

NAME




Names: Bin, Dox, Fie, Hars, Jin, Lam, Nit, Ot, Paik, Ruz, Sim, Took, Yug

LOOK

Blank eyes, dull grey eyes, or shifty eyes
Hooded head, wild hair, or cropped hair
Double-sided clothing, unassuming clothing, or fancy clothing
Lithe body, unassuming 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	■ WEAK -1	■ WEAK -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**
Sow discord with someone else's identity.
- NEUTRAL**
Settle a confrontation without violence.
- EVIL**
Endanger others for your own gain.

STARTING MOVES

CHANGE SHAPE

When you **change your form to assume an identity**, choose a name and one from each list:

- Adventurous eyes, alert eyes, animal eyes, blank eyes, bloodshot eyes, burning eyes, calculating eyes, curious eyes, crazy eyes, criminal eyes, dangerous eyes, dead eyes, deep-set eyes, distant eyes, eager eyes, empty eyes, fiery eyes, hard eyes, haunted eyes, haunting eyes, hungry eyes, intense eyes, joyous eyes, kind eyes, knowing eyes, laughing eyes, mad eyes, narrowed eyes, sad eyes, sharp eyes, shifty eyes, shrouded eyes, tormented eyes, trusting eyes, wary eyes, wild eyes, wise eyes

- Attractive hair, bald, braided hair, cropped hair, fancy hair, messy hair, shorn hair, strange hair, styled hair, unkempt hair, wild hair

- Attractive body, built body, bulky body, creepy body, curvy body, fit body, flabby body, grizzled body, hard body, hulking body, knobby body, lanky body, lean body, lithe body, narrow body, overweight body, pudgy body, ravaged body, scarred body, scrawny body, sharp body, sinewy body, small body, supple body, tattooed body, thick body, thin body, tiny body, toned body, well-fed body, withered body

This is your Look for as long as you are in this identity. Your actions can give you away but your appearance won't.

When you begin the first session, define two identities.

TALK THE TALK, WALK THE WALK (CHANGE)

When you **do or say something that the person you're impersonating would do or know**, roll+Change. On a 10+, you keep your cover and perform admirably. On a 7-9, choose one:

- You screw up your "performance"
- Your cover's blown

NOBODY TRUSTS A CHANGELING (CHA)

When you **closely study a situation or person**, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What's about to happen?
- What here can I take advantage of?
- What happened here recently?
- What secret do they carry?
- Who thinks they're in control here?
- What here is concealing its true nature?

This move replaces Discern Realities for you.

FLEXIBLE MORALS

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

CAMOUFLAGE

How do you blend in? Choose one:

- WITH THE BACKGROUND** *Change +DEX*
You've mastered the art of changing your skin to look like the background. When you **stand against a wall or in shade**, no one will notice you.
- WITH THE CROWD** *Change +CHA*
You can assume archetypical identities easily, such as the Baker or the Noble. When you **stand in a group of people**, no one will notice you, and the group won't rat you out if searched.

BONDS

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

- _____ doesn't know my true identity.
- _____ *thinks* they know my true identity.
- _____ pulled a con once. It didn't go well.
- _____ and I lived on the mean streets for a time.
- _____ still believes every word I say.

THE CHANGELING

LEVEL
XP

GEAR

Your Load is 9+STR. You carry dungeon rations (5 uses, 1 weight), and a disguise kit (spend 1 use to change your clothing look, 5 uses, slow, 2 weight)

Choose one affect, all are 0 weight:

- A love letter from a noble you courted as someone else
- A signet ring from a dragonmarked heir, won in a game of chance
- A forged letter of credit, the amount left blank
- A City Watch badge stolen from a sergeant

Choose your armament:

- A collection of hidden knives (hand, near, 3 ammo, 1 weight)
- A finely crafted rapier (close, precise, valuable, 1 weight)
- A short sword (close, 1 weight) and a hand crossbow (near, reload, 1 weight) and bolts (3 ammo, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Halfling pipeleaf (5 uses, 1 weight)
- Disguise kit (5 uses, slow, 2 weight)

ADVANCED MOVES

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

COLD READ

When you **briefly converse with someone**, you may ask the character's player one of the following questions:

- What here has caught your attention?
- Who here do you most want to interact with?
- Who here do you most want to avoid?
- What one word best describes a secret you are carrying?

DISGUISED DABBLER

Choose one move from the Bard, Cleric, Thief, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

I AM YOU, YOU ARE ME

When you **change shape**, you take +1 Ongoing to rolls using a likely stat of your choosing for that form. The GM also chooses a likely stat for you to take -1 Ongoing to rolls with.

KNOW WHEN TO HOLD 'EM...

When you would gain hold, gain one additional hold.

METHOD ACTOR

When you **assume an identity**, you can use any magic items that are restrictive by species. For example, when you assume the identity of a warforged, you can wear a battlefist without effort.

MIMICRY

Choose one move from a class list of one of the other players and assign it to an established identity. When you **assume that identity**, you can use that move.

PARTNER IN CRIME

When someone aids you to keep your cover, take +2 instead of +1.

PERSONA IMMERSION

When someone reads your thoughts or your intentions, you can tell them anything you wish.

RESPECTABLE MEMBER OF SOCIETY

When you **make the Outstanding Warrants move**, you may have the results of your roll apply to one of the other players instead of yourself.

SLIPPERY LITTLE DEVIL

When you **come under an enchantment of the mind or body**, you may choose to immediately dispel it without effect.

SURPRISE!

When you **attack a defenseless or surprised enemy while assuming an identity**, deal +1d4 damage.

YOU COME AND GO

When you **change shape**, gain hold equal to your Change. You can spend this hold to get a 10+ to Talk the Talk, Walk the Walk.

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

...AND WHEN TO FOLD 'EM *Requires: Know When to Hold 'Em*

When you **think it's getting real**, you can offer a deal to the GM to get out of it. If the GM declines take +1 Forward.

CURSE YOUR SUDDEN YET INEVITABLE BETRAYAL!

Replaces: Surprise

When you **attack a defenseless or surprised enemy while assuming an identity**, deal +1d8 damage.

DEEP READ *Requires: Cold Read*

When you use Cold Read, you may ask two questions instead of one.

DISGUISED INITIATE *Requires: Disguised Dabbler*

Choose one move from the Bard, Cleric, Thief, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

MAKE LIKE A TREE AND GET OUTTA HERE (CHANGE)

When you **assume an unassuming identity and leave**, name your escape route and roll+Change. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

BATTLE-CHANGER

Add the following Body Looks to the Change Shape list. When you **assume an identity with one of these looks**, your body is a weapon with the corresponding tags:

- Ape-like body (hand, forceful), clawed body (hand, messy), long-limbed body (hand, close, reach)

PERFECT MIMICRY *Requires: Mimicry*

Choose one move from a class list of one of the other players and assign it to an established identity. When you **assume that identity**, you can use that move.

PLAY DEAD (CHANGE)

When you **take damage**, you can change your form to appear as if you died. When **someone inspects your "corpse"**, roll+Change. On a 10+, choose 2. On a 7-9, choose 1:

- They don't loot you during the inspection
- They won't doubt the fact that you died later
- Everyone else believes that you died as well

No matter what, they won't fall for it again.

RAWR, I'M A MONSTER!

Add the following Looks to the Change Shape list:

- Reptilian eyes, glowing eyes, flaming eyes, no eyes, many eyes
- Horned head, snakes for hair, shaggy mane
- Winged body, scaly body, thick-furred body, many-limbed body, rotting body

NAME _____

LOOK

Calculating eyes, warm eyes, or guarded eyes
Styled hair, bald, or fancy cap
Stylish clothes, ostentatious robes, or well-tailored clothing
Obvious dragonmark or concealed dragonmark

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	■ WEAK -1	■ WEAK -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**
Obey the letter of the law over the spirit.
- NEUTRAL**
Use your house's reputation to help yourself.
- EVIL**
Take advantage of someone's trust in your house's reputation.

STARTING MOVES

DRAGONMARK (CHA)

You are the scion of one of Eberon's great dragonmarked houses, gifted with a birthmark that pulses with arcane might. Choose a dragonmark appropriate to your race and one of its areas of influence. When you **tap into your dragonmark's power**, tell the GM what you want to do and roll+CHA. On a 10+, the effect is accomplished. On a 7-9, the effect takes place, but choose one:

- The effect won't last long - you'll need to hurry to take advantage of it
- The effect affects either much more or much less than you wanted to
- The effect has unforeseen side effects, and might draw unwanted attention

You cannot tap into your dragonmark's power to perform an effect not within one of your areas of influence.

FAVORED IN HOUSE

When you **ask a noble from your house for a favor**, tell the GM who you're asking and what you want. Favors are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- They need you to do/get ____ first
- You owe them big time
- They can't get you exactly what you want, but it'll be close
- They'll have to get it in a less-than-legal way
- You won't be able to ask them for anything else (at least for a long while)

ALL IN THE FAMILY (CHA)

You know most people (at least the important people) in your house. When you **want to know something about your house or its activities**, one of your contacts will tell you.

When you **want to know something about another house or its activities**, roll+CHA. On a 10+, you get the information you wanted. On a 7-9, you get the information, but choose one:

- It came with strings attached, either from your informant or who they got the info from.
- Some key information is missing or flat out wrong.

BY HOSPITALITY SUSTAINED

When you **enter a settlement**, you can always find a place to feed yourself and rest, whether at the local house enclave or someone who respects your house. If a move tells you to mark off a ration in a settlement just ignore it.

DRAGONMARK

HOUSE:
RACE:
DRAGONMARK:
AREAS OF INFLUENCE

- _____
- _____
- _____

BONDS

Fill in the name of one of your companions in at least one:
_____ 's line has the potential for a mark, whether they know it or not.
I know a secret about _____ 's past.
_____ is an uncultured swine, but I'll show them the finer things in life.
I've known _____ since we were both young.

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapon:

- Finely crafted longsword (close, +1 damage, 2 weight)
- Concealed dagger (hand, 1 weight, won't be found when searched)

Choose your defense:

- Tailored leather armor or a custom fitted chain shirt (1 armor, 1 weight)
- Signet ring worth 100 coin

Choose two:

- A piece of blackmail on an important member of your or another's house
- A letter of credit worth 250 coin that can be cashed in at any House Kunderak bank
- A magic item related to your house's mark or service
- A hiring with Loyalty +1, Cost: House Favor, and 4 points to distribute between Marked Laborer and any other skill related to your house's services

ADVANCED MOVES

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

LESSER DRAGONMARK

When you **tap into your dragonmark's power**, on a 10+ you can choose from the 7-9 list. If you do, you may choose one of these as well:

- The power's effects are more potent
- The power affects more targets

DRAGONMARKED PRODIGY

You gain a second area of influence from your dragonmark.

MARKED AID

When you **use your dragonmark to aid or interfere**, increase the bonus or penalty by 1.

MIGHTY MARK

When you **deal damage using a dragonmark power**, increase your damage to d6.

SUMMON LIVING DRAGONMARK (CHA)

When you **summon a dragonmark-like writhing mass of energy**, roll+CHA.

AN OFFER YOU CAN'T REFUSE

When you **ask for a favor using Favored in House**, you can offer a counter-proposal. Choose the same number of conditions as the GM. The GM will then choose which set of conditions to enforce.

LIFE OF THE PARTY

You can carouse without spending 100 coin, using your reputation to get it started. If you do spend 100 coin, you can roll+CHA. Every additional 100 coin adds +1 to the roll, as usual.

DAY JOB

When you're not out adventuring, you have a real job working for your house, detail it. When you **spend a week or more in a settlement**, hold 1 Favor for every week you work. You can spend Favor to do the following:

- Gain 2d6x10 coin
- Veto one condition when you use Favored in House
- Gain leverage over a member of your dragonmarked house

LORDLY CALIBER

When you **recruit hirelings**, take +1 and their Loyalty is increased by 1.

HOUSE DABBLER

Gain one non-multiclass move from another class. Choose the move as if you were one level lower than you are, unless the move deals with your house's areas of influence or the services of your house.

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.

ABOVE THE LAW *Replaces: Outstanding Warrants*

You take full advantage of the fact that you're not a citizen of any one of the Five Nations. 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, the GM also 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

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

GREATER DRAGONMARK *Replaces: Lesser Dragonmark*

When you **tap into your dragonmark's power**, on a 10-11 you can choose from the 7-9 list. If you do, you may choose one of these as well. On a 12+ you get to choose one of these effects for free:

- The power's effects are much more potent
- The power affects many more targets

DRAGONMARKED MASTER *Requires: Dragonmarked Prodigy*

You gain the third area of influence from your dragonmark.

FEARSOME MARK *Replaces: Mighty Mark*

When you **deal damage using a dragonmark power**, increase your damage to d8.

DON D'CORLEONE *Requires: An Offer You Can't Refuse*

When you **offer a counter-proposal with Favored in House**, you may reduce the number of conditions by 1, to a minimum of 1.

COMMISSION

The first time you meet with your house's artificers and mageswrights after taking this move, tell the GM how you want your dragonmark to be augmented (a new capability, extra power, etc). Within weeks (or months, depending on the size of the project) a magic item with that capability will be delivered to you. When you **tap into the power of your dragonmark while using the magic item**, it's augmented in the way you described.

DRAGONMARKED ENTOURAGE *Requires: Lordly Caliber*

When you **make camp in a settlement with your house's enclave**, you can gain a hiring with a Cost: House Favor.

HOUSE INITIATE *Requires: House Dabblers*

Gain one non-multiclass move from another class. Choose the move as if you were one level lower than you are, unless the move deals with your house's areas of influence or the services of your house.

STUDENT OF THE PROPHECY

You've begun the arduous journey of understanding the Draconic Prophecy. When you **spout lore about an event or portent**, on a 7+ the GM will tell you something about how it fits into the Prophecy. When you **discern realities about an event or portent**, add the following question:

- What does this reveal about the Prophecy?

DRAGONMARKED HOUSES

CANNITH

DRAGONMARK: Mark of Making
RACE: Human
AREAS OF INFLUENCE: Repair, Fabrication, Modification
GUILDS: Tinkers Guild, Fabricators Guild

DENEITH

DRAGONMARK: Mark of Sentinel
RACE: Human
AREAS OF INFLUENCE: Defense, Protection, Retribution
GUILDS: Blademarks Guild, Defenders Guild

GHALLANDA

DRAGONMARK: Mark of Hospitality
RACE: Halfling
AREAS OF INFLUENCE: Purification, Sustenance, Shelter
GUILD: Hostellers Guild

JORASCO

DRAGONMARK: Mark of Healing
RACE: Halfling
AREAS OF INFLUENCE: Healing, Purification, Neutralization
GUILD: Healers Guild

KUNDARAK

DRAGONMARK: Mark of Warding
RACE: Dwarf
AREAS OF INFLUENCE: Locks & Keys, Alarms, Defense Measures
GUILDS: Banking Guild, Warding Guild

LYRANDAR

DRAGONMARK: Mark of Storm
RACE: Half-Elf
AREAS OF INFLUENCE: Wind, Thunder & Lightning, Clouds & Weather
GUILDS: Windwrights Guild, Raincallers Guild

MEDANI

DRAGONMARK: Mark of Detection
RACE: Half-Elf
AREAS OF INFLUENCE: Warning, Foresight, True Seeing
GUILD: Warning Guild

ORIEN

DRAGONMARK: Mark of Passage
RACE: Human
AREAS OF INFLUENCE: Velocity, Teleportation, Transportation
GUILDS: Couriers Guild, Transportation Guild

PHIARLAN

DRAGONMARK: Mark of Shadow
RACE: Elf
AREAS OF INFLUENCE: Concealment, Disguise, Shadows & Darkness
GUILD: Entertainers and Artisans Guild

SIVIS

DRAGONMARK: Mark of Scribing
RACE: Gnome
AREAS OF INFLUENCE: Messages, Signs & Sigils, Speech
GUILDS: Notaries Guild, Speakers Guild

THARASHK

DRAGONMARK: Mark of Finding
RACES: Half-Orc, Human
AREAS OF INFLUENCE: Discovery, Identification, Orientation
GUILD: Finders Guild

THURANNI

DRAGONMARK: Mark of Shadow
RACE: Elf
AREAS OF INFLUENCE: Concealment, Disguise, Shadows & Darkness
GUILD: Shadow Network

VADALIS

DRAGONMARK: Mark of Handling
RACE: Human
AREAS OF INFLUENCE: Animal Emotions, Training, Magebreeding
GUILD: Handlers Guild

NAME




LOOK

Names: Ganitari, Halkhad, Kanatash, Khashana, Lakashtari, Lanamelk, Mevakri, Minharath, Nevitash, Novakri, Panitari, Parmelk, Thakashtai, Thakakhad, Thatari, Thinharath

Wise eyes, kind eyes, or sharp eyes
Alien headdress, styled hair, or hooded head
Simple robes, ornate robes, or unassuming clothes
Fit body, thin body, or lithe 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	■ WEAK -1	■ WEAK -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 confrontation without committing an act of violence.
- LAWFUL**
Fulfill a promise of import.
- NEUTRAL**
Eliminate an unnatural menace.

STARTING MOVES

BURDENED WITH GLORIOUS PURPOSE

- Choose your purpose:
- To turn the Dream of the Age through bringing out the goodness in the world
 - To turn the Dream of the Age through combat with physical evil
- Choose two abilities that you have acquired to help you achieve your purpose:
- A mental fortress - you take +1 to Defy Danger against mental manipulation
 - A sixth sense - you can ask "what is about to happen" whenever you like
 - Mastery of martial arts - your body is a weapon with the Hand and Forceful tags
 - Soulful eyes - you can see someone's deepest fear or greatest hope (your choice) when you look into their eyes
 - Senses that pierce lies - you know when someone is lying, immediately
 - A shield of force - you gain +1 armor
- Then choose two vows you have taken that are required to maintain your abilities:
- Discretion (forbidden: telling others of your quest)
 - Hospitality (required: comfort to those in need, no matter who they are)
 - Honor (forbidden: cowardly tactics and tricks)
 - Truth (forbidden: lies)
 - Valor (forbidden: suffering an evil creature to live)
 - Duty (forbidden: refusing what is expected of you)

QUORI SPIRIT

What is the nature of the alien spirit that resides within you? Choose one:

- CAUTIOUS** *Psyche +INT*
When you **Defend yourself**, you can roll+PSYCHE instead of +CON.
- INSIGHTFUL** *Psyche +WIS*
When you **use Alien Insight**, on a 7-9 you can ask 2 questions instead of 1.
- SOCIABLE** *Psyche +CHA*
When you **Parley with someone who follows a benign faith**, you always have your status as a bringer of good as leverage over you.

ALIEN INSIGHT (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, as the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What is their true motive?
 - What is about to happen?
 - What here will upset the balance?
 - Whose inner light burns brightest here?
 - What lies in this place's past?
 - What here will help turn the Dream of the Age?
- This move replaces Discern Realities for you.

BONDS

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

_____ will be their own undoing. I must protect them from themselves.

_____ has endured hardships similar to mine own.

_____ has been in the darkness for too long. I must show them the light.

_____ is a fellow champion of the light, it is fortuitous that we quest together.

_____ is hiding a secret from me.

SPEAK TO MINDS

You may communicate via thought with any sentient, living creature within Near range. You and the target creature can converse as if speaking aloud, using only your minds. Communicating this way transcends language, allowing creatures who do not share a tongue to speak.

THE KALASHTAR

LEVEL
XP

GEAR

Your Load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and adventuring gear (5 uses, 1 weight).

Choose your defenses:

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

Choose your weapon:

- Blade formed from psychic energy (hand, 2 piercing, psychic, 0 weight)
- Crystal-topped staff (close, two-handed, 2 weight) and bandages (slow, 2 uses, 0 weight)

Choose one memento from your home, all are 0 weight for you:

- An Eberon dragonshard that holds a single dream, thought, or emotion; tell the GM what the shard holds
- The faces of your family's killers, etched in your mind
- A quori embedded shard (pxx)

ADVANCED MOVES

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

CALL TO MIND

At the beginning of the session, hold 1. When you roll a 6- to Spout Lore, you can spend 1 hold to make it a 7-9.

DANCING THE PATH OF SHADOWS (DEX)

When you **dance away from an opponent's attack**, roll+DEX. On a 10+, choose two. On a 7-9, choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You draw their full attention

DREAMING DABBLER

Choose one move from the Cleric, Fighter, Paladin, Psion, Soulnife, or Warrior class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

FIGHT AGAINST THE DARKNESS

When you **deal damage to fulfill your purpose**, deal +1d4 damage.

FISTS OF FORCE

When you **would normally deal damage with a melee weapon**, you can instead deal no damage and move them anywhere within Near range.

FOOD FOR THOUGHT

You are able to gain sustenance through meditation. If a move tells you to mark a ration, ignore it.

MIND OVER MATTER (PSYCHE)

When you **enforce your will on reality**, choose one and roll+PSYCHE. On a 10+, the chosen effect works perfectly. On a 7-9, but your willpower is slipping - you'll need to hurry to take advantage of it. On a 6-, your own brain's turned against you - the GM chooses one from the list and uses it against you!

- You project a plane of force - create a wall of energy that blocks off one passageway
- You open your third eye - reveal the truth behind illusions, enchantments, and invisible things in the area
- You attune your mind to psychic resonances - reveal a secret in this area

PURPOSEFUL TRAINING

Gain another ability from Burdened With Glorious Purpose.

THOUGHTCASTER

You can Speak to Minds with anyone within Far range. In addition, you can host a "metaconcert" in which a number of people equal to your Psyche can communicate telepathically with each other.

LIGHT THE PATH

When another player comes to you seeking advice, tell them what you think is their best course of action. If they act on your advice, they take +1 Forward. At the end of the session, if at least one player who acted on your advice actually benefitted from it in the end, you mark XP.

PSYCHIC INSIGHT

When you **peer into someone's mind**, you can roll+PSYCHE instead of +WIS for Alien Insight.

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

A LIGHT IN THE DARKNESS *Replaces: Fight Against the Darkness*
When you **deal damage to fulfill your purpose**, deal +1d8 damage.

DREAMER'S INTUITION *Replaces: Call to Mind*

At the beginning of the session, gain hold equal to your Psyche. When you roll a 6- to Spout Lore, you can spend 1 hold to make it a 7-9, or 3 hold to make it a 10+.

DREAMING INITIATE *Requires: Dreaming Dabbler*

Choose one move from the Cleric, Fighter, Paladin, Psion, Soulnife, or Warrior class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

DREAMWALKER (PSYCHE)

When you **travel through dreams**, declare your destination and roll +PSYCHE. You can take a number of people equal to your Psyche with you on your journey. On a 10+, choose 2. On a 7-9, choose 1:

- You get there within the span of a nap
- You don't get lost in metaphorical seas, trains of thought, and allegorical forests
- You avoid the notice of the quori

IMBUE PSICRYSTAL (PSYCHE)

When you **psychic power into a crystal**, roll+PSYCHE. On a 10+, choose 3. On a 7-9, choose 2.

- It influences the emotions of those nearby, for better or worse
- It influences the physical world in a specific way
- It doesn't have to be implanted into a living creature to function
- It can be activated and deactivated at will

TELEKINETIC ASSAULT *Requires: Fists of Force*

Any weapon you wield has the Near and Psychic tags. When you **roll a 7-9 to Hack and Slash with a weapon in Near range**, you deal your damage but they slip past your weapon and within your reach.

TRUESIGHT *Requires: Psychic Insight*

When you **roll a 12+ to use Alien Insight**, you can ask any question regarding the true nature of the person or situation at hand in addition the the standard questions.

QUORI NIGHTMARE *Requires: Mind Over Matter*

Add the following option to the Mind Over Matter move:

- You conjure nightmarish visions - temporarily stun a group within Near range

USE THE FORCE, LUKE! *Requires: Mind Over Matter*

Add the following option to the Mind Over Matter move:

- You move an object with your mind - move a small object anywhere within Near range

NAME




Names: Barimm, Flint, Alor, Baristi, Hawke, Leo, Palai, Morai, Janir, Maartel, Thoben, Tashlon, Wilkas, Walben, Marril, Eilora, Gwen, Reng, Guronna, Ianven

LOOK

Wild eyes, keen eyes, or animal eyes
Long braids, wild hair, or shaggy mane
Practical clothes, weathered hides, or traveling clothes
Lithe body, menacing body, or wiry 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	■ WEAK -1	■ WEAK -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**
Usurp the alpha dog.
- NEUTRAL**
Preserve the circle of life.
- EVIL**
Enforce the law of the wild.

STARTING MOVES

WERETOUCHED

You and your tribe are descended from a particular kind of lycanthropic ancestor. Choose an ancestry:

Bear, boar, rat, tiger, wolf, wolverine

Work with the GM to write down two moves associated with your ancestry. When you shift, your form changes to allow you to make these moves. For example, a wolf-descended shifter who has the move "bite deeply" would grow a snout filled with razor-sharp teeth when they shift.

THE BEAST WITHIN

As a shifter, your ability to tap into your lycanthropic heritage is both a blessing and a curse. You can call upon your ancestry to change your form, but you have to deal with the demands your animalistic side puts on you. Choose three bestial urges:

- Violence
- Rage
- Mood Swings
- Poor Impulse Control
- Lust
- Stubbornness
- Pack Mentality
- Lone Wolf Tendencies

When you are confronted with an opportunity to sate your bestial urges, defy danger to resist it.

SHIFTING

When you **unleash your bestial side**, roll+SHIFT. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1 and be struck with one of your bestial urges, GM's choice. You can spend this hold, 1-for-1, to make one of your shifter moves. Once you're out of hold, you shift back to your normal form. At any time, you can spend all of your hold to revert to your normal form.

WILD INSTINCT

When you **closely study a situation or person**, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- Where's my best escape route or way in?
- What poses the biggest threat to me?
- Who here is most vulnerable to me?
- What's their secret weakness?
- What is about to happen?
- Who is the predator, and who is the prey here?

This move replaces Discern Realities for you.

SHIFTER MOVES

TRIBE

- BEASTHIDE (SHIFT +CON)**
Your tribe favors endurance and perseverance. You gain the shifter move "shrug off a blow". In addition, you gain +1 armor while shifting.
- LONGSTRIDER (SHIFT +DEX)**
Your tribe's traditions emphasize speed and agility. You gain the shifter move "chase them down". In addition, you take +1 to defy danger using speed while shifting.
- RAZORCLAW (SHIFT +STR)**
Your tribe encourages savagery and brute force. You gain the shifter move "rend and tear". In addition, you grow sharp claws (hand, 1 piercing, messy, implanted) while shifting.
- WILDHUNT (SHIFT +WIS)**
Your tribe is renowned for its trackers and hunters. You gain the shifter move "track them". In addition, you are able to sense unseen creatures while shifting.

BONDS

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

_____ wouldn't survive a day in the wild.

_____ 's struggles are like mine; I hope they overcome them.

_____ 's athletic prowess is incredible, but not as impressive as mine.

I applaud _____ 's mastery of their craft, but I worry for them in the journey ahead.



THE SHIFTER

LEVEL
XP

GEAR

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

Choose your defenses:

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

Choose your armament:

- Greataxe (close, +1 damage, two-handed, 2 weight) and 2 javelins (near, thrown, 1 weight)
- Short sword (close, 1 weight), hunter's bow (near, far, 1 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one, all are 0 weight for you:

- The hide of a fearsome creature you have slain
- Your tribe's totem, carved by the elders
- A tattoo that changes form when you shift
- A braid, woven in preparation of a great undertaking

ADVANCED MOVES

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

ANGER MANAGEMENT

When you **successfully resist one of your bestial urges**, take +1 Forward.

ANIMAL MAGNETISM

You can parley with animals and beasts using body language and growls, rolling +WIS instead of +CHA to do so.

ARMED TO THE TEETH

You grow natural weaponry, like teeth or claws, when you shift. Describe it, and choose two of the following tags:

Forceful, messy, intimidating, +1 piercing, precise, close

All natural weaponry has the following tags (hand, implanted).

BECOME THE BEAST (SHIFT)

You can shapeshift, as a Druid, into a full animal version of your lycanthropic ancestry, rolling +SHIFT instead of +WIS.

BESTIAL BRUTALITY

When you **indulge in one of your bestial urges**, gain 1 hold for shifting.

DREAMSIGHT (WIS)

You possess the extraordinary ability to see into the spirit realm. When you **open your sight to the spirit realm**, roll+WIS. On a 10+, you see things as they truly are - free of enchantments and illusions. On a 7-9, you see too much. Take -1 Forward as your mind struggles with what is and what should be.

HEALING FACTOR

When you **call upon your lycanthropic ancestry to mend your wounds**, heal yourself of 1d8 damage or remove a debility and be struck with one of your bestial urges, GM's choice. You must indulge the urge before you can trigger this move again.

LYCANTHROPIC FEROCITY

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

SAVAGE DABBLER

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

SHIFTER ELITE

You are a paragon of your tribe. You gain the following shifter move, based on your tribe:

- **BEASTHIDE**: Refuse to budge, even a little
- **LONGSTRIDER**: Traverse an impassable barrier
- **RAZORCLAW**: Render something useless
- **WILDHUNT**: Sniff out something hidden

TALK LIKE THE ANIMALS

You can speak with animals as easily as you speak with people. Animals will perceive you as a normal creature of your lycanthropic ancestry.

WERETOUCHES WARD

While you are shifting, you gain +1 armor. However, silvered weapons ignore the armor and deal +1d4 damage.

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

BEAST MONARCH *Requires: Become the Beast*

When you shapeshift into a lycanthropic beast, it is no mere animal. It is a being of savage might and power. Choose one of the following traits and the corresponding move:

- DIRE**: Crush your foes with superior strength
- STALKER**: Drift through walls and stones, unheard
- UNMATCHABLE**: Inspire fear or obedience in lessers

CREATE SHIFTER BRAID

In shifter society, shifter braids represent a commitment to a task. When you **bolster by creating a shifter braid for yourself or another**, write a move that you believe will help on the journey ahead. Instead of gaining a +1, whoever wears the braid can spend 1 preparation to make the chosen move.

DIE HARD *Requires: Healing Factor*

When you **roll a 10+ while shifting**, heal 1 HP. Wounds from silvered weapons never heal in this way.

LYCANTHROPIC FURY *Replaces: Lycanthropic Ferocity*

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

MAN OVER BEAST *Requires: Anger Management*

The next time you indulge a bestial urge after taking this move, you may choose to resolve it. Cross it off the list and mark XP. While you may still be presented with chances to sate it, you no longer have to struggle with the beast within over that urge.

SAVAGE INITIATE *Requires: Savage Dabbler*

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

WERETOUCHES ARMOR *Replaces: Weretouched Ward*

While you are shifting, you gain +2 armor. However, silvered weapons ignore the armor and deal +1d4 damage.

WILD THING

Requires: Animal Magnetism

You've allied yourself with a particular pride or pack of animals of the same species as your lycanthropic heritage. At the beginning of the session, roll+WIS. On a hit, choose 1. On a 7-9, choose 1, but there's a complication or problem they'll want you to deal with.

- The pack or pride appears on the scene to help once, if at all probable.
- One of the pride or pack will accompany you on your journey.

Members of the pack or pride have Loyalty +2 and Cost: Meat and Flesh. If the pack or pride appears on the scene to help once, give them four points to divide among the below skills, and if one of the pride or pride accompanies you on your journey, give them two points to divide among the below skills: Warrior, Guide, or Protector.

WHEN ANIMALS ATTACK!

When you **hack and slash**, on a 12+ you deal your damage, avoid their attack, and the GM will describe how the attack was especially brutal. It will seriously hinder them in this battle, and if they survive they will be forever scarred, marked as your prey.

NAME




LOOK

Names: Prime, Ratchet, Relic, Qit, Arsenal, Utr, Ryz, Azm, Baron, Mattock, Mast, Bastion, Forte, Sarge, Clarion, Scorn, Book, Quintos, Tyd, Piece, Channel

Polished eyes, glowing eyes, or one eye
Uniformed, human clothes, or no clothes
Scarred plating, polished plating, or carved plating
Hulking body, bulky body, or decorated 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	■ WEAK -1	■ WEAK -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**
Obey an order to the letter.
- NEUTRAL**
Best a worthy opponent in combat.
- CHAOTIC**
Upset the chain of command.

STARTING MOVES

METAL MAN

You do not have to eat, drink, sleep, or breathe. When a move tells you to mark a ration, ignore it. You can gain the HP benefits of making camp by spending a use of a repair kit. You cannot be healed by healing potions, bandages, or poultices and herbs. You are healed normally by other methods.

FORGED FOR WAR

Some people have the impression that all warforged are the same, just robot warriors. In truth, House Cannith equipped you with several components to aid you in the Last War. Choose one Implanted Weapon:

- Armlade (close, +1 damage, implanted)
- Armbow (near, 2 piercing, implanted, 2 ammo). When you make camp, restock 2 ammo.
- Iron Fist (hand, forceful, implanted)

Choose one Body Component:

- Armor Spikes: when you **take harm from a Hand weapon**, they take 1d4 damage.
- Extra Plating: you gain 1 additional hold when you Defend, even on a 6-.
- Traction Claws: you can climb up walls and ceilings with ease.

Choose one Enhancement:

- Night Lenses: you can see in total darkness without trouble.
- Crosshair Lens: when you Volley, roll +INT instead of +DEX.
- Wand Sheath: any wand you wield gains the Implanted tag, and can be activated with a thought.

TOTAL RECALL (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, as the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What here is the biggest threat to my mission?
- What here could turn the tides of battle?
- Where is a weakness I could exploit?
- What is about to happen?
- What happened here recently?
- Who here is the commander?

This move replaces Discern Realities for you.

PLATING

- ADAMANTINE** *3 armor, implanted, 3 weight*
Your plating is heavy to protect you from harm on the front lines of the Last War. In addition, your damage die is d10.
- MITHRAL** *2 armor, implanted, 2 weight*
Your plating is light to allow you mobility on the battlefield. In addition, choose one weapon - you can always treat weapons of that type as if they had the precise tag.
- COMPOSITE** *1 armor, implanted, 1 weight*
Your plating is formed from a variety of materials that protect without impeding mobility. In addition, when you deal damage with a magical weapon (such as a wand or spell) deal +2 damage.

BONDS

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

_____ knows my creator.
I fought with _____ during the Last War.
_____’s emotions and feelings are strange to me.

THE WARFORGED

LEVEL
XP

GEAR

Your Load is 12+STR. You start with your plating, your implanted weapons, body components, and enhancements, and a warforged repair kit (5 uses, 2 weight).

Choose three possessions:

- Adventuring gear (5 uses, 1 weight)
- A backup dagger (hand, 1 weight)
- An eternal wand given to you by a fallen comrade (mystic, 3 ammo, 0 weight). When you make camp, restock 3 ammo.
- Warforged repair kit (5 uses, 1 weight)
- 2 oils of repair (0 weight)
- Shield (+1 armor, 2 weight)
- Part of an ancient mystic schema, found on the body of an enemy (1 weight)

ADVANCED MOVES

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

BATTLE BODY

Add the following Body Component options, then choose a Body Component to add:

- Tracker Mask: when you **sniff around and acquire a scent**, you can ask the GM one question regarding whose scent it is, where they went, or where they came from. The GM will answer honestly.
- Essence of the Scout: with these spellbound runes carved into your body, you do not have to make a sound if you do not want to, nor do you leave any tracks.

ETERNAL VIGIL

When you **spend the night taking watch**, choose one:

- Everyone takes +1 to Take Watch
- You can roll+CON instead of +WIS to Take Watch
- Everyone not taking watch gets better rest, healing +1d6 HP.

EYE ON THE BATTLEFIELD

When you **use Total Recall during combat**, take +1.

HEAVY METAL

You gain +1 armor.

IRON DABBLER

Choose one move from the Artificer, Cleric, Fighter, Paladin, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

LEADER OF MEN (AND 'FORGED)

Any troops you lead into battle take +1 Forward.

MECHANICAL MODIFICATION

When you bolster, instead of gaining preparation, you gain an equivalent amount of modifications, such as reinforced plating or darksight lenses. When you **utilize these modifications**, take +1. Modifications last until you bolster again.

MODULAR CHASSIS

When you **Make Camp and spend a few hours modifying yourself**, choose two stats. You take +1 Ongoing to all rolls using one of them, but -1 Ongoing to all rolls using the other until you spend time modifying yourself again.

NEVER UNARMED

When you **deal damage with an Implanted Weapon**, deal +1d4 damage.

WAR HERO

When you **parley with someone and your leverage is your reputation during the Last War**, you can roll+CON instead of +CHA.

WAR MACHINE

Add the following Implanted Weapon options, then choose a Implanted Weapon to add:

- Battlefist (hand, forceful, implanted). When you **deal damage with a battlefist**, increase your damage die by one size (from d8 to d10, or from d10 to d12).
- Multi-Wand Bracer (near, implanted). When you attack with this weapon, choose a tag to add to it: reach, far, +1 damage, 2 piercing, forceful, messy, stun, or elemental (electric, fire, or cold).

WE CAN ENHANCE HIM, WE HAVE THE ARTIFICE

Add the following Enhancement options, then choose a Enhancement to add:

- Final Messenger: you may implant a destination, a target individual, the image of what you are currently able to see, and a short message of up to 25 words into the messenger. It can then be released, and will fly swiftly to the target destination to meet its target. If not there, the messenger will fly to the nearest warforged, who can then see the message. If you reach 0 HP, the messenger will fly to its target with an image of the last thing you saw.
- Command Circlet: you can speak telepathically with any warforged within Far range.

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

EVER VIGILANT *Requires: Eternal Vigil*

Choose to options when you use Eternal Vigil instead of one.

FEAR IS FOR FLESHBAGS *Replaces: Leader of Men (and 'Forged)*

Any troops you lead into battle take +1 Forward. In addition, they cannot be frightened, either through mundane or magical means.

FULL METAL JACKET *Replaces: Heavy Metal*

You gain +2 armor.

IRON INITIATE *Requires: Iron Dabblers*

Choose one move from the Artificer, Cleric, Fighter, Paladin, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

LIKE AN EXTENSION OF MY BODY *Requires: Never Unarmed*

When you **deal damage with an Implanted Weapon**, deal +1d8 damage.

MASTER OF ARMS

When you **roll a 12+ to hack and slash**, you deal your damage to the enemy, avoid their attack, and disarm them, destroy their weapon, or otherwise prove your utter superiority in battle to them. They may still attack you, but they do so with the knowledge that they are outmatched.

MASTER OF ARMOR

When you **take damage while standing in defense of something**, you can spend 2 hold to negate the damage entirely. When you **roll a 12+ to Defend**, hold 5.

TRANSFORMER *Requires: Mechanical Modification*

When you **spend some downtime in a workshop**, you can trade out one of your Implanted Weapons, Body Components, or Enhancements for a different one.

UPGRADE

The first time you spend time in a workshop upgrading yourself after taking this move, choose an upgrade (adamantine claws, clockwork wings, elemental-bound energy beams, etc.). When you **emerge from the workshop**, you permanently gain that upgrade.

WATCHFUL COMMANDER *Requires: Eye on the Battlefield*

When you **lead the charge into battle**, you can ask a question from Total Recall for free.