces: Nothing Up My Sleeve

You get +2 on sleight of hand rolls.

Desperate Lie

When one of your schemes is discovered, you have one last chance to tell a whopper and convince your mark it was all a misunderstanding. You get one chance to roll a 10+. This roll never gets any kind of bonus.




Name _____ **Look**

Male: Faustus, Elric, Yugi, Sæmundur, Solomon, Michael, Aladdin
 Female: Piper, Willow, Mab, Circe, Morgiana, Cymoril

Crazy Eyes, Haunted Eyes, or Knowing Eyes
 Impeccable Hair, Wild Hair, or Bald
 Common Clothes, Dark Clothes, or Fancy Clothes
 Fit Body, Scarred Body, or Thin Body

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

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

DAMAGE  **ARMOR**  **HP**  **CURRENT MAX** **YOUR MAX HP IS 6 + CONSTITUTION**

ALIGNMENT **STARTING MOVES**

- LAWFUL**
Endanger yourself following the wishes of your patron.
- CHAOTIC**
Spur others to significant and unplanned decisive action
- EVIL**
Corrupt another as you've been corrupted

You start with these moves:

Contract
 You have signed a contract with an otherworldly force, whether fae, demon, or other. Work with your GM to detail the patron's appearance and personality. Select two boons you received from your patron:
 * A freedom from hunger, thirst and sleep
 * Flawless appearance and manner
 * Immunity to disease, debility and aging
 * Knowledge of a long-forgotten, eldritch language.
 * Invulnerability to enchantment
 and the obligation placed upon you by your patron:
 * Worship (required: sway others to your patron's service)
 * Secrecy (required: hide the identity of your patron at all costs)
 * Competition (required: work against the enemies of your patron)
 * Sacrifice (required: destroy items of power in your patron's name)
 If a significant amount of time passes without a sincere attempt to fulfill your obligation, take -1 ongoing until you are back in your patron's good graces.

RACE

- DWARF**
Add this option to your potential Contract boons:
*Invulnerability to fire.
- ELF**
When you act on the knowledge gained from Soul's Price, take +1 forward.
- HUMAN**
Your Summoned Minion gains Warrior +1 or Priest +1, your choice.

BONDS

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

I must hide my true nature from _____.

_____ would make an excellent servant for my master.

If anyone can save my soul, it is _____.

_____ reminds me of better times.

I know what _____ truly desires.

Fool's Luck
 When you take damage, take +1 forward to Defy Danger.

Soul's Price
 When you spend time getting to know someone, roll +Wis. On a 10+, your servants whisper to you one thing that person truly desires. On a 7-9 you learn of one thing they truly desire, but they sense something of your true nature.

Summoned Minion
 Your contract grants you dominion over a summoned creature. It is a Hireling that follows your orders to the best of its abilities, describe it.
 Choose a base:
 * Protector +1, Warrior +2, Loyalty +2
 * Adept +2, Priest +1, Loyalty +2
 * Burglar +1, Tracker +2, Loyalty +2
 * Minstrel +2, Warrior +1, Loyalty +2
 The Minion has Cost: Advance the patron's agenda. If it dies or is otherwise unavailable, it summons itself to your side on the next sunset, alive and unharmed.

GEAR

Your Load is 7+STR. You carry a copy of your contract, describe it (weight 0).

Choose your armament:

- Short Sword (close, 1 weight)
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and dagger (hand, 1 weight)

- Healing potion (1 weight)
- Antitoxin
- Dungeon rations (5 uses, 1 weight)
- 6 coin

ADVANCED MOVES

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

Otherworldly Assistance

When you call upon your patron for assistance, roll +Cha. *On a 10+ choose two. *On a 7-9 choose one. *On a miss, your patron is displeased with your weakness and will seek to torment you.

- * It happens exactly as you wished
- * Your patron does not require a price
- * Your patron's enemies do not interfere

Adaptable Minion

Select a skill your Minion does not possess. It learns this skill with a rank of 2.

Minion Expertise

You gain two extra points to distribute between your Minion's current skills.

Minion Proficiency

You gain two extra points to distribute between your Minion's current skills.

Clever Fiend

Choose one move from the thief class list.

Claimed Soul

When you take your Last Breath, on a 7-9 result your patron interferes and lays claim to your soul. It bargains with Death on your behalf and you must accept the agreement. On a 6-, your patron interferes and offers you a bargain. Take it and stabilize or refuse and condemn your soul to an eternity of torment.

The Devil's Own

When you Spout Lore about something under your patron's purview, take +1 forward.

One Man's Trash

When you attempt to manipulate a GM character, roll +Cha. You create a simulacrum of their heart's desire; on a 10+, the illusion is perfect while it lasts, and you are out of their reach when it disappears. On a 7-9, there was a flaw - they realise you've duped them before you can get away, and are now coming for you. Either way, this counts as leverage.

Learn Through Pain

When you are not at full HP, gain +1 armor.

A Worthy Sacrifice

When your Minion is nearby and you would take damage, you may negate the damage. Your Minion dies.

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

Minion Grandmastery

Requires: Minion Proficiency or Minion Expertise

You gain three extra points to distribute between your Minion's current skills.

Educated Minion

Requires: Adaptable Minion

Select a skill your Minion does not possess. It gains this skill with a rank of 3.

Soul's Bargain

When you convince someone else to willingly give up a portion of their soul, roll +Cha. On a 10+, choose a stat; you take +1 ongoing to rolls using that stat until the next sunset, and they take +1 ongoing to rolls using that stat. The GM chooses a stat; they take -1 ongoing to rolls using that stat. On a 7-9, you also take -1 ongoing to the stat of the GM's choice until the next sunset. On a miss, they gain the benefits but you are unable to contain the soul portion; your patron feeds upon it immediately.

Shadow Fiend

Choose a move from the bard class list, other than the multiclass moves.

Form of the Patron

When you choose to reveal the truth of your nature, roll +Con. On a 10+, your body shifts to match features of your patron and gain 3 hold. On a 7-9, gain 2 hold. On a miss gain 1 hold in addition to whatever the GM says. The GM will tell you one or more moves associated with these features. Spend 1 hold to make that move. Once you're out of hold, you return to your normal form.

Fine Print

Select one more boon from your Contract. You gain this boon.

One With Shadows

When you are under complete cover of darkness, roll +Dex. On a 10+, you are fully invisible within shadows. On a 7-9, you are invisible in shadows but leave some mark of your presence - a faint scent of brimstone, a thin layer of frost on anything you touch, so on.

By Torment Sustained

Replaces: Learn Through Pain

When you are not at full HP, gain +2 armor.

Delayed Punishment

When you take damage that would otherwise kill you, you may instead take -1 ongoing and negate that damage. You may choose at any time to take the damage you would have taken and the -1 ongoing ends.

A Just King

When you take this move, you gain access to a second Summoned Minion. Build it as you did the first minion, choosing a base and applying any bonuses from other moves. Only one minion can aid you at any time; you must select which minion appears upon each sunset.

NAME _____

LOOK

Human: Selena, Rowan, Vesta, Artio, Abeiron, Barnabas, Cassandra, Cornelius
Elf: Imbelion, Erudur, Ianathwen, Eruriel, Calfaradan, Layondal, Garrond, Tanna

Wise eyes, Piercing Eyes, or Crystal-Lensed Glasses
Tied-up Hair, Curly Hair, or a Wide Brimmed Hat
Fancy Clothes, Plain Clothes, or Ragged Clothes
Thin Body, Stocky Body or Bent Body

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

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

DAMAGE



ARMOR



HP



**YOUR MAX HP IS
6*CONSTITUTION**

ALIGNMENT

- LAWFUL**
Work to bring a prophecy to pass.
- GOOD**
Prevent a calamity from befalling someone or something.
- NEUTRAL**
Discover something that was hidden or forgotten.
- CHAOTIC**
Work to avert what has been ordained by fate.
- EVIL**
Engineer a calamity upon someone or something.

STARTING MOVES

CAST FORTUNE

When you spend a ten or so minutes to cast your or someone else's fortune, roll +WIS. They don't have to be present, but you need something that belongs to them. *On a 10+ hold 3. *On a 7-9 hold 1. *On a miss the results of your fortunetelling are contradictory or nonsensical, take -1 forward.

- The kind of fortune the target has depends on whether you rolled an even or odd number.
- On an even result, the target has bad fortune, you may spend your hold 1-for-1 to warn them how to avoid, or to engineer them to suffer from some calamity or danger.
- On an odd result, the target has good fortune, You may spend your hold 1-for-1 to tell them how gain, or prevent them from benefitting from a lucky break.

When you spend hold tell the GM what you are doing or did beforehand to ensure that the moment of fate goes your way.

SPEED DIVINATION

When you take a few heartbeats to hastily read omens in the environment, name a specific medium term goal you wish to accomplish in the current situation and roll +WIS. *On a 10+ hold 3. *On a 7-9 hold 1. *On a miss you are distracted by conflicting results. You take -1 forward and may end up in some kind of unfavorable situation due to your distraction.

You may spend your hold 1-for-1 to take +1 forward to any roll you make to further your goal. In addition whenever you spend your hold, you take -1 forward to any roll that doesn't further your goal. You lose all of your hold when your goal is either completed or rendered irrelevant.

TRUE DIVINATION

When you spend an hour or so performing a through divination about something, roll +WIS. The GM will tell you the results of your divination. *On a 10+ you gain detailed vision of the subject, and may Spout Lore or Discern Realities about it. *On a 7-9 you gain a vague or murky vision of the subject, and may Spout Lore or Discern Realities about it. *On a miss the results of your divination are contradictory or completely nonsensical.

RACE

- ELF**
You hear the song of the cosmos. When you divine something by methods involving dreams, hallucinations or the natural world, take +1.
- HUMAN**
You are good at dealing with people and their secrets. When you divine something by methods involving people, their things or via tools crafted by them, take +1.

BONDS

Fill in the name of one of your companions in at least one:
My divinations have shown that _____ has a great destiny ahead of them.
_____ thinks me a charlatan, I'll show them.
_____ has entrusted me with their troubles, I shall try to advice them as I can.
My divinations have uncovered something about _____ that they'd rather keep secret.



THE FORTUNE~TELLER

LEVEL _____
XP _____

GEAR

Your Load is 8+STR. You start with one Dungeon Rations (5 uses, 1 weight), and your fortune-telling tools (2 weight), describe them.

Choose your weapon:

- A sacrificial dagger with ornate etching (hand, messy, 1 weight)
- An ornate rapier, "the Knight of Swords" (close, precise, 1 weight)
- A stout staff, "the King of Staves" (close, two-handed, forceful, 1 weight)

Choose two:

- Leather armor (1 armor, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Bandages (3 uses, 0 weight), Poultices and Herbs (2 uses, 1 weight) and a dose of Antitoxin (0 weight)
- Bag of Books (5 uses, 2 Weight) and some Halfling Pipeweed (6 uses, 1 weight)
- 2 Healing Potions (0 Weight)

ADVANCED MOVES

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

DANGERSENSE

You are never caught by surprise. When something dangerous happens, you are the first to act. Your GM might ask you what kind of omen clued you in.

DOOMSAYER

When you Parley, you can always use prophecies of impending doom, real or imagined, as leverage.

INSIGHTFUL ATTACK

When you spend hold from Speed Divination, you deal +1d4 damage forward.

INSIGHTFUL DEFENDER

When you perform the Defend move, you can use hold from Speed Divination as a substitute for the hold from Defend.

CLEAR~SIGHTED

When you carefully study your conversation partner, you may spend 1 hold from Speed Divination to detect whether you are being lied to or misled.

INSIGHTFUL PARRY

When you spend hold from Speed Divination, you take +1 armor forward.

INSIGHTFUL ATTACK

When you spend hold from Speed Divination, you deal +1d4 damage forward.

INSIGHTFUL DISRUPTION

When someone is casting a spell and you are in a position to stop them, you may spend your hold from Speed Divination, 1-for-1, to interfere with their casting and negate the spell. Tell the GM what kind of maneuver you perform to accomplish this.

DOMINO EFFECT

When you attempt to cause something to happen in the immediate area around you by causing a chain reaction, roll +WIS. *On a 10+ the chain of events goes off without a hitch. *On a 7-9 the chain of events goes spectacularly awry, but ends up benefitting you anyways. The GM will tell you how. *On a 6- the chain of events goes spectacularly awry and you end up in some kind of danger.

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.

MULTICLASS DABBLER

Choose a move from another playbook. Your level counts as one lower for the purposes of that move.

TIMELY ADVICE

When you provide timely advice to an ally, you may spend your hold from Speed Divination, 1-for-1, in the following additional ways.

- The ally may take +1 forward to any roll they make to further your stated goal
- The ally may benefit from any Insightful Parry/Block/Attack/Assault moves you may have as if they had spent hold

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

CHAOS THEORY

Requires: Domino Effect

When you use Domino Effect, you are no longer restricted to the immediate area.

MULTICLASS INITIATE

Requires: Multiclass Dabbler

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

TRUE SEER

Requires: Clear-Sighted

When you open your mind's eye, you may spend your hold from Speed Divination, 1-for-1, to briefly see all things as they truly are.

I CAN READ YOU LIKE A BOOK

While you focus on predicting the actions of a single opponent and ignore everything else around you, take +1 ongoing to all rolls and +1d4 damage ongoing when you act against that opponent, but take -1 ongoing to all rolls and -1d4 damage ongoing when doing anything else. This effect lasts until you dismiss it or until something causes you to lose your focus.

INSIGHTFUL ASSAULT

Replaces: Insightful Attack

When you spend hold from Speed Divination, you deal +1d8 damage forward.

INSIGHTFUL BLOCK

Replaces: Insightful Parry

When you spend hold from Speed Divination, you take +2 armor forward.

Name _____

Look _____

Human: Jackie, Wong, Sai-Yuk, Mulan, Cynthia, Michael

Elf: Sammo, Leung, Jet, Tanit, Taimak, Katheryn

Dwarf: Bruce, Chow Tai, Donnie, Rebekah

Eager eyes, Cold eyes, or Sharp eyes.

Braided hair, Trim hair, or No hair.

Tough clothes, Loose clothes, or Training clothes.

Slim body, Huge body, or Scarred body.

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

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage



ARMOR



HP



Current MAX Your Max HP is 8 + Constitution

Alignment

Lawful

Endanger yourself to uphold your school's honor.

Chaotic

Prove your kung fu is superior.

Good

Endanger yourself to protect those who cannot fight.

Race

Dwarf

You may use your Ability of Lightness to walk across trapped surfaces as if they were water.

Elf

When you use your Sublime Understanding of the Body, you gain an additional choice: "Their mind is added."

Human

Your people are naturally aggressive, and you take +1 forward on the first action of any fight.

Bonds

_____ is from a rival school! I must surpass them. My master warned me about _____.

_____ fights with skill and grace, and I respect them. I will study at _____'s feet and learn their secrets.

Starting Moves

Signature Style

You have mastered a style of martial arts. Choose a focus. (All are Hand range, precise, and 0 weight.)

- Hands and Fingers
- Feet
- Elbow and Knees
- Grappling and Joint Locks

Choose two enhancements:

- Weapon-Using: +1 damage and choose one additional range, but +2 Weight.
- Brutal: Add messy and forceful.
- Dim Mak: +2 Piercing
- Passive: +1 Armor
- Intense: +1 damage

Choose a look:

- Animal-Mimicking
- Classic Grace
- Ancient Splendor
- Hardened Fury
- Sinister Movements
- Loose Form

Ability of Lightness

When you **run across a surface that cannot hold your weight**, roll +Dex. On a 10+, you make it across gracefully and without trouble. On a 7-9, you make it across, but expose yourself to danger somehow. The GM will tell you how.

Sublime Understanding of the Body

When you **attack a foe purely to disable them**, roll +Dex. On a 10+, choose 2. On a 7-9, choose 1.

- They are dizzied and unstable.
- Their muscles are weakened or strained.
- They feel sick and nauseated.
- One of their limbs is locked or made useless.
- Their control of their magical power is loosened.

The Initiate

Level _____

Gear

Your load is 8+Str. You carry dungeon rations (1 weight) and some mark of your school, master or training, describe it.

Choose one:

- Leather Armor (1 Armor, 1 weight)
- Scale Armor (2 Armor, Clumsy, 3 weight)
- Adventuring Gear (1 weight) and Poulitices and Herbs (1 weight)

and choose one:

- 2 Healing Potions (2 weight)
- Halfling pipeweed or the equivalent (1 weight)
- Dungeon rations (1 weight)

Advanced Moves

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

World of Rivers and Lakes

When you **spout lore about the world of martial arts or other martial artists**, take +1.

Training in the Guyana Highlands

When you **face an enemy who has defeated you before**, take +1 ongoing against them until you defeat them.

Skin of Bronze, Bones of Iron

When you wear no armor and use no shield, you get 2 Armor.

Intensive Training

When you Bolster yourself by hard training, it takes you half the normal time to gain preparation.

Wave Motion Fist

You may Volley with your Signature Style, using +Wis instead of +Dex. However, as your style has no ammo, you may not choose to reduce ammo. Instead, you may choose to suffer a debility of your choice, so long as you are not currently suffering from all six debilities.

Superior Style

Choose one extra enhancement for your signature style.

Master's Pearls of Wisdom

When you think about what your master would do in a situation, you will think of an insight relating to the current situation. The GM may ask you a few questions in return. Roll +Wis. On 10+, the advice is shockingly relevant and detailed. On a 7-9, it's potentially relevant but vague.

Forging the Temple Body

When you have access to a shrine, you may undergo a ritual process of purification and meditation to graft the magical qualities of a weapon directly into your body. This process destroys the magical weapon, but gives your signature style the magical powers of the destroyed weapon.

Sweep the Leg

When you train someone in the proper way to fight a specific foe, they take +1 ongoing while facing that foe for one battle.

Esoteric Training

Choose one move from another class. Treat your level as one lower for choosing that move. If you take Signature Weapon and have the Weapon-Using enhancement for your signature style, you may choose to lose all benefits of Weapon-Using and apply your Signature Weapon's abilities instead.

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

Testicle Eight Outstanding Techniques

Replaces: Skin of Bronze, Bones of Iron

When you wear no armor and use no shield, you get 3 Armor.

Man Who Can Catch Fly With Chopsticks Can Do Anything

Replaces: Sweep the Leg

When you **train someone or show them the proper way of fighting**, they take +1 ongoing while following your advice, but -1 ongoing when they go against your ways.

Peaches of Immortality

When you have time and access to good materials, you may design a regimen of massage, training and diet to heal or strengthen someone. You may heal any wound, sickness or ailment this way or even give them mystical qualities, 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.

You and your allies will risk danger from ____

The best you can do is a lesser version, unreliable and limited

It's going to take blood. A lot of blood.

Perfected Training

Replaces: Intensive Training

When you Bolster yourself by hard training, it takes you only a single day to gain 1 Preparation, and only a single week to gain 3.

Esoteric Mastery

Required: Esoteric Training

Choose one move from another class. Treat your level as one lower for choosing that move. If you take Signature Weapon and have the Weapon-Using enhancement for your signature style, you may choose to lose all benefits of Weapon-Using and apply your Signature Weapon's abilities instead.

Instant Master

When you **study someone else using a fighting technique**, roll +Wis. On a 10+, hold 3. On a 7-9, hold 1. On a miss, hold 1, but the GM holds 1.

You may spend your hold 1-for-1 to use the technique you studied. The GM will tell you what it does. The GM may spend their hold to have a foe use one of your own techniques against you!

Gutei's Finger

When you use your Sublime Understanding of the Body, on a 12+, you may forgo all normal effects to name one specific action ("attack my ally, Aaron", "take flight", "use the Curse of Ten Thousand Years") that they can no longer perform.

The World Is My Weapon

When you **use the environment against your foe**, roll +Dex. On a 10+, deal your damage and deal +1d6 damage. On a 7-9, you deal 1d6 damage and take +1 forward against them, but you break something, putting yourself in danger.

Why I Killed Your Master

Required: Training in the Guyana Highlands

An enemy who has defeated one of your friends or students counts as an enemy who has defeated you.

Forbidden Technique

When you Hack and Slash, you may choose to deal one of the effects of your Sublime Understanding of the Body in addition to the normal results of your roll. If you do, you also suffer one of its effects.

NAME _____

LOOK

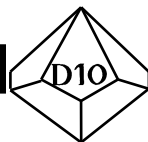
Thaddeus, Valeria, Robert, Oriana, Tiberius, Samuel, Emeline, Barda, Cedric, Brom

Kind Eyes, Fiery Eyes, Suspicious Eyes
Helmet, Styled Hair, or Bald,
Well-worn Symbol or Fancy Symbol
Fit Body, Bulky Body, or Thin Body

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

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

DAMAGE



ARMOR



HP



**CURRENT
MAX**

**YOUR MAX HP IS
10+CONSTITUTION**

ALIGNMENT

LAWFUL

Adhere to the law or a specifically enumerated code of behavior when an easier solution presents itself

GOOD

Endanger yourself to protect someone weaker than you.

STARTING MOVES

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 of disease is transferred to you.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you give an NPC an order based on legal or divine your authority, roll +CHA. *On a 7+, they choose one:

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

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

VALOUR

When you enter a dangerous situation, answer the following questions:

- Am I acting to protect another or in the service of a higher ideal?
- Are the odds greatly against me?
- Am I acting without expectation of a reward?

For each 'yes', hold 1. Spend your hold to take the following actions:

- An obvious and intimidating display of divine authority
- When you would deal damage, deal your damage +1d6
- Take no damage from a single blow
- Ignore any penalties you would take on a single action
- Gain a flash of divine insight

When you leave the situation, lose any unspent hold.

RACE

HUMAN

When you Parley with a GM Character, you may make a vow in place of giving concrete assurance. If you break this vow, take -1 ongoing until you somehow atone.

BONDS

Fill in the name of one of your companions in at least one: _____'s misguided behavior will end badly. Maybe I can save them.

_____ has stood by me in battle and can be trusted completely.

I respect the beliefs of _____ but hope that they will someday see the true way.

_____ is a brave soul, I have much to learn from them.



THE TRUE KNIGHT

LEVEL _____

XP _____

GEAR

Your Load is 12+STR. You start with one Dungeon Rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and a symbol of faith or authority, describe it. Choose your weapon:

- Halberd (Reach, +1 damage, two-handed, 2 weight)
- Longsword (Close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Dungeon rations (5 uses, 1 weight) and healing potion (0 weight).

ADVANCED MOVES

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

IDEALIST

When using Valour, ask the following questions in addition to your normal ones:

- Am I making a reasonable attempt to avoid violence?
- Am I acting within the law?

SMITE

When you use Valor to deal extra damage, deal an extra 1d8 damage instead.

EXTERMINATUS

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

THE THIN BLUE LINE

When interacting with local agents of the law, roll +CHA. *On a 7-9, choose one of the following. *On a 10+, choose two:

- They have useful information for you
- They are willing to use their position of authority to assist you
- They are discrete about your interaction

STAUNCH DEFENDER

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

HOLY PROTECTION

While you have hold from Valour, gain +1 armor.

NO GOOD DEED

Whenever you come to the aid of the common man, hold 1. You may spend 1 hold to have a local come to your aid in a plausibly deniable fashion. Some examples:

- An apple cart just happens to overturn at a convenient moment
- An old woman chooses a particularly opportune time to waylay a corrupt official with her complaints about tax increases
- An urchin just happens to 'find' something you were looking for
- A local gives you shelter and denies having seen you to all who ask

MULTICLASS DABBLER

Pick a move from another playbook. You count as one level lower for using that move.

SETUP STRIKE

When you hack and slash, choose one ally. Their next attack against your target does +1d4 damage.

HOSPITALLER

When you heal and ally, you heal +1d8 damage.

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

HOLY SMITE

Replaces: Smite

When you use Valour to deal extra damage, deal an extra +2d6 damage instead.

MERCY

Upon defeating an opponent in deadly combat but not finishing them off, roll +CHA. *On a 7-9, choose one. *On a 10+, choose two:

- Your opponent is not mortally wounded
- Your opponent knows and tells you something relevant to your current objective
- Your opponent sees the error of their ways

IMPERVIOUS DEFENDER

Replaces: Staunch Defender

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

TANDEM STRIKE

Replaces: Setup Strike

When you hack and slash, choose one ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

DUTY UNTO DEATH

You may roll +CHA when making a Last Breath.

FOLK HERO

Replaces: No Good Deed

Whenever you come to the aid of the common man, hold 1. You may spend 1 hold to have a local come to your aid at a convenient time, up to an including putting themselves at risk or doing so at great personal cost.

PERFECT HOSPITALLER

Replaces: Hospitaller

When you heal and ally, you heal +2d8 damage.

INDOMITABLE

Gain +1 damage and armour when you are below one half your maximum HP, or +2 when you are below one-fourth.

TRUE FAITH

When using Valour, you may spend hold to seek divine intervention:

- **3 hold:** An implausible but technically possible coincidence. A roof collapses, a weapon breaks, an ally arrives in the nick of time.
- **4 hold:** A minor miracle. Stone becomes food, a man at the brink of death returns to perfect fighting condition, a journey is made in an impossibly short time.
- **5 hold:** A true miracle of vast scope. The seas part, the sun rises at midnight, a single man holds a bridge against an army.

Name

Look

Human: Sparrow, Hawk, Enchiridion, Eponymous, Anagram, Pseudonymus, Nomina, Ged
Elf: Arariel, Israfil, Jerahmeel, Kushiel, Pahaliah, Selaphiel, Temeluchus, Zephon

Wise Eyes, Determined Eyes or Knowing Eyes
Bound Hair, Dark Hood or Bald Head
Monk's robes, Scholar's Garb or Finery
Thin Body, Fit Body or Pudgy Body

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

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  ARMOR  HP  Current MAX Your Max HP is 6 + Constitution

Alignment

- Good
Use the True Name of an evil or chaotic being to combat it.
- Neutral
Discover information about a powerful True Name.
- Evil
Use an innocent's True Name to inflict discomfort or harm.

Starting Moves

Learn True Name

When you **study someone or something to discover its True Name**, Roll +Cha. On a 7-9, you must fulfill two to three conditions chosen by the DM before learning the name. On a 10+, you must fulfill one. When you fulfill these conditions, you learn the target's True Name.

- * It takes days/weeks/months.
- * Someone discovers that you're trying to learn this name.
- * You'll need to be in contact with the subject almost constantly.
- * You will need to consult a specific tome which you do not have.
- * You require something unique.
- * You and your allies must risk danger from ____.
- * You'll need help from the spirit known as ____.

Race

- Elf
Your people have long been wise in Names and the power of language. Whenever you **spout lore or discern realities involving famous names**, True or otherwise, take +1.
- Human
You were raised on oral folklore and traditions of names and songs which took new life for you when you learned their true origin. Whenever you **sing or tell a story to impress, captivate or frighten an audience**, take +1 forward against them.

Bind True Name

When you **learn a target's True Name**, you gain a Bond with the target: "I know ____'s True Name." This bond cannot be resolved through normal means. When you use this bond to Aid or Interfere with the target, you may roll +Cha instead of +Bond. If you're learning the True Name of a type of object, feature or non-sapient creature, you can instead learn a single True Name that covers that type of thing or creature, such as the True Name of goats. If you share your True Name with another, they gain the benefits of this move.

Speak True Name

When you **speak someone or something's True Name and they hear it**, roll+Cha. On a 10+, choose two. On a 7-9, choose one. On a miss, choose one, but the universe pushes back and you take -1 ongoing to Speak True Name and Discern True Name until you have a chance to recover.

- * Target suffers -1 ongoing while acting against you.
- * You take +1 ongoing while acting against the target.
- * Target takes 2d4 damage which ignores armor.
- * Target regains 2d4 HP.
- * Target gains +1 forward on their next move.
- * Compel the target to come to you.

Bonds

____ knows my True Name.
I owe ____ a tremendous debt, which I resent.
____ and I have been friends since we subdued a spirit.
I have trusted ____ with a secret.
I know the True Name of someone ____ loves.
____ and I have sworn a pact.

Invective

When you **curse someone**, roll +cha. On a 7-9, choose one. On a 10+, choose two. On a miss, the universe pushes back and you take -1 Ongoing on using using this move against the target until you have a chance to recover.

- * Target takes -1 forward to their next move.
- * Target takes d4 damage which ignores armor.
- * Target is open to attack, granting the next attack against it +1 forward.

Gear

Your Load is 6+str. You carry a book with a secret phonetic script of your own devising in which to record True Names.

Choose your armament:

Short sword (close, 1 weight), worn bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)

Staff (close, 2-handed, 1 weight) and a Bag of Books (5 uses, 2 weight)

Choose your defenses:

Leather armor (1 armor, worn, 1 weight)

Shield (+1 armor, 2 weight)

Choose one:

Adventuring gear (1 weight)

Halfling pipeleaf (5 uses, 1 weight) and Dungeon Rations (5 uses, 1 weight)

A slip of paper with an important person's True Name written on it in your mentor's cypher

Advanced Moves

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

Spirit Servant

You learn the True Name of a spirit and use this knowledge to compel services from it. Gain a bond with it just as if you'd learned its True Name. When you compel your spirit servant to perform a service, roll +Cha. On a 10, choose two. On a 7-9, choose one. On a miss, the spirit fails to perform the service and dares not enter your presence again for the rest of the day.

* The effect you wish comes to pass

* You may call upon the spirit again later this day

* The spirit is covert and subtle

And He Taught Them the Names of All Things

When you **give a True Name to an item**, you may speak its name aloud to grant +1 Forward to the next use of that item. You must speak loudly enough for the object to hear it, which usually means everyone else nearby does too.

Close Ties

When you **share your True Name with someone**, you may also grant them use of one or more of your moves, but only when used against yourself. You can use this move on anyone who already knows your True Name.

Blood Bond

Whenever you or someone else **heals someone whose True Name you know**, you may heal 1d4 hit points yourself. Whenever you heal yourself, you may choose one person whose True Name you know and heal them by 1d4 hit points.

Private Cypher

Whenever you **write a message or say something you wish to be kept private to someone whose True Name you know**, you may make the message unintelligible to anyone but yourself and the person receiving it. Anyone who knows both of your True Names can decode it easily.

Names of the World

Choose one move from the Druid class list.

A Man's Not Dead While His Name is Spoken

When **someone whose True Name you know takes their Last Breath**, you may sacrifice your name Bond ["I know ____'s True Name] with them to force Death to offer them a bargain. They gain a new True Name in the doing as Death takes their old Name, but they return to life. This breaks all name Bonds that people have with the target. If your own True Name is lost, you lose access to this move and must choose another one to replace it once you've had time to rest to gain a new True Name, which will always involve changing at least a minor aspect of your character irrevocably, such as Looks or mannerisms. You cannot change major features such as moves or your race with this move. If you lose this move, you may choose this move again on leveling up later.

A Name To Fear

When you **speak your own True Name aloud**, roll +Cha. On a hit, the mind-shattering clarity that comes from knowing a potent True Name stuns everyone present who doesn't already know it, granting all allies +1 forward on their next move against them. On a 10+, Everyone so stunned immediately forgets your True Name to preserve their mind. On a 7-9, everyone present remembers a portion of your True Name.

Inventive Invective

When you **curse someone**, on a 10+, if you choose to deal damage, you may spend another choice to increase it to d6 damage which ignores armor.

Obedience Course

When you speak the True Name of an animal or type of animal in your presence, roll +Cha. On 10+, gain 3 hold. On 7-9, gain 2 hold. On 6-, gain 1 hold anyway. You may spend hold for one of the following effects:

* The animal obeys a complex order without fail

* The animal faces terrific danger for your sake

* Use the animal's Move appropriate for the situation, which the DM will tell you about

* The animal treats one target as friendly or hostile regardless of how it previously felt

* The animal gains new vigour and is no longer tired

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

The Name Heard Across The World

When you **speak someone's True Name**, or **Aid or Interfere with someone**, or **Cast a Spell on someone whose True Name you know**, you may do so regardless of distance. If you roll 10+ on any of these actions, the target will not know it was you unless you want them to.

And The Names Were Known To Them

Replaces: And He Taught Them the Names of All Things

When you **give a True Name to an item**, you may speak its name aloud to grant +1 forward to the next use of that item and roll+Cha. On a 10+, the item holds 3. On a 7-9, it holds 2. On a 6-, hold 1 anyway. Whoever wields the item may spend its hold 1-for-1 to use a move unique to the item's nature and Name. The GM will tell you what it is.

Name of Power

When you **speak someone's True Name**, you may perform this move instead of the usual effect. Roll +Cha. On a 10+, the target holds 3. On a 7-9, it holds 2. On a 6-, it holds 1. The target may spend hold one-for-one to grant themselves any of the normal effects of speaking their True Name or to negate the effects of someone else speaking their True Name.

The Seven Taboo Words

Replaces: Inventive Invective

When you **curse someone**, roll +Cha. On a 7-9, choose two. On a 10+, choose three and you may choose to increase the damage you deal to d6 damage which ignores armor with one of your choices. You also gain the following options in addition to those of normal Invectives. On a miss, you can not use the Seven Taboo Words again until you've had time to rest. You may still use Invective as normal. * The first ally attacking this target gains +1d4 damage and +1 armor forward against the target. * Everyone witnessing the invective gains +1 forward on their next social roll against the target. * Take +1 forward on your next attempt to curse the target, speak its True Name or attempt to discover its True Name.

Soul Bond

Replaces: Blood Bond

Whenever you or someone else **heals someone whose True Name you know**, you may heal 1d4 hit points yourself. Whenever you heal yourself, you may choose one person whose True Name you know and heal them by 1d4 hit points. In addition, whenever you would gain +1 forward on any move, you may grant any ally whose True Name you know +1 forward on their next roll as well.

Name of the Elements

When you **speak a True Name of the elements from atop a high place**, choose one feature of the local terrain or weather which you can see and whose True Name you know. You may alter it in any way you wish so long as it is still natural, such as by making a grassy hill be covered with trees or causing it to be flat.

My Name is a Killing Word

Whenever you **inflict damage on any creature**, you may speak your name aloud to deal an additional +1d6 damage. In addition, whenever someone speaks your True Name in your presence, you may immediately chastise them to deal 1d6 damage to them which ignores armor. Someone else present learns your True Name (GM decides).

Grant True Name

When you **perform an hour long ceremony which grants someone a True Name**, gain a bond with the target; "I know ____'s True Name." This bond cannot be resolved through normal means. If the target already has a True Name, you may only use this rite on them if you know it. They lose their old name and gain a new one. You may then choose to rewrite one minor or major aspect of their personality, character or talents, such as their reputation, alignment, luck and even their race. A player targeted by this rite may choose to change one aspect of their character. A Namer who uses this move on themselves may never regain any traits which they change.

Multiclass Dabbler

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

Blacksmith's Secret Word

Requires: And He Taught Them the Names of All Things

When you **speak an item's True Name**, you may either alter its name to become any other type of item whose True Name you know or add any tag you want to it, including nonsensical ones such as Ration to make a sword edible.

NAME




LOOK

Dwarf: Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma
Gnome: Cosmo, Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth
Human: Agatha, Carrie, Creet, Guyver, Hellsing, Janos, Malchior, Shaya, Watson

Devious Eyes, Mad Eyes, or Curious Eyes
 Spiky Hair, Greasy Hair, or Frizzy Hair
 Burnt Skin, Wrapped Skin, or Pallid Skin
 Pudgy Body, Lanky Body, or Small Body

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT

- LAWFUL**
Prove the value of your inventions to others.
- GOOD**
Help out a community using technology.
- NEUTRAL**
Salvage a lost or forgotten piece of technology.
- CHAOTIC**
Use a Gadget in a new and surprising way that it wasn't meant for.

STARTING MOVES

GADGET BELT

You have a Gadget Belt containing 3 Arcane Gadgets. All Gadgets are 1 weight and have a Range tag, if appropriate. **For each Gadget you own, pick one from each list:**

- *Electrical, Magnetic, Cryogenic, Ectoplasmic, Steam, Pyromatic, Clockwork, Alchemic*
 - *Beam, Propulsion, Emitter, Field, Shielding, Defuser, Amplification, Explosion, Reversal*
 - *Glove, Torch, Device, Belt, Flasks, Goggles, Rod, Cannon, Boots, Golem, Trinkets, Suit*
 - *Piercing 2, Forceful, +2 Armor vs __, Alternate movement (__), Elemental (__)*
- Example Gadgets:** *Magnetic Field Boots (alternate movement (hover), 1 weight), Cryogenic Explosion Flasks (near, elemental (ice), 1 weight), and Pyromatic Defuser Glove (hand, +2 armor vs. fire, 1 weight)*

When you take a short break to recharge and fine-tune your Gadgets, set your Charge to 3. This Charge is used to power your Gadgets.

When you use one of your Gadgets as a Weapon, you can spend 1-Charge to roll +INT instead of +STR or +DEX. **When you use one of your Gadgets to Volley,** if you would mark ammo, 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 a day or so in a workshop.

FIELD TEST (INT)

When you use one of your Gadgets to get out of a tight spot, describe what it does and roll +INT. **On a hit,** it works as expected, but choose 1. **On a 7-9,** choose 2 instead:

- The Gadget's effects won't last long - you'll need to hurry to take advantage of it.
- The Gadget draws unwanted attention or puts someone in a spot.
- The Gadget is damaged. You can repair it, but it will take some time and concentration.
- The Gadget drains your reserves - spend 1 Charge.

JURY-RIG (INT)

When you quickly fix, repurpose, or fabricate a device on the spot, describe what you're doing with it and roll +INT. **On a 10+,** it'll hold together just as long as you need it to.

On a 7-9, choose one:

- It'll work, but not for long. You'll need to hurry to take advantage of it.
- It works, but there's a weird quirk or complication to it.
- It'll work, but it needs some juice. Spend 1 Charge.

LET ME SEE THAT

When you take a few moments to handle or examine something interesting, ask the GM two of the following questions. The GM must answer truthfully.

- What does this do?
- Who made this?
- What's wrong with this, and how might I fix it?
- What has been done most recently with this, or to this?

RACE

- DWARF**
Your first thought when you started making gadgets were to make weapons and armor. You ignore the clumsy tag on armor you wear.
- GNOME**
When you try to avoid an alchemical or mechanical effect, take +1 to Defy Danger.
- HUMAN**
You have one more gadget than whatever your moves tell you.

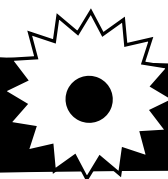
BONDS

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

I have shown _____ the secrets of my inventions.
 _____ helped me with one of my projects. I owe them.
 _____ called me mad. Mad! I'll show them!
 _____ is my personal assistant.

CHARGE:

LEVEL
 XP



THE ARTIFICER

*When a player takes the Field Test move as a multiclass move, they also gain the Gadget Belt move, but only with 1 Gadget.

GEAR

Your Load is 9 + STR. You start with Dungeon Rations (5 uses, 1 weight), your Gadgets (1 weight each), a toolkit (1 weight), and 7 Coin.

Choose two:

- Mechanical Suit (2 armor, clumsy, 3 weight)
- Protective Clothing (1 armor, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Bag of Books (5 uses, 2 weight)
- Bandages (3 uses, 0 weight)

Record your Gadgets here:

ADVANCED MOVES

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

CARRYING HARNESS

You affix mechanical tools, plates, chains, and flippy gizmos to yourself. Everything you carry is attached to you, and you can never drop anything or be disarmed without your consent. You also gain +5 Load.

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:** You take +1 ongoing when you Defend.
- **Research:** You take +1 ongoing to Spout Lore.
- **Scout:** When you Undertake a Perilous Journey, you can take 2 jobs for the exploration.

You only get the bonus provided by your Construct Companion while it is within arm's reach of you. **When your Companion is destroyed**, you can rebuild it in a couple of days.

EUREKA! I'VE GOT IT!

When you roll a 12+ on Field Test, your Gadget defies expectations, its effects going above and beyond what your theories predicted. Choose nothing from the list.

ETHERIC FIELD

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

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 in a workshop.

IT'S TOO DANGEROUS TO GO ALONE

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

LOGICAL

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

OVERLOAD

When you use a Gadget as a weapon, you may choose to deal +1d6 damage with it. If you do, either spend 1 Charge or the Gadget is damaged - you can repair it, but it will take some time and concentration.

ROCKET MAN

When you need to be somewhere really quickly, roll +DEX. **On a hit**, you are there the moment before you need to be. **On a 7-9**, also choose one:

- You needed a burst of speed to get there in time - spend 1 Charge.
- Your reckless charge puts you in a tight spot.

WORLDLY

Gain one move from a playbook no one else is currently using.

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

A LITTLE TRICK I PICKED UP

Gain one non-multiclass move from the Thief, Mage, or Wizard class list.

FORCEFIELD UPGRADE

Replaces: Etheric Field

You have +Armor equal to your held Charge.

HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS. **On a 12+**, you get to ask the GM any three questions, not limited by the list.

I'LL MAKE MY OWN FRIENDS

When you spend some downtime assembling a robotic hireling, roll +INT. **On a 10+**, it has +3 Loyalty and 5 points worth of skills, divided as you see fit. **On a 7-9**, it has +2 Loyalty and 3 points worth of skills, divided as you see fit. **On a miss**, it has +1 Loyalty and 1 point in a skill of the GM's choosing. In any case, your new hireling has "Cost: Regular repairs and fine-tuning."

INCREASED VOLTAGE

You can draw out more juice in a pinch. **When a move requires you to spend 1-Charge while you have none**, you may damage any one of your Gadgets to gain 2-Charge. You can repair it, but it will take some time and concentration.

MAXIMUM OVERLOAD

Requires: Overload

When you use a Gadget as a weapon, you may spend 1-Charge to deal +3d6 damage with it. If you do, the Gadget is damaged - you can repair it, but it will take some time and concentration.

OLD CONSTRUCT, NEW TRICKS

Requires: Construct Companion

You have improved your old Construct. Your Companion can now have two specializations at a time. **When your Companion is destroyed or you want to remodel it**, you can rebuild it in a couple of days, with new specializations.

OTHERWORLDLY

Requires: Worldly

Gain one move from a playbook no one else is currently using.

PUT TO BETTER USE

When you are finished using a device made using Jury-Rig, you can dismantle it to choose one:

- Gain 1-Charge
- Give +2 armor forward to yourself or an ally within arm's reach
- Immediately repair a damaged Gadget or other piece of equipment

QUICKLY, I MUST MAKE PREPARATIONS

When you work hard on modifying yourself and your gear for an hour or two, set your prep to 1. **When you prepare for a day or longer**, set your prep to 3. **When your preparation pays off**, spend 1 prep to give +1 to any roll, even if it isn't your roll. You can only spend one prep per roll.

This replaces the Bolster special move for you.

PREP:

THE ARTIFICER'S GADGETS

A LOOK AT TAGS AND WHAT THEY MEAN

The Artificer's Gadget Belt move grants them a host of cool gadgets, made by slamming three words together and then adding a tag. Some of the tags listed are ordinary - Piercing 2 and Forceful are covered by the Dungeon World core rules. The others... less so. +2 Armor vs. ____ isn't too hard, but what's appropriate to put in the blank? What does Elemental really mean? What kinds of Alternate Movements are okay? This page has been added to answer those questions.

FORCEFUL AND PIERCING 2

For completion's sake, these tags will be included on this page. Both Forceful and Piercing Gadgets must both be weapons - they have a Range tag, they can be used to Hack & Slash or Volley, and they deal your class damage.

A **Forceful** Gadget is one that sends its targets flying on impact. Forceful Gadgets either hit hard, explode, or use a strong force to push people around. **Possible Gadgets:** Clockwork Explosion Trinkets, Magnetic Emitter Wand, Alchemic Amplification Glove, Steam Emitter Torch, Alchemic Beam Golem.

A **Piercing 2** Gadget is one that ignores 2 points of Armor from those it deals damage to. Piercing Gadgets usually use weird or bizarre properties to get around or through normal defenses. **Possible Gadgets:** Ectoplasmic Beam Device, Electrical Field Glove, Magnetic Propulsion Wand, Steam Emitter Torch.

+2 ARMOR VS ____

The +2 Armor Vs ____ Gadget requires you to specify what it protects against - they don't provide universal armor. As defensive gadgets, +2 Armor Vs ____ Gadgets are rarely weapons, although they can be. If it is, it will rarely have a range farther than Hand. You do not have to pick a protection from the list below. These are provided as a guideline.

A **+2 Armor Vs. Fire** Gadget is obvious - it protects you from fire damage. Magic fire, being set on fire, walking through a really hot room; damage from those is reduced by 2. Other elements you could pick: Cold, Electric, Chemicals, Ghosts. **Possible Gadgets:** Pyromatic Defuser Glove, Alchemic Reversal Suit.

A **+2 Armor Vs. Ammo** Gadget protects you from most ranged attacks - arrows, Thrown weapons, and anything else that would use Ammo. It will protect you from small arms fire, but not giant boulders or collapsing ceilings. **Possible Gadgets:** Electrical Shielding Golem, Magnetic Field Belt

A **+2 Armor Vs. Environment** Gadget won't protect you from an ax or other weapon, but it will protect you from a variety of dangers. This gadget will cushion falls, soften falling rubble, and help you cross burning acid. **Possible Gadgets:** Ectoplasmic Amplification Suit, Clockwork Defuser Golem.

ELEMENTAL (____)

The Elemental (____) Gadget is a weapon, first and foremost. If you're putting this tag on a Gadget, you intend to hurt people with it. The Elemental keyword is what gives your Gadget elemental properties - without this, your Pyromatic Beam Cannon doesn't set things on fire. These are the same Elemental tags that The Mage has access to. You do not have to take one of the elements listed here, but if you use a different element, be sure to go over what that element fully entails with your GM.

An **Elemental (Fire)** Gadget burns things. Enemies hit by it catch fire, you can use it to destroy paper and wood, start a campfire, or destroy a building, given enough time. **Possible Gadgets:** Pyromatic Beam Cannon, Pyromatic Explosion Glove.

An **Elemental (Ice)** Gadget freezes things. Enemies hit by it are immobilized, you can use it to freeze water, put out fires, or create slippery floors. **Possible Gadgets:** Cryogenic Explosion Flasks, Cryogenic Emitter Wand.

An **Elemental (Electric)** Gadget shocks things. Enemies hit by it are stunned, you can use it to blast things away, create light, and power ancient technology. **Possible Gadgets:** Electrical Amplification Glove, Electrical Projector Device.

ALTERNATE MOVEMENT (____)

The Alternate Movement (____) Gadget is almost never a weapon. Alternate Movement Gadgets get you from place to place with style, and you don't need to use Field Test to use one of these Gadgets for its listed movement method. The only real restriction on this tag is that direct flight is not allowed - if you want to fly, take the Hover or Jumping movement and use a Field Test roll when you need to actually fly with it. You can select a movement method not listed here, but be sure to go over it with your GM before going ahead with it.

An **Alternate Movement (Hover)** Gadget keeps your feet clean. This Gadget will lift you lightly off the ground, allowing you to walk over any solid surface safely, even if the floor is electrified or there is an acid spill. This Gadget can also slow your descent if you fall in a controlled manner - it will do nothing to protect you from an involuntary fall. **Possible Gadgets:** Pyromatic Emitter Suit, Magnetic Reversal Boots.

An **Alternate Movement (Jumping)** Gadget lets you leap. This Gadget will propel you from the ground at high velocity, allowing you to travel large distances and over gaps at unreasonable speeds. **Possible Gadgets:** Clockwork Propulsion Golem, Alchemic Amplification Suit.

An **Alternate Movement (Climbing)** Gadget lets you cling to walls, hands free. This Gadget will hold to the wall for you, keeping your hands free to do other important things, like aiming or climbing higher. Just be wary of anything damaging your gadget while you're up there. **Possible Gadgets:** Clockwork Field Belt, Magnetic Emitter Golem.

An **Alternate Movement (Swimming)** Gadget lets you go under water. This Gadget allows you to breathe and move underwater at a good clip. **Possible Gadgets:** Ectoplasmic Field Goggles, Steam Reversal Trinkets.

An **Alternate Movement (Ethereal)** Gadget lets you go ghost. This Gadget lets you walk through thin walls or doors, but you can't bring anyone else with you. Using this gadget may draw the attention of ghosts, however. **Possible Gadgets:** Ectoplasmic Amplification Belt, Ectoplasmic Beam Suit.

OLD EQUIPMENT CONVERSION

Previous versions of the Artificer included weaponry options for them to pick from. With this most recent revision, however, your Gadgets make up your weaponry, so these equipment options were removed. If you particularly liked that equipment for your Artificer, you can recreate them like so:

- **Caustic Chemicals:** Alchemic Propulsion Flasks (reach, piercing 2, weight 1)
- **Bag of Explosives:** Alchemic Explosion Trinkets (near, forceful, weight 1)
- **Clockwork Crossbow:** Clockwork Propulsion Rod (near, piercing 2, weight 1)




NAME

LOOK

Drider: Dremoi, Jannist, Pytri, Seliin, Svell, Tenrissa, Telsa, Tethys, Toryth, Vesimotto

Cold Eyes, Mischievous Eyes, or Sharp Eyes
Hooded Head, Styled Hair, or Wild Hair
Camouflage, Mage's Robes, or Mostly Naked
Built Body, Lithe Body, or Withered Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 	ARMOR 		HP 	YOUR MAX HP IS 6+CONSTITUTION	

ALIGNMENT

- NEUTRAL
Defeat another in a noncombat contest of skill or strength
- CHAOTIC
Go where you aren't allowed and take something to show for it
- EVIL
Inflict serious injury to someone weaker than you

STARTING MOVES

WALL WALKING

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition, as long as it can support your weight. You may carry someone with you while you are Wall Walking, but you cannot use your hands while you have a passenger.

DEATH FROM ABOVE (DEX)

When you drop down on an enemy from above, roll +DEX. On a 10+, choose three. On a 7-9, choose two:

- Deal your damage with a Hand weapon
- Kidnap them - you retreat to somewhere nearby, taking them with you
- Your target doesn't notice you in time to make a move against you
- No one else notices you dropping in, and your target doesn't make a sound

NO ONE LOOKS UP

When you cling to a ceiling without talking, moving, or attacking, NPCs will never notice you, if you haven't been spotted already. If the ceiling is high enough that you're above their natural line of sight, they won't notice you even if you move. You can always ask the GM if you are above their line of sight before moving, and the GM will answer truthfully.

BLACK MAGIC (INT OR CHA)

When you gain this move, circle whether it uses INT or CHA.

When you weave a spell to inflict pain, choose two tags from the list and roll +INT/CHA. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage. On a 7-9, also choose 1:

- You draw unwanted attention or put someone in a spot.
- The GM removes a non-range tag of their choice, and you deal -1 damage.
- The casting saps your energy. You take -1 ongoing to Black Magic until you have a few minutes to clear your head.

Range Tags

Hand: A melee attack that requires you to get close enough to touch your target

Reach: A melee attack that needs room, good for keeping enemies from getting close to you

Near: A ranged attack, safe to use when enemies aren't on top of you

Tags

Debilitating (half damage): Hinder or slow down enemies, but deal half damage

Elemental (fire): Set your target on fire

Forceful: Knock the targets back several feet, possibly off their feet

Piercing 1: Ignore 1 point of the target's armor

Two Targets (-1 damage): Target two enemies at the same time, but deal one less damage

HALF SPIDER

Choose what kind of spider you take after:

- BITING SPIDER
You have a venomous bite. You can use your bite as a weapon with Hand range that deals half damage, but if it connects you fill the bite location with a localized paralyzing poison, which renders the bite location useless. Your venoms wear off after about a day.
- JUMPING SPIDER
You can leap to anywhere within Near range with ease. In addition, as long as there is room to leap around in, you can use Death From Above anywhere, at any time.
- SPINNING SPIDER
You can create an infinite amount of webbing, which can be used to create bridges, bind helpless creatures, or any other use you can conceive of for flexible, sticky, incredibly durable rope.

BONDS

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

I plan to kill _____ one day, but not today.

_____ impresses me, for a lesser creature.

_____ doesn't think highly of me. How foolish of them.



THE DRIDER

LEVEL XP

GEAR

Your Load is 6 + STR. You start with dungeon rations (5 uses, 1 weight) and a wicked dagger (hand, 1 weight).

Choose your inherent defense:

- Chitinous natural armor (1 armor, 0 weight)
- Piercing spider legs (close, piercing 1, 0 weight)
- Razor sharp claws (hand, messy, 0 weight)

Choose one:

- One healing potion
- A fine sword (close, +1 damage, 1 weight)
- Bag of books (5 uses, 2 weight)

ADVANCED MOVES

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

A SPIDER'S LAIR (DEX)

Requires: Spinning Spider

REMAINING
WEB:

When you have time to prepare an area with webs and traps, roll +DEX.

On a 10+, hold 3-Web. **On a 7-9**, hold 2-Web. **On a 6-**, hold 1-Web, but the GM also holds 1-Web to use against you or your allies. Spend 1-Web any time someone moves through the prepared room to do one of the following:

- You trap them in sticky webbing, holding them still and keeping them stuck
- You deal your damage with a deadly trap
- Sting them with trap that applies your poison, if you are a Biting Spider

BATTLE MAGE

Add the following tags to the Black Magic list: *Close, Area (-2 damage), Messy (+1d4 damage), Piercing 2*. In addition, selecting a Range tag for your Black Magic does not count as one of your two tag choices.

ESCAPE ROUTE (DEX)

Requires: Jumping Spider

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

FLAUNT SUPERIORITY (CHA)

When you insult and threaten an intelligent creature, roll +CHA. On a hit, they're angry at you and all their focus is on you. **On a 10+**, take +1 ongoing against them until they calm down.

LETHAL SILK

Requires: Spinning Spider

You can use your webbing as a melee weapon with Reach, Precise, and Messy.

When you deal damage with your Lethal Silk, choose one:

- You knock a weapon out of their hands, sending it flying away
- You snatch a visible item right off of their person
- Your webbing slices through something - their armor, a piece of the terrain, or a limb, your choice.

MIXED VENOM

Requires: Biting Spider

When you spend some time consuming herbs and working dark magics, you can replace your venomous bite's effect. Choose one of the following options, which will last until you change your bite's effects again:

- A localized paralyzing poison, which renders the bite location useless.
- A weakening poison. The target takes -1 ongoing to damage per dose applied.

When the target rolls a negative number for damage, they pass out.

• A deadly poison, which will slowly kill them. **If they aren't cured before the poison would naturally wear off in a day**, they die. Each dose cuts their remaining time alive in half.

PASSING THROUGH (DEX)

Requires: Jumping Spider

When you leap through a dangerous route, roll +DEX. On a 10+, choose three. **On a 7-9**, choose two:

- You end up exactly where you want to be, as soon as you want to be there
- You don't take damage or debility from the danger
- You grab someone along the way and bring them with you
- You land extra hard on something along the way - deal your damage to it

SPIDER TRAITS

Gain another move from the Half Spider list.

SPIDER'S TREACHERY (DEX)

When you ambush a surprised or defenseless enemy, you can choose to deal your damage with a weapon or roll+DEX. **On a 10+**, choose two. **On a 7-9**, choose one:

- You deal your damage+1d6 with a weapon
- You don't leave yourself open after the attack
- You inject them with your poison 1d4 times, if you are a Biting Spider
- You bind them with your webbing, if you are a Spinning Spider
- You leap away with them, if you are a Jumping Spider

TRANSFER POISON

Requires: Biting Spider

When you take a minute to apply your venom to a weapon, your bite loses its poison for as long as you desire. Until your bite regains its venom, when anyone deal damage with the affected weapon, it applies your venom.

When you gain a level from 6-10, choose from any of the moves on this page.

IMPROVED VENOM

Requires: Mixed Venom

Add the following options to the Mixed Poisons list:

- A depriving poison, that removes a single sense of your choice each time you apply it - sight, hearing, touch, smell, or any other sense they might have.
- A memory poison, that makes the target forget everything from the last few minutes before being bitten.

MEDICAL WEBBING

Requires: Spinning Spider

You can use your webbing as the Bandages item.

MULTICLASS DABBLER

Gain one move from any class list. Choose this move as if you were one level lower.

SPIDER APOTHEOSIS

Requires: Spider Traits

Gain the final move from the Half Spider list.

SPIDER QUEEN'S MERCY (CHA)

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

THIEVERY (DEX)

Gain the Trap Expert and Tricks of the Trade moves from the Thief class.

WAR MAGE

Requires: Battle Mage

Add the following tags to the Black Magic list: *Far, Messy (+1d8 damage), Piercing 3, Three Targets (-2 damage)*. In addition, you choose three tags instead of two.

WORD OF COMMAND (CHA)

Requires: Flaunt Superiority

When you give an order to NPCs who are beneath you, roll +CHA. On a 10+, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something else they think you want
- They stop whatever they were doing to turn their attention to you

NAME _____

LOOK _____

Dwarf: Birgaz, Drod, Frya, Ghaldran, Kesi, Korm, Lazra, Yulkat
Elf: Antioch, Nesine, Neura, Melim, Odalwa, Rolwin, Sonnia, Tessa
Human: Brendal, Kratos, Rav, Regal, Solt, Spartacus, Trent, Veronica
Ogre: Atrocla, Den-dro, Crag, Gall, Gors, Grendal, Ghundra, Krala, Trokk

Hard Eyes, Dead Eyes, or Wise Eyes
Savage hair, Shorn Hair, or Scalp Tattoos
Huge Body, Ropy Body, or Scarred Body
Elaborate Costume, Barbaric Costume, or Themed Costume

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- GOOD
Step aside in your moment of victory for the sake of another.
- NEUTRAL
Chase personal glory, no matter the risks.
- LAWFUL
Best an opponent in a fair fight.

STARTING MOVES

ARSENAL

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

When you **go into battle fully equipped**, you have 2-arsenal. You can have a maximum of 3-arsenal at any time.

Choose a look for your arsenal:

- Savage
- Exotic
- Themed
- Improvised
- Hidden

RIGHT TOOL FOR THE JOB

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

- Add a weapon tag from the list or any range tag to your weapon for one move. (*The Range tags are: Hand, Close, Reach, Near, Far*)
- Treat a single damage die as though it had rolled the maximum value.

HE'S NOT USING IT ANYMORE

When you **kill an armed enemy**, gain 1-arsenal.

ARE YOU NOT ENTERTAINED? (CHA)

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

RACE

- DWARF
You ignore the forceful tag on enemies' weapons.
- ELF
When you **use the Right Tool For the Job move to add a weapon tag to your attack**, you can add two tags.
- HUMAN
When you **go among your fans after a great victory**, it counts as the Carouse move with a 10+ result.
- OGRE
When you **are mobbed by smaller enemies**, you have +1 armor.

BONDS

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

_____ freed me from the arena.
 _____ would be dead if it weren't for me.
 I made _____ a lot of money with my victories.
 _____ bet against me once. Once.

WEAPON TAGS

- +1 Armor: You gain +1 armor.
- +1d4 damage: You deal +1d4 damage.
- Forceful: It knocks someone back a pace, possibly off their feet.
- Messy: Damage from this weapon tears people and things apart.
- 2 Piercing: Ignore 2 points of armor.
- Precise: Roll +DEX instead of +STR with Hack & Slash.
- Stun: The weapon deals stun damage instead of normal damage.
- Thrown: You can Volley with this weapon. If you do, you can't choose to mark ammo on a 7-9 result, and the weapon is lost until you can retrieve it.

THE GLADIATOR

LEVEL _____
XP _____

*When a player takes The Right Tool for the Job using a multiclass move, they also gain the Arsenal and He's Not Using It Anymore moves.

GEAR

Your Load is 12+STR. You carry your arsenal (2 weight) and survival rations (5 uses, 1 weight).

Choose a defense:

- Beast hide armor (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Piecemeal metal armor (2 armor, clumsy, 3 weight)
- Hard shell shield (+1 armor, 1 weight)

Choose a serious weapon:

- The Impaler (close, 2-piercing, messy, 2 weight)
- Sledgehammer (reach, forceful, 2 weight)
- Executioner's axe (close, reach, messy, 1 weight)

Choose three backup weapons:

- Rapier (close, precise, 1 weight)
- Throwing hammers (near, forceful, 2 weight), 3 ammo
- Battle axe (close, messy, 1-weight)
- Forearm blade (hand, +1 armor, messy, 2 weight)
- Punching dagger (hand, +2 damage, 1 weight)
- Wicked knife (hand, messy, 1 weight)

Choose one:

- 3 healing potions (0 weight)
- Antitoxin (0 weight), dungeon rations (5 uses, 1 weight), and poultices and herbs (2 uses, slow, 1 weight)

ADVANCED MOVES

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

ARMED TO THE TEETH

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

ARMOR EXPERT

You ignore the Clumsy tag on armor you wear.

BLOOD ON THE SAND

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

CUTTHROAT

Take one non-multiclass move from the Fighter, Thief, or Ranger class list.

I DO NOT HIT...

When you **hack & slash**, you may roll+Arsenal instead of roll+STR.

I'LL HAVE THAT

When you **try to disarm a foe**, roll+STR. **On a 10+**, he's disarmed and you gain 1-arsenal. **On a 7-9**, he's disarmed, but his weapon's way over there. You can go get it, and gain that 1-arsenal, but you'll have to expose yourself to danger to do it.

MANO-A-MANO

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

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

NEVER UNARMED

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

TRASH TALK

When you **insult an enemy before a fight**, roll+CHA. **On a 10+**, they're rattled; they take -1 damage ongoing until the end of the fight. **On a 7-9**, they take -1 damage ongoing against your allies, but they gain +1 damage ongoing against you until the end of the fight--you really pissed 'em off.

WALL OF BLADES

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

When you **gain a level from 6–10**, choose from these moves or the level 2–5 moves.

AM I NOT MERCIFUL?

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

BETTER A BROKEN SWORD THAN A BROKEN SKULL

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

DEATH SMILES UPON US ALL

When you **take your Last Breath**, roll +CHA.

GOD OF THE ARENA

Requires: Blood on the Sand

When you **fight an opponent with a debility**, deal +1d6 damage.

...IT HITS ALL BY ITSELF

Requires: I Do Not Hit...

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

LEARNED THIS ONE OUTSIDE THE RING

Take one non-multiclass move from the Fighter, Thief, or Ranger class list.

MORITURI TE SALUTANT

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

MY TEETH ARE ALSO ARMED

Requires: Armed to the Teeth

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

ROPE-A-DOPE

Requires: Mano-a-Mano

As long as you're fighting your chosen foe, take +1 ongoing.

WHAT'S YOURS IS MINE

Requires: I'll Have That

Add the following option to the Defend basic move:

- Disarm the attacker of their weapon and gain 1-arsenal.

Name

Look




Human: Names

Dwarf: Names

Elf: Names

Hollow Eyes, Dead Eyes, or Glowing Eyes
Withered Hair, Bald, or Eerie Helm
Weathered Finery, Fresh Finery, or Ancient Finery
Embalmed Body, Withered Body, Bony Body

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

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
<input type="checkbox"/> weak -1	<input type="checkbox"/> Shaky -1	<input type="checkbox"/> Sick -1	<input type="checkbox"/> Stunned -1	<input type="checkbox"/> Confused -1	<input type="checkbox"/> scarred -1
str	dex	con	int	Wis	cha
Damage 	Armor 		HP 	Your Max HP is 10+Constitution	

Alignment

Lawful

Endanger yourself following the precepts of your lord

Evil

Harm someone to show your superiority

Race

Human

You are a great commander. Your undead hirelings gain a +1 to their skill.

Dwarf

Your people have long since made their armor from the very bones of the earth, and as such you start with 3 armor.

Elf

When you Volley, you can roll+Soul.

Bonds

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

_____ fears death. I can feel it.

_____’s fearlessness in the face of death disturbs me.

_____ sends many souls to my master.

My lord warned me about consorting with _____.

Starting Moves

Lord of Undeath

You have sworn fealty to one of the lords of undeath, granting you armor and powers related to their sphere of influence. Choose a lord. You gain 2 armor and roll+Soul for the stated move:

Lord of Bones: Your armor is made of bone and fused to your flesh. Roll+Soul for Defend

Lord of Shades: Your armor is raw shadowstuff from beyond the Black Gates. Roll+Soul for Discern Realities.

Lord of Spectres: Your armor is the spectral remains of a great general’s armor. Roll+Soul for Parley.

Undead Servitor

Your lord has granted you a servant. Treat it as a Hireling with one of the following skills, based on your lord:

Lord of Shades: Burglar +3

Lord of Spectres: Protector +3

Lord of Bones: Warrior +3

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

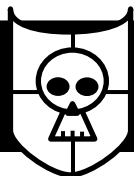
Death Never Eats, Never Sleeps

Your link to the undead grants you vitality. When a move tells you to mark off a ration, ignore it. In addition, you are immune to sleep and can gain the benefits of making camp with a few hours mending your armor.

Deathbringer

When you take a life, you gain 1 Soul. You cannot have more Souls than your CHA.

You can spend a Soul to gain a +1 Forward on any one roll.



The Grave Knight

Level
XP

Gear

Your Load is 12+STR. You have your armor (2 armor, 3 weight), adventuring gear (5 uses, 1 weight) and some symbol from your lord, describe it (0 weight).

Choose two weapons:

- Executioner's axe (close, +1 damage, two-handed, 2 weight)
- Skull mace (close, 1 weight)
- Bonewrought knife (hand, 1 weight)
- Bone bow (near, far, 1 weight) and quiver (3 ammo)

Choose one:

- 2 healing potions (0 weight)
- Shield (+1 armor, 2 weight)

Advanced Moves

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

- Undead Squires

Your lord has granted you another servitor. Choose a different skill for this Hireling, which is not limited to the original three.

- On a Pale Horse

When you summon undead steeds for you and your companions and you ride them like devils through the wild, treat it as rolling 10+ on the trailblazer roll to Undertake a Perilous Journey.

- Black Blade

You gain the Signature Weapon move from the Fighter. In addition, you can choose this enhancement: Soul Container: Your maximum Soul total increases by one.

- Stormbringer

Whenever you gain a Soul, you regain your CHA in HP.

- Knight of the Skull

Choose a number of Wizard or Cleric spells equal to your CHA. You can cast these by spending a number of Souls equal to the spell's level.

- Reaper

You can spend 1 Soul to deal +1d6 damage Forward.

- Soul Siphon

When you steal life energy from a creature, roll+CHA. On a hit, you gain 1 Soul. On a 10+, the creature takes damage equal to your class damage.

- Death Dealer

Choose a move from either the Fighter, Paladin, or Necromancer class lists. You count as one level lower for these moves.

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

- Undead Escort

Requires: Undead Squires

Your lord has granted you another servitor. Choose a different skill for this Hireling, which is not limited to the original three.

- Mourning Blade

Replaces: Stormbringer

Whenever you gain a Soul, you regain your CHA in HP. In addition, you can regain more than your maximum HP in this way, though no more than twice your CHA.

- Knight of the Thorn

Replaces: Knight of the Skull

Choose a number of Wizard or Cleric spells equal to your twice your CHA. You can cast these by spending one Soul.

- Grim Reaper

Replaces: Reaper

You can spend 1 Soul to deal +1d8 damage Forward.

- Field of Bones

When you attempt to summon up an army of undead soldiers, roll+CHA. On a hit, you summon undead who will fight for you for one battle. On a 10+, both. On a 7-9, choose 1.

- The army is as large as you could hope for
- The army is well-equipped

- Agent of the Black Gate

When someone takes their Last Breath in your presence, on a 7-9, you may offer them a deal in addition to Death's. If they accept your deal, they are returned to life and bound by the terms of your agreement, just as you are. How Death feels about this is up to the GM.

- Avatar of Death

Requires: Death Dealer

Choose a move from either the Fighter, Paladin, or Necromancer class lists. You count as one level lower for these moves.

NAME

Dwarf: Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar
Human: Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William

LOOK

Cunning Eyes, Hopeful Eyes, or Innocent Eyes
Athletic Body, Fat Body, or Handsome Body
Cropped Hair, Stylized Hair, or Fancy Hat
Merchant's Clothes, Noble's Clothes, or Pauper's Clothes

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

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

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

ALIGNMENT

- LAWFUL**
Lead others to uphold the great law of the land
- GOOD**
Lead others to undertake just ends
- EVIL**
Lead others to undertake nefarious ends
- CHAOTIC**
Lead others to incite upheaval and break order

STARTING MOVES

COMMANDING SHOUT

When you bark orders, shout out plans, or direct a plan of action roll +INT. *On a 10 + hold 3. *On a 7-9, hold 1. Hold may be spent 1 for 1 to:
Rally Fervor: Allow an ally to deal +1d4 damage
Rally Vigor: Allow an ally to heal 1d4 damage
Rally Fortitude: Allow an ally to ignore the effects of a debility momentarily
Rally Courage: Allow an ally to ignore the effects of fear momentarily

WORDS OF POWER

When you attempt to take charge of a social situation, convince someone, or show personal authority roll +CHA. *On a 7-9 the GM chooses one. *On a 10+ the GM chooses one and you and your allies take +1 forward against them.
*Do what you say or agree to your viewpoint
*Disagree entirely, but see your point regardless
*Back away cautiously, abandon hostility, or flee
*Attack out of desperation or goading

RACE

- DWARF**
You are an example of patience and wisdom. Whenever you would normally have -1 forward, roll +WIS. On a 10+ you ignore the penalty.
- HUMAN**
You are the result of many trials and tribulations to learn what you know. You gain +1 when utilizing Spout Lore for a tactical advantage.

BONDS

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

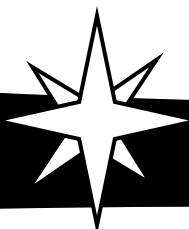
- _____ was led by me in the past to glory and riches
- _____ was led by me in the past to failure
- _____ has great potential to learn from a true leader
- _____ is hopeless, but I will do what I can to guide them to their fullest potential
- _____ is aware of some of my secrets on the way to great leadership, for better or worse

CHAMPION

When you lead allies in a cause, all of you take +1 forward.

BORN LEADER

When you aid another, you may roll +CHA instead of +BOND



THE LEADER

LEVEL
XP

Gear

Your load is 8+strength. You start with a symbol of leadership and dungeon rations (5 uses, 1 weight).

Choose the following:

Choose a Defense

- Chainmail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)

Choose Your Armaments

- Warhammer (close, 1 weight)
- Longsword (close, 1 weight)

Choose One

- Adventuring Gear (1 weight) and Dungeon Rations (5 uses, 1 weight)
- Healing Potions (0 weight)

Advanced Moves

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

SETUP STRIKE

When you attack to create an opening for an ally or work to distract an opponent roll +INT. *On a 10+ the ally gets to make an attack without any consequence. *On a 7-9 they make the attack but choose 2 from the following:

- * The attack is poorly executed and barely effective
- * The attack doesn't bring undue attention to the Leader
- * The attack doesn't bring undue attention to the ally

LOYAL FOLLOWERS

You gain a small number of hirelings who have come seeking glory under your banner or guidance. You have a pool of 12 points of which to build 1 to 3 hirelings. Each hireling you create can only start with one skill.

LEAD BY EXAMPLE

For each challenge you overcome as the clear leader or source of motivation, hold 1 Renown. You may spend Renown 1 for 1 to:

- * Gain a needed item, but at a cost
- * Gain the aid of a needed ally, but with a favor owed
- * Gain +1 to Carouse

COMMANDER'S TONE

When successfully using Commanding Shout, you may take 1 additional hold

READ THE BATTLEFIELD

When you discern realities in combat, you may give +1 forward to an ally

UNYIELDING

When fighting in the thick of combat alongside allies take -1 damage

TEAMWORK

When you aid another, they take an additional +1 forward

SHAKE IT OFF!

Rally Vigor heals +1d6 damage instead of +1d4

YOU HAVE MY AXE!

Rally Fervor deals +1d6 damage instead of +1d4

BATTLEFIELD SCHOLAR

Choose a move from a playbook no one else is playing.

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

LEADER OF MEN

You gain an additional hireling for free, built on 4 points

UP THROUGH THE RANKS

One of your hirelings can be upgraded to a loyal follower. The hireling gains a second skill at +2. You no longer have to roll to send them into a dangerous situation.

BATTLEFIELD MASTER

(Replaces Read the Battlefield)

When you discern realities in combat you and an ally gain +1 ongoing

EXAMPLAR OF LEGEND

You may risk Renown on a publicly known challenge or task. You may bet up to half of your current Renown on your success. Should you succeed you gain double the Renown bet. Should you fail, you lose all the Renown you bet and take -1 ongoing to hireling rolls until you atone for the failure.

UNBREAKABLE

(Replaces Unyielding)

When fighting in the thick of combat alongside allies, you and each ally nearby take -1 damage.

WOLF PACK TACTICS

When performing Setup Strike, on a success you and the ally take +1 forward against the opponent. In addition, on a 12+ the opponent is put at an additional disadvantage, made a fool, or misses an opportunity.

NOT IN VAIN

You may sacrifice a hireling to prevent a nearby ally from taking any damage or negative consequences from an attack.

FAVORS FAR AND WIDE

When you Carouse with at least 1 Renown unspent, you may gain 5 dungeon rations.

UNWAVERING ALLIES

(Replaces Teamwork)

When you aid another, they and you take an additional 3 hold. This hold may be spent 1 for 1 on any roll within a short time period.

NAME




LOOK

Elf: Byakuren, Enkirash, Fenfaril, Halwyr, Lautrec, Lilliastré, Phirosalle, Quelann
Human: Aldara, Avon, Logan, Marisa, Morgan, Ovid, Rath, Vitus, Uri, Xenó, Ysolde

Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes
 Pudgy Body, Creepy Body, or Thin Body

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4 + CONSTITUTION

ALIGNMENT

- GOOD
Use magic to directly aid another.
- NEUTRAL
Discover something about a magical mystery.
- EVIL
Use magic to cause terror and fear.

STARTING MOVES

ARCANE LEARNING

You are a font of esoteric knowledge. When you **Spout Lore** or **Discern Realities** about something magical or otherwise arcane, on a 10+ the GM will also tell you a little-known secret about the subject.

CAST A SPELL (INT)

When you weave a spell to help solve a problem, describe it and roll +INT. Spells cast this way can never deal damage directly. On a 10+, the spell certainly helps, but choose one. On a 7-9, the spell takes effect, but choose two:

- Your spell won't last long - you'll need to hurry to take advantage of it.
- Your spell affects either much more or much less than you wanted it to.
- Your spell has unforeseen side effects, and might draw unwanted attention.
- The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.

On a miss, something's gone horribly wrong. Your spell may well have worked, but you will regret casting it.

SPELL FOCUS

Your magical studies are centered on a particular kind of magic, an aspect of the metaphysical world from which you take inspiration. When you first learn magic, select a Focus from the list, and record it below. There is more information on Spell Foci on the attached page.

When you weave a spell that is Aligned to your Focus, your modifier to the roll can't be less than +1. When you weave a spell that is neither Aligned nor Opposed to your Focus, take -1 to the roll. You can never weave a spell if it is Opposed to your focus.

Focus: _____ Look: _____

Aligned: _____

Opposed: _____

RACE

- ELF
Whenever a magical effect happens close by, you can feel it, and tell roughly which direction and how far it is from you.
- HUMAN
When you Parley, you can always offer to cast a spell as Leverage.

BONDS

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

I have shown _____ the power of the arcane arts.

I suspect _____ fears what they do not understand.

_____ knows the secret to my powers.

Choose either Black Magic or Counterspell to start with. You can take the other as an Advance when you Level Up.

- BLACK MAGIC (INT)
When you weave a spell to inflict pain, choose two tags and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage. On a 7-9, also choose 1:
 - You draw unwanted attention or put someone in a spot.
 - The GM removes a non-range tag of their choice, and you deal -1 damage.
 - The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.**Tags:** Reach, Near, Debilitating (-1 damage), Elemental (choose 1), Forceful, Piercing 1, Subtle, Two Targets (-1 damage)

- COUNTERSPELL (INT)
When you counter a magical spell as it is cast, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:
 - The spell deals no damage.
 - The spell's effects are superficial and temporary.
 - You take +1 forward against the caster.
 - Use Black Magic against the caster immediately, even if you don't have the move. You don't need to specify a Range tag.

*When a player takes the Cast a Spell move using a multiclass move, they also gain the Spell Focus move.

GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power (such as a wand, crown, or book) describe it (1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

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

Choose one:

- One healing potion
- Three antitoxins

ADVANCED MOVES

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

ARCANE WARD

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

BATTLE MAGE

Add the following tags to the Black Magic list: *Close*, *Area* (-2 damage), *Messy* (+1d4 damage), *Piercing* 2. In addition, selecting a Range tag for your Black Magic does not count as one of your two tag choices.

ENCHANTER

When you have time and safety with an item in a place of power, you may weave a spell to imbue it with magical power. Describe what kind of magic you want to imbue the item with, then roll +INT. On a 10+, choose two. On a 7-9, choose one.

- The enchantment is permanent.
- The enchantment has no unknown side effects.
- The enchantment does not have a weird limitation.

On a miss, the item you made is cursed. The GM will let you know the nature of the curse, but only after it is too late.

IMPRESSIVE COUNTERSPELL

When you use Counterspell and roll a 12+, choose 3 options.

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 analyze your surroundings, you can Discern Realities with INT instead of WIS.

MULTICLASS DABBLER

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

PRODIGY

Select a Focus other than the one you have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

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 ____
- The result will be a lesser version, unreliable or limited
- It will need 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 ____

SPELLWEAVER

When you roll a 12+ on Cast a Spell, your spell defies expectations, helping above and beyond what you intended. Choose nothing from the list.

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

ARCANE ARMOR

Replaces: *Arcane Ward*

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

ARCHMAGE

Requires: *Prodigy*

Select a Focus other than the one you have or the one you selected for Prodigy, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

BEYOND LIMITATION

Select one of your Opposed elements and remove it.

ENCHANTER'S SOUL

Requires: *Enchanter*

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

HIGHLY LOGICAL

Replaces: *Logical*

When you use strict deduction to analyze your surroundings, you can Discern Realities with +INT instead of +WIS. On a 12+, you get to ask the GM any three questions, not limited by the list.

PERFECT COUNTERSPELL

Add the following to your list of Counterspell options:

- The enemy's spell affects its caster at full strength.

REFLEXIVE COUNTERSPELL

Requires: *Impressive Counterspell*

When you use Counterspell, choose one additional option, even on a 6-.

RITUAL MASTER

Requires: *Ritual*

When the GM tells you the requirements you need to perform a Ritual, you can veto one of those requirements.

SPELL MASTERY

Requires: *Spellweaver*

When you roll a 10+ on Cast a Spell, you do not need to select any options from the list. On a 7-9, choose only one option from the list.

WAR MAGE

Requires: *Battle Mage*

Add the following tags to the Black Magic list: *Far*, *Messy* (+1d8 damage), *Piercing* 3, *Three Targets* (-2 damage). In addition, you choose three tags instead of two.

THE MAGE'S SPELL FOCUS

THE ELEMENTS OF A SPELL FOCUS

Your Spell Focus is the crux of your Mage's power - it is that element around which their abilities gravitate, and determines what sort of magic they can use well and what sorts of magic they really... can't. Each Spell Focus is made up of a number of elements, detailed below.

FOCUS

Your Focus is the name of the brand of magic you have consigned yourself to. It is a thematic bind that ties your powers into a cohesive whole. Your Focus must always begin with the word "The," this is important for magic.

ALIGNED ELEMENTS

The Aligned elements of a focus are those that define your Mage's specialty. Each Focus has 3 Aligned options, which form an outline for what kind of spells you excel at. **Whenever you Cast a Spell**, if the spell you describe falls within one or more of your Aligned options, then the minimum bonus your roll can have is +1. This also applies to the Black Magic and Counterspell moves, when applicable.

The Mage can still cast spells that fall outside of these Aligned elements. If they do, however, they take -1 to the roll. The Mage's powers are wide and varied, but they only have practice with their Aligned elements.

PRODIGY, ARCHMAGE, AND BEYOND LIMITATION

There are three advanced moves The Mage can take that alter the nature of their Spell Focus: Prodigy, Archmage, and Beyond Limitation. Beyond Limitation's function is very simple, but Prodigy and Archmage can be a bit complicated. When you take either of these Advanced moves, you select a Focus you do not have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. In this way, you broaden your mastery of spellcasting, at the cost of narrowing the variety of magic you have at your disposal. You can never pick elements that contradict any of your existing elements - a Dragon Mage cannot take The Mask's "Using Brute Force" Opposed option, for instance.

An example: A Dragon Mage hits level 2, and decides to take the Prodigy move. She then picks any Focus other than The Dragon, and she settles on The Clock. She adds the Aligned element Adjust the Flow of Time to her list of Aligned elements, and she selects the Opposed element Manipulating Emotions. She ends up with the following Aligned and Opposed elements:

Aligned: Form of the Dragon, Create and Control Fire, Reckless Destruction, and Adjust the Flow of Time.

Opposed: Using Subtlety, Healing or Repairing, Manipulating Emotions.

If she later takes the Archmage move, she cannot pick The Clock as her third Focus - she must pick a new one.

LIST OF SPELL FOCI

Focus: The Abyss

Look: Missing Eyes, Replaced Limb, or Touch of Rot

Aligned: Conjure Horrors, Corrupt the Innocent, Transfigure Living Flesh

Opposed: Purification or Enhancement, Using Spells that Aren't Horrifying

Focus: The Clock

Look: Hourglass pupils, Impossibly Old, or Ticking Heartbeat

Aligned: Adjust the Flow of Time, Stop Aging and Movement, Erode to Dust

Opposed: Manipulate Emotions, Moving Anything Around

Focus: The Dragon

Look: Aura of Warmth, Dragon Tail, or Scaled Body

Aligned: Form of the Dragon, Burn with Fire or Passion, Reckless Destruction

Opposed: Healing or Repairing, Using Subtlety

Focus: The Forest

Look: Green Skin, Leafy Hair, or Tree-Sap Blood

Aligned: Rampant Growth, Unmake the Artificial, Commune with Nature

Opposed: Assist or Create Anything Artificial, Desecrating the Natural Order

Focus: The Horizon

Look: Immaculate Grooming, Never Touches the Ground, or No Blood

Aligned: Reveal the Way Forward, Purification, Grant Freedom or Movement

Opposed: Elemental Magics, Forcing or Restricting Movement

Focus: The Mask

Look: Eternal Smile, Poker Face, or Silver Palms

Aligned: Misdemeanors, Avoid Notice, Cunning or Elaborate Plans

Opposed: Break the Facade, Using Brute Force

LOOK

Your magical bond of power has altered you in strange and unforeseen ways. Each Focus has a set of Look options associated with it, which are a bit more unusual than most. Select one Look from the list.

OPPOSED ELEMENTS

The Opposed elements of a focus are those that define your Mage's limits. Each Focus has 2 Opposed options - one of which that prohibits you from using magic towards a certain ends, and another that prohibits you from using magic with certain methods. For example, The Dragon's Opposed elements are "Healing or Repairing" and "Using Subtlety." The former stops the Dragon Mage from ever using magic to heal or repair anything, and the second prevents the Dragon Mage from using magic in a subtle or hidden manner. The Mage can NEVER cast a spell (including Black Magic and Counterspell) if it would fall under these Opposed elements.

Focus: The Stars

Look: Galactic Hair, Speckled Skin, or Star-shaped Pupils

Aligned: Foretell Destiny, Call Across Space, Peel Back the Veil

Opposed: Earth and Stone, Hiding the Truth

Focus: The Storm

Look: Aura of Wind, Purple Skin, or Touch of Static

Aligned: Fog and Lightning, Control Wind and Rain, Move like the Wind

Opposed: Stasis and Calm, Creating Anything Solid or Permanent

Focus: The Tower

Look: Eyes of Mercury, Metal Arms, or Quicksilver Blood

Aligned: Shield From Harm, Give Strength to the Weak, Iron and Steel

Opposed: Fleeing or Escaping, Using Magic for Your Own Gain

Focus: The Twilight

Look: Inky Black Eyes, Missing Shadow, or Monochrome Body

Aligned: Dance with Shadows, Incite Terror and Panic, Shroud the Truth

Opposed: Fire and Light, Being Loud or Obvious

Focus: The Winter

Look: Aura of Cold, Blue Skin, or Touch of Frost

Aligned: Chill them to the Bone, Induce Stasis, Reveal Grim Portents

Opposed: Create or Empower Life, Showing Generosity

NAME




Dwarf: Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar
Human: Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William

LOOK

Cunning Eyes, Hopeful Eyes, or Innocent Eyes
Athletic Body, Fat Body, or Handsome Body
Cropped Hair, Stylized Hair, or Fancy Hat
Merchant's Clothes, Noble's Clothes, or Pauper's Clothes

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- LAWFUL**
Take action to uphold the system.
- GOOD**
Use your connections to influence and help others.
- EVIL**
Kill someone to advance your ambition.
- CHAOTIC**
Subvert or defy the system.

STARTING MOVES

CONNECTIONS (CHA)

When you put out the word that you need access to something or someone, roll +CHA. On a 10+, choose one. On a 7-9, choose two. On a 6-, choose three, and there's a hangup. The GM will let you know what went wrong.

- It costs a lot of money
- It will take a while before you get any results
- You will need to go out of your way to get it
- You will owe someone a favor for this

ELITE TRAINING

You grew up in a lavish and luxurious manner; no cost was spared in your pleasure or education. Pick two subjects from the following. When one of your Elite Training subjects would apply to any roll you make, take +1 to that roll. You can only gain this bonus once per roll, even if more than one Elite Training applies.

- | | |
|--|---|
| <input type="checkbox"/> Ancient History | <input type="checkbox"/> Horsemanship |
| <input type="checkbox"/> Courtship and Seduction | <input type="checkbox"/> Languages and Culture |
| <input type="checkbox"/> Dueling | <input type="checkbox"/> Sailing |
| <input type="checkbox"/> Games of Skill and Chance | <input type="checkbox"/> Stonework and Fine Craftsmanship |
| <input type="checkbox"/> Geography and Politics | <input type="checkbox"/> Warfare and Strategy |

LOYAL ASSISTANT

You have a loyal assistant of above-average skill and capability. In addition to The Noble, you also take the Assistant playbook, and you control both characters as your own. Follow all the rules for creating and playing the Assistant, as listed on the playbook.

Your assistant does not follow your orders for free. Choose a Desire:

- Love Justice Renown Riches Thrills

They will serve you so long as you can provide that Desire for them. When you fail to provide your Assistant's Desire during a session, starting next session, they become an NPC under the GM's control until you can provide their Desire once more. When your Assistant dies, gain a new one at level 1 the next time you spend some downtime in a populated area.

When either you or your Assistant takes damage, subtract this damage from the Noble's HP. When you have less than half HP, either The Assistant or The Noble is unable to continue, your choice. When you fall to or below 0 HP, the other is also unable to continue, and set your HP to 1. When you or your Assistant takes damage while you are at 1 HP, whichever one took the damage rolls their Last Breath.

LORDLY CALIBRE

When you aid or interfere with another PC, increase the bonus or penalty by 1. When you order or recruit hirelings, take +1. When you Aid your Assistant or they Aid you, take +1.

RACE

- DWARF**
You were trained in the ways of the merchant-princes of the deep mountain holds. You gain the **Stonework and Fine Craftsmanship** Elite Training option, in addition to your other two choices.
- HUMAN**
You've learned to twist the dagger after the thrust. When you successfully manipulate, blackmail, intimidate, or command someone, take +1 forward against them.

BONDS

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

- _____ served under my father, and I was cruel to them.
- _____ served under my father, and I was kind to them.
- _____ is an uncultured savage, but I will teach them the finer things.
- _____ amazes me with their skill and talent; I hope to learn from them.



THE NOBLE

LEVEL

XP

Gear

Your Load is 8 + STR. You start with a well-crafted example of any weapon you choose (and 3-ammo, should it require it) and dungeon rations (5 uses, 1-weight).

Choose a defense:

- Sensible leathers or a chain shirt (1 armor, worn, 1 weight)
- Custom-fitted platemail (3 armor, worn, clumsy, 4 weight)
- A signet ring worth 100 coin

Choose one:

- One Hireling per player. Each player defines the cost, skill, and name of one hireling. Each player gets 4 points to divide between their hirelings' skill and loyalty.
- Noble's Gear (5 uses, 0 weight). Spend 1 use of Noble's Gear to gain any nonmagical item in the Equipment chapter of the Dungeon World core rulebook, from weaponry or adventuring gear to a merchant ship or a summer home. For treasures or other trade goods, one item can have a maximum value of 200 coin.

Advanced Moves

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

ABOVE THE LAW

When you return to a civilized place in which you've caused trouble before, roll +CHA. **On a hit**, all the right people feel your ill deeds are of little consequence. **On a 7-9**, that, and the GM chooses a complication:

- But only if you seek a pardon personally
- But only if you make a show of good faith
- But only if you have something to offer

This replaces the Outstanding Warrants special move for you.

ADVENTURING STIPEND

When you spend some downtime in a populated area, gain 2-wealth. For every 1-wealth you have, all goods below 10 coin in value are free for you to purchase. For example, if you have 3-wealth, anything that costs 30 coin or less is free. You can spend 1-wealth to gain 50 coin at any time.

ANYTHING YOU CAN DO...

You are a quick student, and a bit of a showboat. **When you Make Camp**, choose one move another player knows and gain hold equal to the number of bonds you have with that player. You can spend 1-hold to use that move. **When you Make Camp**, lose any remaining hold from this move.

FLAUNT SUPERIORITY

When you insult and threaten an intelligent creature, roll +CHA. **On a hit**, they're angry at you and all their focus is on you. **On a 10+**, take +1 ongoing against them until they calm down.

FRIENDS IN HIGH PLACES

When you use your Connections, choose one less option, even on a 6-.

HIGH LEVEL HEIR

Gain one more option from the Elite Training list.

LIFE OF THE PARTY

When you Carouse, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become a local celebrity.

LUCKY

When you Make Camp, set your luck to 3. **When you roll a miss**, you may spend 1-luck and re-roll. **On a hit**, explain how you succeeded by sheer fortune and good luck. However, your luck can run out. **When you hold 0-luck**, you take -1 ongoing until you gain more.

OH, DIDN'T YOU HEAR?

When you go out in a populated area and spread rumors about a person, place, or thing, roll +CHA. **On a 10+**, choose two. **On a 7-9**, choose one.

- Most everyone believes you
- The rumors travel as fast as is reasonable
- Nobody can trace the rumor to you

WEALTH AND TASTE

When you make a show of flashing around a valuable possession, choose an NPC present. They will do anything they can to obtain your item or one like it. **When you are in a populated area**, you may spend 200-coin or sell off a valuable possession to gain 1 use of Noble's Gear.

WORLDLY

Choose one move from a playbook no one else in the party is currently using.

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

HIGH LEVEL PERFECTION

Requires: High Level Heir

Gain two more options from the Elite Training list.

...I CAN DO BETTER

Replaces: Anything You Can Do...

Your refined nobility and skill is beyond compare. **When you Make Camp**, choose one move another player knows, and gain hold equal to the number of bonds you have with that player. You can use that move until the next time you Make Camp. **When you use the chosen move**, you can spend 1-hold to take +1 to your roll. **When you Make Camp**, lose any remaining hold from this move.

MASTER ASSISTANT

When you snap your fingers or hold out your hand expectantly, your Loyal Assistant will immediately appear at your side, either offering you exactly what you need or performing a task for you.

OFF-PLANAR BANK ACCOUNTS

Replaces: Adventuring Stipend

When you spend some downtime in a populated area, gain 2-wealth. For every 1-wealth you have, all goods below 25 coin in value are free for you to purchase. For example, if you have 3-wealth, anything that costs 75 coin or less is free. You can spend 1-wealth to gain 100 coin at any time.

OTHERWORLDLY

Requires: Worldly

Choose one move from a playbook no one else in the party is currently using.

PERSONAL ENTOURAGE

When you spend some downtime in a populated area, gain a hireling or two.

SUPREME LUCKY

Requires: Lucky

When you Make Camp, set your luck to 4 instead of 3. **When you would take damage**, you may spend 1-luck to prevent that damage. If you do, describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

WEALTH BEYOND AVARICE

Requires: Wealth and Taste

When you spend some downtime in a populated area, gain 1 use of Noble's Gear.

WORD OF COMMAND

Requires: Flaunt Superiority

When you give an order to NPCs beneath your station, roll +CHA. **On a 10+**, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something else they think you want
- They stop whatever they were doing to turn their attention to you

Held Wealth:

Held Luck:

NAME

LOOK

CHOSEN PLAYBOOK:

Record your Look here.

Record The Noble's stat modifiers along the top row. Assign +1, +0, +0, +0, -1, and -1 along the bottom row.

STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1

DAMAGE

ARMOR

When The Noble's stat modifiers change, change them on this sheet too.

ALIGNMENT

Record your Alignment move here.

STARTING MOVES

CREATING THE ASSISTANT

Do not follow the standard Character Creation moves for The Assistant. Instead, do all of the following, in roughly the following order:

- Choose a playbook no one else is using. The Assistant counts as a PC using that playbook.
- Choose a Name, Look, and Alignment from the chosen playbook.
- The Assistant does not have stat scores, only modifiers. The Assistant's stat modifiers are almost equal to The Noble's - record The Noble's stat modifiers along the top row of stats, above. In the bottom row, record each of the following, placed however you see fit:

+1, +0, +0, +0, -1, -1

- Record the damage die of the chosen playbook.
- Gain one of the Race moves from the chosen playbook.
- Gain the Bonds and Gear of the chosen playbook, following the normal methods for choosing each of them.
- Gain **all but three** of the chosen playbook's starting moves. For the purposes of counting, if you have to pick from among two or more starting moves (such as with The Barbarian or The Cultist), that choice counts as only one starting move. **If the chosen playbook only has three starting moves**, you gain none of them. You can either record the Assistant's moves on the back of the sheet, or keep the chosen playbook on hand and mark your choices on it.

PLAYING THE ASSISTANT

The Assistant makes rolls and gains XP the same as every other player does. **When The Assistant makes a move**, add together the modifiers of the top and bottom rows of appropriate stat in The Assistant's stat bar. The Assistant can never have a base stat modifier higher than +3 or lower than -2.

LEVELING UP THE ASSISTANT

The Assistant does not level up quite the same way other players do. **When The Assistant gains a level**, do not increase any of their stats and do not choose an advance move. Instead, do the following, depending on which level you gained:

- **When you gain level 2, 3, or 4**, gain a starting move from the chosen playbook that you do not yet have. The Assistant should have all starting moves from their chosen playbook at level 4.
- **When you gain level 5, 6, 7, or 8**, gain one of the 2-5 Advance moves from the chosen playbook.
- **When you gain level 9 or 10**, gain one of the 6-10 Advance moves from the chosen playbook, or one of the 2-5 advances from the chosen playbook.
- **When you gain level 4 or 8**, increase one of the stats along the bottom row by +1, to a maximum of +2. Keep in mind that the total of a boosted stat and The Noble's modifier caps at a +3 modifier, in total.

RACE

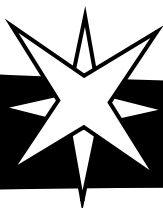
Record your Race move here.

BONDS

Record your Bonds here. The Assistant and The Noble can take bonds with each other.

GEAR

LOAD:



THE ASSISTANT

LEVEL

XP

NAME




LOOK

Dwarf: Audr, Beyzha, Gebeth, Hemorr, Hrafn, Ireia, Kolgan, Reginn, Torm, Vaster
Human: Dalton, Gale, Harp, Jean, Kyrie, Lain, Lucas, Omid, Summer, Vattic, Vivian

Haunted eyes, dreamy eyes, or alien eyes
 Straight hair, long hair, or no hair
 Honest smile, sly smile, or knowing smile
 Neglected body, sculpted body, or soft body

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

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

DAMAGE  **ARMOR**  **HP**  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- Good**
Settle a conflict through understanding.
- Neutral**
Forge a new connection between two people.
- Chaotic**
Upset a relationship to see what happens.

STARTING MOVES

EXPANDED CONSCIOUSNESS

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

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

TELEKINETIC STRIKE (WIS)

When you attack with telekinetic force, roll +WIS. **On a 10+**, deal your damage.

On a 7-9, deal your damage, but choose 1:

- You expose yourself or an ally to danger.
- Something near your target is destroyed by the blast - the GM will tell you what.
- You're overwhelmed with psychic feedback, stunning you for a moment.

Your Telekinetic Strike is a weapon with the tags Near, Forceful, and Messy.

THE HEART'S SORROW (WIS)

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

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

PEER THROUGH THE VEIL

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

RACE

- Dwarf**
You can read someone's works as well as the one who made them. You may Discern Realities about someone simply by touching something they've made, be it an item, a place, or an offspring.
- Human**
Your ability to read minds has been honed to near-paranoid perfection. When you **Defy Danger against a foe whose mind you can read**, take +1 forward.

BONDS

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

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

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

I have shown my heart to _____.

I suspect _____ is afraid of me.

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



THE PSION

LEVEL

XP

Gear

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

Choose your clothing:

- Leather armor (1 armor, 1 weight)
- Ornate clothing (expensive, 0 weight)

Choose your weapon:

- Dagger (Hand, 1 weight)
- Sturdy divination instrument (close, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight) and herbs and poultices (2 uses, slow, 1 weight)
- Halfling pipeleaf (3 uses, 0 weight) and 12 coin

Advanced Moves

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

A WALL BETWEEN TWO GARDENS

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

BE NOT DAUNTED THEREBY...

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

IMP OF THE PERVERSE

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

ORACLE OF HYPNOS

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

SOUL'S ARMOR

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

SPELL FOR A WEAK HEART

Add the following option to The Heart's Sorrow:

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

SUBMISSION TO LEADERS, HOSTILITY TO OUTSIDERS

You take +1 to rolls to Recruit hirelings.

SWORD OF THE MIND

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

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

THERE IS NOTHING HIDDEN

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

TOUCH OF AGONY

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

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

IN MY SECRET MIND

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

...NOR TERRIFIED, NOR AWED

Requires: Be Not Daunted Thereby...

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

CALL FORTH THE SOUL GUARDIAN

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

Either you or the chosen companion can spend hold on the following:

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

MINDJACK

Replaces: Imp of the Perverse

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

- They obey the command, but the execution leaves something to be desired.
- They do not obey your command, but they are briefly stunned by the mental intrusion.

On a miss, they know the face of the one who tried to take their body from them, and will react accordingly.

PERFECT DESTROYING FORCE

Requires: Sword of the Mind

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

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

REALITY REVISION

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

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

SOUL'S BASTION

Replaces: Soul's Armor

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

THE PARTING OF THE VEIL

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

WAKING NIGHTMARE

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

WATCHTOWER OF HYPNOS

Requires: Oracle of Hypnos

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




NAME

LOOK

Dwarf: Borol, Dal, Gird, Jan, Kard, Panek, Serc, Tarik, Ullan, Urk
Halfling: Bottle, Flashwit, Keeper, Kon, May, Quick, Sticks, Tannerock, Toc, Wren
Human: Ameron, Beras, Daron, Hawl, Ilko, Liss, Nether, Mall, Pult, Rigga

Wise Eyes, Laughing Eyes, or Dead Eyes
 Wild Hair, Braided Hair, or Bald
 Worn Furs, Travel Clothes, or Ceremonial Garb
 Lean Body, Old Body, or Tattooed Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				Current max	Your Max HP is 6+Constitution

ALIGNMENT

- LAWFUL**
Endanger yourself to please your ancestors.
- NEUTRAL**
Give the dead their last rites.
- CHAOTIC**
Convince others to break with tradition.

STARTING MOVES

SPEAKER FOR THE DEAD

You can see, understand, and be understood by the spirits of the dead, whether corporeal or not. This does not guarantee they'll have anything interesting to say; non-intelligent undead are not known for their loquaciousness, for example.

**For the purposes of the Thing-Talker and World-Talker Druid moves, Speaker for the Dead counts as Spirit Tongue.*

HONORED ANCESTORS (CHA)

When you name an ancestor and call upon their ghost for assistance, roll+Cha. On a 10+, you get through to whoever you called upon and they will gladly help you (assuming they reasonably could); describe them. **On a 7-9,** the GM chooses one:

- They are unwilling to help you;
- They feel the need to stick around and lecture you on your failings for a while;
- You get through to someone else entirely.

HELP FROM BEYOND (CHA)

When you take a few moments to draw upon the power of the spirit world for aid against your foes, take 2 damage (ignoring armor) and roll+Cha. **On a 10+,** hold 3. **On a 7-9,** hold 2. **On a miss,** hold 1 anyway, but the dead are angry - take -1 ongoing to Help from Beyond until the following dawn.

Spend hold 1-for-1 to:

- Fill one creature with a supernatural sense of dread, making them cower or flinch for a few instants.
- Blind, deafen or strike one creature mute for a few moments;
- Fill one creature with unearthly lassitude, causing them to stumble or drop what they're carrying.

When you spend hold, describe what aspect of the spirit world manifests itself in the real world (bloody mists seep from the ground, the wails of the damned assault their senses, etc.).

SPIRIT MEDIUM (CHA)

When you try to appease a distressed spirit, roll+Cha. **On a 10+,** you calm them down for a little while - long enough to find out what ails them and show them you are a friend. **On a 7-9,** you learn what has distressed them, but had better do something about it or get out of there - fast.

When you Parley with ghosts and other undead, you may offer the comfort of oblivion as leverage. **If they accept,** they depart this world for the one beyond the Black Gates.

RACE

- DWARF**
Your people are of the earth, and the spirits of those places protect you. **While you are underground,** no spirit will attack you or those under your protection unless attacked first.
- HALFLING**
Your people have an intimate connection with the dead. **When you call upon the ghost of an ancestor for assistance,** you always get through to the right person.
- HUMAN**
Your people understand the power of blood. **When one of your own moves would require you to take damage,** you may instead consume the heart of a freshly-killed creature.

BONDS

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

One of _____'s ancestors knew one of mine.

The spirits have told me to be wary of _____, but refuse to tell me why.

_____ is young and foolish. I will show them what the wisdom of the ancients is worth.

Even though _____'s people and mine are worlds apart, they have much in common.



THE SHAMAN

LEVEL

XP

*When a player takes the Honored Ancestors or Spirit Medium move as a multiclass move, they also gain the Speaker for the Dead move.

GEAR

Your Load is 9 + STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and a flint sacrificial dagger (hand, 1 weight).

Choose your defenses:

- Cured hides (1 armor, 1 weight)
- Ancient bronze armor (2 armor, clumsy, 3 weight)

Choose your weapons:

- Long knife (close, 1 weight) and javelins (thrown, near, 1 piercing, 2 ammo, 2 weight)
- Spear (reach, 1 weight), sling (near, 1 weight) and a pouchful of bullets (3 ammo, 0 weight)

Choose one:

- Dungeon rations (5 uses, 1 weight) and 7 coin
- Poultices and herbs (2 uses, 1 weight)
- Enough bonemeal to appease an angry ghost (3 uses, 1 weight)

ADVANCED MOVES

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

A POX UPON YOU

When you beseech the spirits to lay a curse upon someone who you can see, take a debility of your choice and roll+Wis. On a 10+, something bad is going to happen to them soon (they badly break a leg, take significant financial loss, etc.). On a 7-9, they'll merely be unlucky in love and life until the next full Moon. On a miss, they find out what you were trying to do!

ALL THINGS PAST

When you spend a few minutes meditating over a dead creature's remains, you can get a vague sense of what caused its demise.

ANIMAL GUIDE

When you deal the killing blow to an animal with your own two hands, you may take a debility of your choice and bind its spirit to yourself. If you do so, you can release these bindings in a time of need; it will show you a path to wherever you need to go. That debility cannot be healed as long as the spirit is bound.

CREEPY DOLL

When you fashion an effigy of someone you've met, roll+Cha. On a 10+, while you have the effigy, you can always tell what direction they're in, relative to you. On a 7-9, the GM will choose one limitation:

- It functions only under direct moonlight;
- They know you have this effigy and can sense when you are nearby;
- It requires a daily blood sacrifice (something cat-sized) to function.

FRIEND OF THE LAND

Choose one move from the Druid or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

FUNERAL MASK

When you paint your face in blood and ashes, gain +1 armor as long as you are wearing this funeral mask.

RAIN DANCE

When you wish to influence the weather, perform a ritual in which you spill blood to appease the spirits and choose a type of weather: cold, warm, dry, or wet. The weather within a few miles will change to that type for the next few weeks.

SPIRITUAL HEALING

When you spend an entire night healing someone's soul, you can remove one of their debilities.

THE SONG OF MY PEOPLE

When you perform for others a sacred song, poem or dance, roll+Wis. On a hit, they find themselves moved by your performance and will be inclined to help you. On a 10+, they also feel the need to offer you some form of compensation. On a miss, you can expect a visit from one of your ancestors sometime soon, asking why you're sharing sacred rites with outsiders.

THIEF OF EYES

When a creature you have blinded, deafened or struck mute recovers, you may take 2 damage (ignoring armor) to make use of their corresponding sense as if it were your own, for as long as you maintain concentration.

When you gain a level from 6-10, choose any one of the moves on this page.

A PLAGUE ON BOTH YOUR HOUSES

Replaces: A Pox Upon You

When you beseech the spirits to lay a curse upon someone who you can see, take a debility of your choice and roll+Wis. On a hit, they and any blood relative of theirs that your name will be the victims of ill fortune until the next full Moon. On a 10+, your target will also suffer terrible tragedy sometime soon. On a miss, they find out what you were trying to do!

CHILD OF THE EARTH

Choose one move from the Druid or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

ELDER POWER

When you are the target of a spell and have hold from Help from Beyond, you may spend 1 hold to make that spell fizzle out and have no effect.

DEATH MASK

Replaces: Funeral Mask

When you paint your face in blood and ashes, gain +2 armor as long as you are wearing this death mask.

SIN EATER

When you touch a dying or recently dead creature (less than a day), skin to skin, you may intercede with Death on their behalf. The Lord of the Black Gates will forfeit their soul for now, but demand an appropriate favor or sacrifice in return (this does not have to be something you can accomplish immediately). You may refuse, but if you do so, the next time you take your Last Breath, you automatically miss. Either way, the creature comes back to life, wounds and all.

SPIRIT WALK

When you enter a deep trance that leaves you unresponsive to the world and will yourself to leave your body behind, roll+Wis. On a 10+, you successfully project yourself out of your body in spirit form. On a 7-9, you manage to project yourself, but the connection is tenuous and you cannot stay more than a few minutes. While in spirit form, you can't interact with the land of the living and are invisible to those who can't see the spirit world.

SYMPATHETIC MAGIC

Requires: Creepy Doll

When you fashion an effigy of someone and incorporate something of theirs in its construction, take a debility of your choosing. If the something was an item they hold dear, they are unable to act directly against you. If the something was a part of their body, you may instead destroy the effigy to deal them 3d6 damage. While the effigy exists, the debility you took cannot be healed.

UNGRATEFUL DEAD

When you have made someone or something shed blood, you may spend 1 hold from Help from Beyond to force them to attack a target of your choosing.

VENGEFUL GHOSTS

When you have hold from Help from Beyond and take damage from an enemy, you may spend as much hold as you want and deal your damage to that enemy, once for each hold you spend.

WOLF'S GAZE

When you stare someone in the eyes and pronounce their doom, take 2 damage (ignoring armor) and roll+Cha. On a 10+, choose how they react: run away, lash out or stay rooted to the spot. On a 7-9, the GM chooses how they react. On a miss, they shake it off and you are shaken - take -1 forward when acting against them.

NAME




Elf: Abramelin, Abulafia, Medea, Paracelsus, Quelanna, Semiramis, Ursula, Zoroaster
Human: Dahlia, Evangeline, Holloway, Morgan, Pickman, Pietro, Samael, Virgil
Messenger of Joy: Ariel, Hoikendorf, Nyarlathotep, Santa, Titania, Wanda

LOOK

Twinkling Eyes, Lovely Eyes, or Cheerful Eyes.
 Gentle Hands, Worn Hands, or Strong Hands.
 Bushy Beard, Hero's Mark, or Signature Hat.
 Fragile Body, Pudgy Body, or Ripped Body.

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT

- LAWFUL**
Fulfill a promise to a friend.
- CHAOTIC**
Defy the law for the sake of a friend.
- GOOD**
Destroy an enemy of friendship.

STARTING MOVES

THE CHOSEN ONES

You begin the game with 3-friendship. Each 1-friendship you hold represents a Real Friend, a fanatical ally who will do anything you ask. They have no skills and do not follow the Hireling rules. **When you give a command to a Real Friend**, they will follow it without question. Do not make a roll - their fate is in the GM's hands. **When you mark 1-ration**, your Real Friends are also fed.

You may have any number of friends at a time, but you only have as many Real Friends as you hold friendship. **When one of your Real Friends dies**, you lose 1-friendship. **When a move tells you to sacrifice 1-friendship**, one of your Real Friends has given you the ultimate display of friendship - they have died or become horribly injured for you. The GM will tell you which.

MAKING FRIENDS

Lost friends can never be replaced, but sometimes you have to move on. **When you spend some downtime in a populated area**, set your friendship at 3. You qualify for the Outstanding Warrants move in any area you have used this move in.

POWER OF FRIENDSHIP

When you draw on the power of friendship to accomplish a difficult task, tell the GM what you're trying to achieve. Power of Friendship effects are always possible, but the GM will give you one to four of the following conditions:

- It will take days/weeks/months
- It will require a lot of people to work together
- It will require a sacrifice of 1-friendship
- You'll need help from _____
- You'll have to vanquish _____ to do it
- You and your allies will risk danger from _____
- The ritual's methods are extremely embarrassing

Choose one of the following moves:

- STAY CLOSE**
When you have a Real Friend within arm's reach and you roll a 7-9 on Defy Danger, you may sacrifice 1-friendship to take the 10+ result.
- STAY THERE**
When you have a Real Friend distract an enemy for you, you may sacrifice 1-friendship to take +1d8 forward to damage against that enemy.

RACE

- ELF**
Choose an animal: Dog, cat, spider, snake, or crow. Ordinary creatures of that kind will follow you wherever you go, and you can recruit wolf-sized versions as Real Friends.
- HUMAN**
When you have a Real Friend within arm's reach, you gain +1 armor.
- MESSENGER OF JOY**
You are some kind of bizarre, alien being, wearing the skin of a human - perhaps a fairy, a Santa, or something even friendlier. Every friend is valuable to you, and whenever one dies, you are filled with sorrow and also power. **When a Real Friend dies**, you heal 1d4+1 damage.

BONDS

Fill in the name of one of your companions in at least one:
 I wish _____ would trust me.
 _____ doesn't know the meaning of friendship. I will teach it to them!
 _____ is a true and valuable friend.
 _____ is a terrible friend, but I like them anyway.



THE TRUE FRIEND

LEVEL
 XP

*When a player takes the The Chosen Ones move using a multiclass move, they also gain the Making Friends move.

GEAR

Your Load is 3 + STR, but your Real Friends will carry anything for you. You start with dungeon rations (5 uses, 1 weight), hero's clothes (0 weight), and a short sword (close, 1 weight).

Choose two:

- Leather armor (1 armor, 1 weight)
- Halfling pipeleaf (6 uses, 1 weight) and bandages (3 uses, slow, 0 weight)
- Bag of books (5 uses, 2 weight)
- Dungeon rations (5 uses, 1 weight) and antitoxin
- 12 coins

ADVANCED MOVES

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

5-MAN TEAM

Making Friends now sets your friendship to 4.

EVERYONE IS A FRIEND

When a move tells you to sacrifice 1-friendship, you may use a surprised or defenseless NPC instead of a Real Friend. If you do, you do not lose 1-friendship, but if that NPC lives, they will swear lifelong vengeance against you.

HERO'S DESTINY

Choose one non-multiclass move from the Priest/Cleric or Fighter class list.

LEAD THE FLOCK

When you preach to a mob, roll +CHA. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the mob turns on you. When you spend 1-hold, the mob will:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

NEW BLOOD

When your Real Friends help you Recruit, add +friendship to your Recruit roll. Hirelings gained this way have the cost "Value their Friendship."

STAY HERE

Gain either the Stay Close or Stay There move, whichever one you hadn't taken during character creation.

THE HERO OF THIS STORY

Change your class damage die to d6, and your max HP to 7 + Constitution.

THE HIGH FIVE

When you offer a high five to another player after a noteworthy moment, roll +CHA. On a 10+, choose two. On a 7-9, choose 1.

- You both take +1 forward.
 - You both heal 1d4+1 damage.
 - There is an explosion of light, and nearby NPCs are in awe of your sweet friendship. If you have less than 3-friendship, gain 1-friendship.
- On a 6-, they leave you hanging.

THE ULTIMATE SACRIFICE

When you roll a 7-9 on your Last Breath, you may sacrifice 1-friendship to cheat death and take the 10+ result. Your Real Friend has given themselves to Death, for your sake.

TRUTH IN FRIENDSHIP

When you Spout Lore and roll a 10+, the GM will tell you an additional detail that one of your Real Friends chimes in with.

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

FLANKING ATTACK

Replaces: Stay There

When you use a Real Friend to distract an enemy, you may sacrifice 1-friendship to take +2d8 forward to damage against that enemy.

HERO SQUAD

Replaces: 5-Man Team

Making Friends now sets your friendship to 5.

I BELIEVE IN YOU

When you send a Real Friend to do something for you, you may roll for that Chosen One using your stats, making any of your moves, as if they were you. When a Real Friend takes damage while making a move for you, you may take that damage instead of sacrificing them.

INFINITE FRIENDSHIP

You can make friends with literally anything. You do not need to be in a populated area to use Making Friends.

MULTICLASS DABBLER

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

PLOT ARMOR

Replaces: The Ultimate Sacrifice

You have befriended Death, and he no longer wants your soul. When you would normally roll your Last Breath, instead pass out for a short while.

When you awaken, you will be at half your maximum HP in a tight spot of the GM's choosing. When another player takes their Last Breath and misses, you may bargain with Death on their behalf. Take your Last Breath - Death has spared your friend, but your soul is now at stake.

THE HERO OF THIS GENERATION

Replaces: The Hero of This Story

Change your class damage die to d8, and your max HP to 10 + Constitution.

THE HIGHEST OF FIVES

Requires: The High Five

When you use The High Five, you choose one additional choice, even on a 6-. This additional choice may be one you've already picked.

UNABRIDGED ENTHUSIASM

When you make a heartfelt request to an NPC, roll +CHA. On a 10+, they find themselves unable to disobey you. On a 7-9, they will obey you if you can guarantee that they will not come to harm, or if you have leverage over them. On a 6-, they deny your request and act however they wish. When you use this move on a friend, take +1.

WHY DIDN'T YOU DODGE

Requires: Stay Close

When you have a Real Friend within arm's reach and you roll a 6- on Defy Danger, you may sacrifice 1-friendship to take the 7-9 result.

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gnome7's Drider (Jacob Randolph)

gnome7's True Friend

Lemon Curdistan's Shaman

Mikan's Warlock

TheLoneAmigo and gnome7's Artificer TombsGrave's Psion

Sears Poncho's Charlatan GimpInBlack's Gladiator

Sage and Adam's Barbarian

Olli Ketola's Fortuneteller; original: <http://apocalypse-world.com/forums/index.php?topic=4957.0> updated but not yet formatted: https://docs.google.com/document/d/1qxllSnBOZV_1i9TwQ1sba_SiyWUqz156bL5FomAmANE/edit

Lemon Curdistan's Shaman (Alex Norris)

RulebookHeavily's Namer (Andri Erlingsson)

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Current links to many more classes can be found at Patrick Henry Downs' site at

<http://nerdwerds.blogspot.com/2013/04/dungeon-world-resources.html> -- if you see I have an old version of a freely available formatted class, let me know and I'll update things. Thanks!