

NAME SPECIES LOOK




Your spear throw connects but it only enrages the grotesque shambler as its tentacles rip your shield away. It pulls you in close and the beast's great maw finally opens. You shout, "NOW!" as you throw the blue oil flask straight down its bellowing gullet. The hidden archer is revealed and lets loose an arrow of flame. The explosion tears the shambler apart. You land on your back smiling, as entrails drop nearby. Another plan well done.

Calculating Eyes, Eyepatch, Wise Eyes
Cropped Hair, Facial Scars, Bald
Military Garb, Worn or Polished Armor
Sinewy Body, Bulky Body, Battlescarred

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

Note: Stats cannot be raised above 18 (+3)

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

 GOOD

Endanger yourself to make a plan succeed

 NEUTRAL

Outwit a formidable opponent

 EVIL

Use someone as bait to give yourself an advantage

STARTING MOVES

HEAVY ARMOR TRAINING

You ignore the clumsy tag on armor you wear.

TACTICS

Your knowledge and training allows you to assess a battle and know the correct tactical approach. Only one Tactic can be active at a time.

Aggressive

When you Hack and Slash, deal your damage even on a 6-.

Cautious

Gain +1 when you Defy Danger.

Reactive

You cannot Hack and Slash, but you can Counterattack:

When you are attacked in melee and attempt to counter, roll +DEX. *On a 7+, you expertly parry the attack. *On a 10+, you riposte and deal your damage.

Defensive

When you use the Defend move, treat a 6- as a 7-9.

Reckless

When you deal damage, deal +1d4 damage. When you take damage, take +1d4 damage.

NATURAL TACTICIAN

Choose a **Default Tactic**. By nature you always have this Tactic active until you Change Tactics.*Aggressive, Cautious, Reactive, Defensive, Reckless*

You can always spend 1 Gambit to instantly return to this Tactic.

BONDS

_____ has a lot to learn about the ways of battle.

My respect for _____ was earned on the battlefield.

I can always depend on _____ to follow my stratagems.

GAMBIT

COUNT:

When you or someone you have a bond with takes damage from an outside source, it was part of your plan the whole time, gain +1 Gambit. What some might see as an unwanted setback, you know it's merely a stratagem to gain a later advantage.

At any time, **reveal your ploy** and use Gambits to:

- Add +1 to anyone's roll (Cost: 1)
- Deal your damage to an enemy (Cost: 2)
- Create an obstacle or distraction that a single enemy has to deal with before they can do anything else (Cost: 3)
- The GM will help you reveal a trap, ambush, or plan that gives you and your allies a surprising advantage (Cost: 4)

Multiple Gambits can be used and the effects stack. After the end of a battle or when it makes sense, your Gambit count resets to 0.

CHANGE TACTICS

When you draw on your knowledge and training to assess a combat situation, roll +INT.

*On a 10+, you formulate a plan and select a new Tactic. *On a 7-9, also choose one:

- The new Tactic isn't effective at first, take -1 Forward
- An early plan lead up to this, spend 1 Gambit
- The Tactic requires that you draw attention or put yourself in a spot. The GM will tell you how.

WAR KNOWLEDGE

When you Spout Lore about combat topics such as historical battles, military figures, martial weapons or armor, take +1.

BATTLE OF WITS

You always know in which goblet resides the poison. **When an enemy is watching you and there's a difficult choice to make**, the GM will tell you what the enemy expects you to do.

THE BATTLEMASTER

LEVEL XP

Your Load is 10+STR. You carry dungeon rations (5 uses, 1 weight), a spyglass (1 weight), and a dagger (hand, 1 weight).

Choose your defenses:

- Scale armor (2 armor, clumsy, 3 weight)
- Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)

Choose your armament:

- Warhammer (close, 1 weight) and shield (+1 armor, 2 weight)
- Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Bag of books (5 uses, 2 weight)
- Bandages (3 uses, slow, 0 weight)

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: GRAND PLAN

It's time. All of your preparation for this moment must finally come to fruition. When you die, your grand plan is revealed and your death proves to be the final gambit. Your allies may have known all along or maybe you kept them in the dark, knowing they wouldn't understand. Work with the GM to reveal this master plot. The plan should give your allies a major boon or advantage, or set up your enemies for destruction, or set major world events in motion. Rest in peace, Battlemaster, knowing even now in death, the goals you had in life will soon be achieved.

ADVANCED MOVES

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

BLOCK AND STRIKE

Add your shield's armor to your damage. Additionally, when you wield a shield in Reactive Stance, you can roll +STR for Counterattacks instead.

BATTLE LEADER

Take +1 when you Order Hirelings. Often, Hirelings will accept your training as payment for their services.

RECKLESS AGGRESSION

When you're using Reckless Tactics, your melee attacks gain +2 Piercing. When you're using Aggressive Tactics, always roll damage twice and take the better result.

COMBAT SIGHT

When you're using Cautious Tactics and you Defy Danger, on a 10+ you gain a Gambit. When you're using Reactive Tactics and you Counterattack, on a 10+ you can ask the GM one question from the Discern Realities list.

INTELLIGENT DEFENSE

When you use your knowledge and training to decide the best defense, you can use the Defend move with INT instead of CON. Furthermore, when you're using Defensive Tactics, you can always spend 1 Gambit to halve an attack's effect or damage directed at you or what you're Defending.

BATTLEFIELD MOTIVATION

When you rally your allies in the midst of battle, spend 1 Gambit. Your allies can ignore the effects of a single debility (their choice) until the debility is made worse or the end of the battle. Optionally, you may choose to do this without spending a Gambit, but you draw unwanted attention to yourself (the GM will tell you how).

RISKY GAMBIT

When you tell an ally to do something obviously dangerous and they are put in a spot, gain +1 Gambit.

MISDIRECTION

When you have an enemy's attention, you can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against the enemy.

PHASE 2

When you kill an enemy, you may immediately Change Tactics for free.

PLAYING THE LONG GAME

At the end of a battle (or when it makes sense) and your Gambit count would reset to 0, you can keep 1 Gambit instead.

MULTICLASS LEARNER

Get one move from another class (excluding Called Shot and Backstab). Treat your level as one lower for choosing the move. When you select this move, tell everyone the story of how you came to learn it.

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

LETHAL GAMBIT

You can spend 3 Gambits to add +1d10 Damage to anyone's attack.

AMBUSH MASTER

When you and your allies set up a surprise attack or trap, designate a number of Strikers up to your INT modifier (Min: 1, Max: 3). A Striker can be yourself, an ally, or a trap object. The first time each Striker deals damage, they can roll twice and take the better result.

COMBAT ASSESSMENT

This question is added to your Discern Realities list of choices:

- "What mistake has my enemy made that I can exploit?"

When you Change Tactics, on a 12+, you may ask this question for free.

ALL PART OF THE PLAN

Spend 2 Gambit to negate the damage of any attack.

SELF DEFENSE TRAINING

When you know the enemy you're about to fight, you can spend an hour or two training your allies on how best to Defy Danger. The GM will tell you which stat modifier to use, it's up to you to explain why it's effective. When you or an ally uses Defy Danger with that method against the enemy, they get an additional +1 to the roll. Such training needs to be practiced daily to be effective.

BATTLEFIELD DESPERATION

Requires: Battlefield Motivation

When you use Battlefield Motivation, you rally your allies so well that instead of just ignoring a single debility's effects, the debility turns into a +1 bonus for that modifier instead (this modifier cannot go above +3). This lasts until the debility is made worse or the end of the battle.

COMMAND ALLY

Replaces: Misdirection

You can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against an enemy. You may spend an additional Gambit to maximize the damage.

SURPRISE ATTACK

Choose either Called Shot (Ranger) or Backstab (Thief). You gain this move. If there is already a Ranger or Thief, when you spend a few moments coordinating to use the move at the same time, they can add your +INT modifier to the damage of their first attack (in addition to any other bonuses).

TACTICAL TEACHER

You gain an additional Bond:

I will teach _____ to have a tactical mind.

Whoever this bond is with can choose to gain the effects of your current Tactics.

NAME SPECIES

LOOK

Let the mages wield their spellbooks and grand wisdom. None of them have what throbs inside of you: a conduit to pure magic. Your body is the gateway, like a dam holding back an ocean of power. "Does it hurt?" They always ask. As if the scars you bear are not answer enough. You think you know the cost, but truly, how much can flesh weather? You expect you'll find out, one way or another.

Glowing Eyes, White Eyes, Intense Eyes
Bald Head, Wild Hair, Tattooed Scalp
Tattered Clothing, Flowing Robes, Finery
Scarred Body, Hairless Body, Muscular Body

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

Note: Stats cannot be raised above 18 (+3)

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

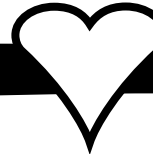
DAMAGE



ARMOR



HP

YOUR MAX HP IS
10+CONSTITUTION

ALIGNMENT

 GOOD

Use your Conduit to help someone at cost to your body

 CHAOTIC

Use your Conduit to cause great disorder or chaos

 EVIL

Use your Conduit to inflict devastation upon the world

CONDUIT

Within you resides a gateway to pure magic.

Choose a **Primary Element**. Your magic is of this element.*Flame, Frost, Shock, Shadow, Wind, Water, or _____*Choose an **Emanation Point**. This is where magic leaves your body.*Forehead, Eyes, Mouth, Chest, Fingers, Palms, or _____*

BONDS

I will make _____ respect the power I wield.

I see the raw potential in _____.

_____ is wary of my power, for good reason.

_____ and I have helped each other countless times.

SUMMON ELEMENTAL

When you beckon inwards to call forth an Elemental being, choose any Technique tag and roll+CON. *On a 10+, the Elemental flows out of you and a stream of magic connects it to your Emanation Point like a leash. The Elemental's nature and appearance wholly embodies the tag you chose. You gain **1d4 Control**.

*On a 7-9, the Elemental is also moody or troublesome, choose one:

- You must immediately spend 1 Control
- It embodies a different tag instead (the GM will tell you which)
- It resents you and will certainly be hostile later

As long as the Elemental remains leashed, you have the Elemental Protection and Elemental Attack moves.

When you have 0 Control, your elemental is released! It acts on its own, can use its tag at will, and its HP is 2x your level. Maybe it's friendly, hostile, mischievous, or just bored.

STARTING MOVES

TRICKLE

You can emit a small amount of your Primary Element for mundane tasks or to impress someone without having to Channel.

CHANNEL

When you open your Conduit up wide and channel magic through your body, roll +CON. *On a 10+, raw magic of your Primary Element flows out of your Emanation Point. Use one of your Techniques. *On a 7-9, the same, but the power is too much. You can use your body as a dam and take 1d4 damage (ignores armor) or allow the power through. If you allow the power through, the GM will tell you of one or more complications, such as:

- The magic flows out of a different part of your body or is of a different element
- The magic has an unintended effect on the environment
- The magic causes a blast wave and you are thrown backwards

TECHNIQUES

You have special Techniques that allow limited control over the flow of magic. When you spend several hours developing a new Technique, add it to your list or replace an existing one. You can learn up to 3 Techniques.

Keeping in mind your Primary Element, name the Technique and choose 2 tags:

- Projectile (1d6 damage if Near)
- Blast (1d8 damage if Close)
- 2 Piercing
- Barrier (+1 Armor until next Channel)
- Hazard (Environmental effect)
- Forceful

CURRENT TECHNIQUES

Examples

Wind Push (Blast, Forceful)
Earth Wall (Barrier, Hazard)
Icy Ground (Hazard, Forceful)
The Zapper (Projectile, 2 Piercing)

ELEMENTAL PROTECTION

When you or your leashed Elemental takes damage from any source, you lose 1 Control and the damage is negated.

ELEMENTAL ATTACK

When you command your leashed Elemental to use its tag, roll+Control. *On a 10+, success. *On a 7-9, you also lose 1 Control.

LEVEL XP

Your Load is 9+STR. You carry dungeon rations (5 uses, 1 weight) and a soothing balm (0 weight) that feels nice on your emanation point.

Choose one:

- Leather armor (1 armor, 1 weight)
- 3 healing potions and adventuring gear (5 uses, 1 weight)

Choose your backup weapon:

- Knife (hand, 1 weight)
- Bō staff (close, two-handed, 1 weight)

Choose one:

- Smelling salts (0 weight) and 1 antitoxin (0 weight)
- Pouch with 1d10 coins

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: RUPTURE

You always wondered what would happen to your conduit if your body wasn't here to impede it. Well, now the world gets to find out. When you die, the dam breaks. What's left of your body explodes as raw magic pours through. Everyone nearby is engulfed or thrown backwards. Your conduit now hangs in the air, forever a gateway to the elemental planes. The area around this location will be permanently irradiated with your magic and quickly show signs of your primary element. Truly, Channeler, you have left your mark on the world.

ADVANCED MOVES

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

THREAD THE NEEDLE

You have learned to increase the flow of magic even further at the expense of your body. When you deal damage with a Technique, you can choose to roll an additional 1d4 bonus damage. If you roll a 1 or 2, you are also hurt by the bonus damage (ignores armor).

CALLUS

Your body has become almost entirely immune to your primary element. You have 5 Armor against outside damage consisting of your Primary Element.

BENDER OF THE ELEMENTS

Your control over your primary element extends beyond your body. When you manipulate something in the nearby environment made of your primary element, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. So long as you do nothing but concentrate on controlling it, you may spend hold, 1 for 1, to choose an option:

- It does 1d6 damage to something
- It has the Forceful tag
- It moves to a new position within sight
- It holds a particular shape (even after you stop concentrating)

SIGNATURE TECHNIQUE

You gain an additional Technique slot. This Technique can have 3 tags. Examples: Thunderclap (Blast, 2 Piercing, Forceful), Shadow Orb (Projectile, Burst, Hazard)

DUAL CONDUITS

Choose another element. With a grunt or a snap of the fingers, you can toggle your Primary Element to this second element, or vice versa. Only one of the two elements can be considered your Primary Element at a time. Your Techniques are the same and use the same tags, but the element changes.

MY BODY IS READY

When you have a few minutes to concentrate without interruption, you can end your concentration by unleashing a Channel that is an automatic success.

TELEPORT

You gain access to the "Teleport" Technique tag. When a Technique has this tag, you instantly move somewhere Near. Describe what it looks like. Examples: Shadow Defense (Barrier, Teleport), Frost Bang (Teleport, Forceful).

CONDUIT WARRIOR

Your Primary Element engulfs the weapons you wield. When you Hack and Slash and roll a 10+, you can add 1 Technique tag to the attack.

REABSORB ELEMENTAL

When you reabsorb an unleashed Elemental, roll +CON. *On a 10+, the Elemental is sucked back through your Conduit. *On a 7-9, you absorb it, but your body suffers, take 1d4 damage (ignores armor).

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

FISSURE

Requires: Thread the Needle

When you use Thread the Needle, you can choose to roll up to three bonus damage dice (1d4, 2d4, or 3d4). For each roll that is a 1 or 2, you are also hurt by the bonus damage from that roll (ignores armor).

AREA BURST

You gain access to the "Burst" Technique tag. When a Technique has this tag, it affects up to 3 targets nearby each other. If it deals damage, roll once and apply to each target. Examples: Fiery Explosion (Blast, Burst), Shield Allies (Barrier, Burst)

ARMOR OF THE ELEMENTS

Your Barrier tag now adds +2 Armor until your next Channel.

DEVASTATION WAVE

Requires: Signature Technique

When you use your Signature Technique, you may choose to temporarily add a fourth tag, but you take 1d4 damage (ignores armor) when it's channeled.

OSMOSIS

Requires: Reabsorb Elemental

When you use Reabsorb Elemental and roll a 10+, your body heals 1d6 damage.

FALLOUT

When you kill an enemy by using Channel, the body becomes a Hazard.

CORPOREAL TRAUMA

When you deal damage, you can choose to suffer a debility of your choice to reroll any or all of your damage dice. If you already have all six debilities, this move cannot be used.

AFFLICTION

When you Channel and roll 12+, choose something on your target (an item, a limb, a weapon). It melts, freezes, it's corrupted or encased, or whatever makes sense for your primary element.

DON'T BLINK

Requires: Teleport

Techniques with the "Teleport" tag can now be used on other targets.

CONDUIT CHAMPION

Replaces: Conduit Warrior

Your Primary Element engulfs your body and the weapons you wield. When you Hack and Slash and roll a 10+, you can add 1 Technique tag and the Barrier tag to the attack. The Barrier lasts until your next Channel or Hack and Slash.

RECKLESS SUMMONER

When you use Summon Elemental, on a 10+, you can choose an option from the 7-9 list to make the Elemental have 2 tags instead.

NAME SPECIES LOOK

Well, here you are. Run out of another town. "Grave robber!" They wailed. "Maniac! Death caller!" Death... caller? Pah! Do they not see? You are the life bringer! That which was dead now RISES! The sages say death conquers all. Then who are you, if you have bested death? You will show them; and then what will they shout? Nothing. For the dead do not speak.

Crazy Eye, Squinting Eyes, Black Eyes
Hooded, Long White Hair, Deathmask
Black Robes, Death Tattoos, Boneshirt
Filthy Body, Stitch Lines, Lithe Body

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

Note: Stats cannot be raised above 18 (+3)

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

D4

ARMOR

HP

YOUR MAX HP IS
4+CONSTITUTION

ALIGNMENT

 NEUTRAL

Animate a particularly powerful or unique corpse

 CHAOTIC

Kill a creature purely to collect its corpse

 EVIL

Truly horrify someone

HEXED BODY PART

A part of your body is hexed and can be freely detached and reattached at will. Choose one:

 ALL SEEING EYE

When your hexed eye is detached, you can still see through it.

 LENDABLE EAR

When your hexed ear is detached, you can still hear through it.

 IDLE FINGER

When you detach your hexed finger, name something you can see. As long as the finger remains detached, it will point to what you named.

 CREEPY TOE

For reasons you don't wholly understand, when you eat your hexed toe, it heals you for 5 Damage and then regrows after a couple days. Don't forget to describe the taste. Note: You're not sure what happens when someone else eats it, nobody's been willing to try...

BONDS

_____ doesn't seem to fear me, I must see to that.
I can't help but think what a powerful corpse _____ would make.
_____ always leaves a trail (or should I say buffet?) of corpses.

REPLACEMENT PARTS

Your knowledge of stitching together corpses allows you to reattach body parts, such as severed limbs, eyeballs, or teeth. It takes you a few hours and you'll need the original body part or one that is similar to the original. Besides stitch lines and a slight odor, the body part is as good as new.

STARTING MOVES

CORPSE COLLECTOR

When you spend a few minutes collecting a corpse to use later, you can store it in one of your 3 **Hexed Canopic Jars**. Even though a jar is only about the size of your fist and almost weightless, each can magically hold one corpse of any size. Opening a jar drops the corpse in front of you.

RAISE THE DEAD

When you seek to use the blackest of magics to reanimate the dead, choose a nearby corpse or one from your collection and roll +INT. Only one corpse can be controlled at a time and it must be around humanoid size or smaller. *On a 10+, the Animated Corpse rises under your control and you have 3 Power. *On a 7-9, also choose one:

- The flesh resists you, start with 1 less Power.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Magic barely holds the corpse together and afterwards, the corpse will disintegrate.

When you run out of Power, the Animated Corpse collapses. If there's anything left, you can attempt to raise it again.

ATTACK COMMAND

When you order the Animated Corpse to perform a harmful action, such as attacking or using a special move, roll +INT. *On a 10+, the action is successful and it deals 1d6 damage. *On a 7-9, the same, but you lose 1 Power.

FLESH WOUND

The Animated Corpse ignores most lower damage attacks, but when the Animated Corpse takes a significant hit, the GM will tell you an important appendage (such as a claw, limb, or jaw) that may come loose. Spend 1 Power to keep the corpse together or the appendage will be destroyed.

PIECE OF MIND

When you or the Animated Corpse eats part of a sentient creature's brain, the GM will tell you an interesting piece of knowledge the creature possessed.

CURSE

When you use dark magic to curse someone or something, tell the GM what you're trying to achieve. Curses are always possible, but the GM will give you one to four conditions, such as:

- It requires the blood of _____
- It will require a lot of money
- You'll need a rare component
- The best you can do is a lesser or limited version
- It will take days/weeks/months before the curse takes effect
- _____ will know or hear about it
- You'll need to travel to _____



THE NECROMANCER

LEVEL XP

GEAR

Your Load is 7+STR. You carry dungeon rations (5 uses, 1 weight), a shovel (1 weight), and a needle and thread (0 weight).

Choose one:

- Leather armor (1 armor, 1 weight)
- 3 healing potions and adventuring gear (5 uses, 1 weight)

Choose your armament:

- Bone dagger (hand, 1 weight)
- Skull staff (close, two-handed, 1 weight)

You start with 3 Hexed Canopic Jars (0 weight), one jar already has a corpse in it:

- A one-armed dwarf
- Someone you used to know (such as an ex-lover or family member)
- A skinless hound

Hexed Canopic Jars

DEATH MOVE

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: UNDEAD ARMY

Vengeance. Vengeance and hate. That's all that's left when your vision fades to black. When you die, the earth begins to tremble. Hands of bone and decaying flesh burst forth. Hundreds of bodies dig their way out. Your canopic jars break open and your corpse collection rises to lead the horde of undead. They seek only one thing: revenge. The ones who caused your death will be torn apart. Your army will exist until your vengeance is achieved or every last one of them is destroyed. Let them know true peril, Necromancer, show them once and for all.

ADVANCED MOVES

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

UNLIVING LARGE

When you Raise the Dead, you can use the corpse of a Large creature.

DISPOSABLE

When you Raise the Dead with a 10+, you can choose to treat the corpse as disposable flesh. Gain +1d4 Power, but the corpse always disintegrates afterwards.

MONSTROUS

Animated Corpses under your control deal 1d8 damage. When you use Attack Command, on a 12+ the Animated Corpse deals the full 8 damage (no roll).

TRUE COLLECTOR

You have an additional Hexed Canopic Jar that's special. It can store a corpse normally, or it can store a pre-assembled Amalgamation or Abomination.

AMALGAMATION

When you Raise the Dead, you can choose two corpses (nearby or from your collection) to combine. Describe how you choose to meld them. The Animated Corpse gains all the benefits and special moves of both. If the corpses survive, they can be split and stored again.

DEAD MEAT SHIELD

When you take damage and your Animated Corpse is nearby, you can make the corpse take the hit instead, but you immediately lose all Power.

HEXBODY

Pick 2 more Hexed Body Parts. In addition, your teeth are hexed. When you detach a tooth, to others it looks exactly like a coin of the local currency. You can turn the hex on and off at will. Just keep in mind teeth don't grow back...

ASSISTANT

You craft a special assistant out of the skin and bones of a corpse. It has 5 load and 1 HP. When you give it an order more complicated than "follow me", roll+nothing (good help is hard to find). *On a 10+, choose one. *On a 7-9, choose two.

- You have to explain your orders several times before it comprehends
- It causes problems or draws unwanted attention (the GM will tell you how)
- It takes a lot of time and drooling to fulfil your orders

GRAVEDIGGER

When you scour a graveyard for new material, you may always ask the GM: What dead thing here...

- ...was most powerful in life?
- ...had the richest burial?
- ...lived the most noteworthy life?

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

COLOSSUS

Requires: Unliving Large

When you Raise the Dead, you can use the corpse of a Huge creature.

CORPSE EXPLOSION

Requires: Disposable

Corpses you deem Disposable explode instead of disintegrating, dealing their damage to anyone within Reach.

MORTIFEROUS

Replaces: Monstrous

Animated Corpses under your control deal 1d10 damage. When you use Attack Command, on a 12+ the Animated Corpse deals the full 10 damage (no roll).

UNDEAD PACK RAT

You have an additional Hexed Canopic Jar that can also be used to store replacement parts. When you cut up a corpse you don't intend to use and put the body parts in the jar, add 1 Charge. When you go looking for a replacement part to add to a corpse (or living person), spend 1 Charge to find a suitable part.

ABOMINATION

Requires: Amalgamation

Choose up to three corpses to amalgamate.

HOPELESS NECROMANTIC

When you attempt to deceive someone into thinking your Animated Corpse is still alive, roll +INT. *On a 10+, choose two. *On a 7-9, choose one.

- The corpse can move convincingly as it did in life
- You can make the corpse say anything you wish
- The corpse doesn't have a potent stench

CRANIUM ACCESSORIES

Instead of just stitching Replacement Parts, you can add entirely new body parts to yourself or others. New fingers, eyes, or even whole limbs. But beware, go too far and the GM may tell you about a side effect or complication...

SWARM

You can Raise the Dead with the corpses of Tiny/Small creatures, creating a swarm that acts together. A canopic jar can hold a group of corpses that make up a swarm.

LIFE SAP

When you use blood magic to transfer health, choose a Blood die (1d6, 1d8, or 1d10). Roll the Blood die. You or an ally takes this much damage (ignores armor). Roll the same Blood die a second time and heal yourself or an ally for as much as this second roll.

NAME SPECIES LOOK




Dry throat, red eyes, your hands shake, your muscles ache. How long has it been? Food doesn't help, even if you could keep it down. Sleep? You know it's futile. No, what you need is... there! Movement in the trees! You leap, the beast roars, there's blood and fur and something like pain. And then it's over. You pluck back the blade of silver and your body shivers. Euphoria. You laugh, you sigh. You are the Slayer.

Hungry Eyes, Bloodshot Eyes, Tenacious Eyes
Flowing Hair, Mohawk, Piercings
Bandolier, Tinker's Pack, Hidden Weapons
Lithe Body, Hardened Body, Tattooed Body

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

Note: Stats cannot be raised above 18 (+3)

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 8+CONSTITUTION

ALIGNMENT

 GOOD

Show mercy despite your thirst

 NEUTRAL

Use your thirst to slay a grand foe

 CHAOTIC

Withhold satisfaction to drive your thirst to dangerous levels

 EVIL

Slay an undeserving creature to sate your thirst

STARTING MOVES

BLOODTHIRST

When you roll 6- on any move, gain 1 Thirst. It has been too long since your last kill, causing your body to begin to show symptoms of withdrawal.

WITHDRAWAL

As your Thirst grows, your health begins to deteriorate. Bloodshot eyes, muddled thoughts, you grow anxious and irritable. Your stomach sours, your muscles ache and tremble. Restlessness quickly turns to insomnia. Death lurks ever closer, you're sure of it.

When you gain a point of Thirst, take a debility you do not already have. If you have all 6 debilities, take 1d6 damage (ignores armor).

[THIRST]

SLAYER'S STRIKE

When you Hack and Slash, you may roll+THIRST instead of STR/DEX.

CATHARTIC KILL

When you deal the killing blow to a person, monster, or beast, your Thirst is quenched and resets to 0. Any debilities caused by Withdrawal quickly fade away.

SLAYER'S ARSENAL

When you know of a specific weapon, tool, or substance that will aid in the slaying of a creature, unpack all of your slaying gear and start searching. If it's relatively cheap or common, you have it. If it's expensive, rare, or unique, roll+STR. *On a 10+, the GM will say you have it or something useful. *On a 7-9, the GM will pick one:

- You have it, but it needs to be repaired, charged, or assembled
- You have it, but there are serious drawbacks to using it
- You remember having it, but it was stolen or lost
- You don't have it, but you do find a hint on where it is or how to get it

OLD FRIEND:

You have an associate that occasionally helps you on particularly difficult hunts. When you really need them, they're usually not far away. How did you meet? Did something happen to make you allies or do they just owe you a favor? Name them and choose their speciality:

- Librarian:** Experts on lore, they can be called upon to research any subject. Sometimes they need time or a favor, but they always tell you useful information.
- Mercenary:** A Hireling that you can call upon to help you on a hunt. They have 10 Hireling points and usually no cost, but call upon them too much and they may start requiring something from you or they may call upon you to get them out of trouble.
- Bartender:** Knows everyone who's worth knowing. Looking for someone? They'll point you in the right direction. Keen to acquire goods? They'll set up the deal.

MANIFESTATION

Your bloodthirst often manifests itself in unexpected and sometimes even helpful ways. Choose one:

 DEADLY THROW

When you Volley with a thrown weapon, you can use Slayer's Strike.

 ADRENALINE

When you Defy Danger with strength, you can roll+THIRST instead.

 TENACITY

You ignore the -1 effect of CON debilities.

 PENETRATING GAZE

When you Discern Realities on a creature you intend to slay, you can roll+THIRST instead of WIS.

BONDS

 has seen me at my worst.I can always count on to lead me to a kill.One day, the time may come to slay . shares my thirst for combat.

THE SLAYER

LEVEL XP

GEAR

Your Load is 11+STR. You carry dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and your Slayer's Arsenal (4 weight).

Choose your weapon:

- Dual battle axes (close +1 damage, 2 weight)
- Spear (close, thrown, near, 1 weight)
- Claymore (close, +1 damage, two-handed, 2 weight)

Choose one:

- 3 Javelins (thrown, near, 1 weight)
- Crossbow (near, +1 damage, reload, 3 weight)
- A trophy from a recent kill worth 4d8 coins

DEATH MOVE

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: SOULBOUND SLAYER

There was a name on your lips when you felt your heart stop. Was it a beast? Was it a person? When you die, say the name aloud. Your soul is now bound to hunt and slay the creature you have named. Your heart might not be beating, you might not even have a heart anymore. Your body might be in shambles. It doesn't matter. The bloodthirst consumes you. For as long as your quarry lives, you have control over your body. You may act as if you still live, but you permanently have 6 Thirst. Every action you take must be in pursuit of your target or you will quickly lose control. You do not need to eat or sleep. If your body is destroyed in the pursuit, then your soul will be a phantom, haunting your quarry until its death. Find them, Slayer, kill them, and only then may you rest.

ADVANCED MOVES

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

PARCHED

When you use Slayer's Strike and deal damage, add your Thirst to the damage.

USEFUL SYMPTOMS

Choose an additional Manifestation.

MARKSMAN

When you Volley with bows or crossbows, you can use Slayer's Strike.

WELCOME THIRST

When you awake in the morning, you can choose to add 1d4 Thirst (and any associated Withdrawal symptoms).

WILDLING

Take a move from the Ranger class list. If there is already a Ranger, they'll need to help you tame the beast or learn the move.

INSOMNIA

When you Take Watch, you can roll+THIRST instead. On a 10+, you also deal +1d4 Damage against the approaching enemy.

EUPHORIC SLEEP

When you Make Camp and sleep with 0 Thirst, you gain all your HP back (instead of just half).

ENSNARE

You are a bolas expert. When you throw your bolas to ensnare an enemy, roll +DEX. *On a 7+, the enemy is ensnared. *On a 10+, the bolas cannot be easily untangled.

WITH FRIENDS LIKE THESE

You've made unlikely allies with monsters or other nasties in the past. Maybe they saved your life or gave you vital information, whatever happened, it was enough to spare them. Because of this, you can occasionally call upon Hirelings that are monsters or corrupted humanoids. Perhaps they're not as bad as everyone thinks? Sometimes, they'll have a Cost associated with their monstrous nature, like needing to feed on human flesh. If it doesn't work out, you can always just slay them, right?

SPONSOR

By taking this move, you acknowledge you might have a problem. When an ally attempts to calm your bloodthirst, roll+Bond. *On a 10+, your Thirst is reduced by half (rounded down). *On a 7-9, your Thirst is reduced by 1.

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

I'LL SLEEP WHEN YOU'RE DEAD

When you use Slayer's Strike and fail to slay the target, your next attack against that foe deals +1d8 damage.

SLAYER OF GIANTS

When you Defy Danger against a Large or Huge enemy, take +1.

ARMORED SLAYER

You ignore the clumsy tag on armor.

TASTE FOR THE HUNT

When you taste something a creature has left behind, such as its blood, hair, or excrement, the GM will tell you the species of the creature. Take +1 Forward against it.

SLAYING GANG

Add an additional Old Friend or give your existing ally an additional speciality.

CONSTRICTION

Requires: Ensnare

When you throw your bolas and get a 10+, deal your damage. If this damage would kill the target, they fall unconscious instead.

SIGNATURE KILLER

You gain the Signature Weapon from the Fighter playbook. If there is already a Fighter, they must forge your weapon or greatly aid in its procurement.

CORRUPTED

Sometime recently or in your past, you had a close call with a virulent monster. You managed to prevent it from fully infecting you, but you remain partially tainted. You gain a benefit (such as unnatural regeneration, speed, or reflexes), but also a detrimental side effect or weakness (such as daylight, silver, or holy relics).

AEGIS INK

You have a tattoo that offers immunity to a specific magical effect or ability (such as possession, hypnosis, or mind control). Describe what the tattoo looks like. The symbol will protect you as long as it remains intact.

BLISS

When you successfully use Cathartic Kill to slay something, you are immediately healed for as much Thirst as you possessed.

NAME SPECIES LOOK




You must seek out the seeds of heresy and evil; you must show this vile world it can be made clean once more. Foul beasts and blasphemers shall be the kindling to your righteous fires. And if the cleansing flame grows so hot that you too must be consumed, then you will burn in contentment, knowing you leave the world closer to absolution.

Doubting Eyes, Vengeful Eyes, Sad Eyes
Bald Head, Helmet, Mitre
Red Robes, Shining Armor, Simple Garb
Scarred Body, Thin Body, Strong Body

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

Note: Stats cannot be raised above 18 (+3)

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 8+CONSTITUTION

ALIGNMENT

- LAWFUL**
Show no mercy when extracting a confession
- GOOD**
Uncover a vile or dangerous truth
- EVIL**
Cause a heretic great pain before they expire

STARTING MOVES

WRATH EMBODIED

You are heavenly vengeance made manifest and Wrath is your currency. The more pure your soul, the more holy power can pass through you. If your soul is immaculate, then you have 3 Wrath (the max).

When you spend time performing your purification ritual (an uninterrupted hour or so), set your Wrath to the max.

PENANCE

When you quickly perform penance, take 1d4 damage (ignores armor) and gain 1 Wrath. Penance is self-punishment, such as tightening a cilice, using a whip or knout, or other forms of mortification of the flesh. This type of brutal penance might be painful, but it's the only way to purify your soul quickly, such as in the midst of a battle.

WRATH: / 3

SMITE

When you Hack and Slash, on a 10+ you may spend a Wrath to deal +1d4 extra damage.

DIVINE FORCE

When you Volley, on a 10+ you may spend a Wrath to forcefully knock back all enemies who are close by to where your volley landed.

BLINDING LIGHT

When you Defy Danger, on a 10+ you may spend a Wrath to emit an immensely bright holy light that temporarily blinds your attacker.

CONSECRATED GROUND

When you Defend, on a 10+ you may spend a Wrath to consecrate the ground around you. When an enemy first enters consecrated ground, they take damage equal to your level.

INQUISITOR

When you hold a captive for questioning, roll+CHA. *On a 7+, the captive (the GM) will tell you three statements: two are true, but one is a lie. *On a 10+, the GM will tell you one of the three statements that is definitely true (leaving the 2 unknown statements). If you choose to press the captive further, pick a statement that you guess to be the lie. Your methods cause significant emotional or physical scars, but if you picked the lie correctly, the captive will break and truthfully answer any questions you ask.

*On a 6-, they won't break, or they hold back, or something went very, very wrong. Oops.

FACETS OF INQUISITION

There are many facets of inquisition, choose one you favor:

- FEAR**
+1 to Parley when the character fears you
- SURPRISE**
+1 Piercing against surprised enemies
- RUTHLESS EFFICIENCY**
When Quartermaster on a Perilous Journey, treat 7-9 as 10+
- FANATICAL DEVOTION**
Ignore the effects of Charisma debilities

BONDS

I worry _____ is practicing heresy.
I don't trust _____, but they make a powerful ally.
_____ saw me stray from the righteous path. Never again.
I have heard the secret confessions of _____.

CONFESSION

When you hear someone else confess a sinful act or wrongdoing, you can grant them absolution. The confession can be a recent action or something that happened in the character's past. Roll +CHA. *On a 10+, they are healed for 1d8 damage. *On a 7-9, they are healed, but the confession sullies your mind and you must immediately perform penance, take 1d4 damage (ignores armor).



THE TEMPLAR

LEVEL XP

Your Load is 10+STR. You carry dungeon rations (5 uses, 1 weight), interrogation tools and a penance device, such as a cilice, whip, or knout (1 weight).

Choose your weapon:

- Short sword (close, 1 weight) and shield (+1 armor, 2 weight)
- Flail (close, +1 damage, 2 weight)

Choose your defenses:

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

Choose one:

- Bag of books (5 uses, 2 weight)
- A recent offering of 3d6 coins

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: ANGEL OF WRATH

Let the cleansing fires consume the vile and unworthy. Let them know my wrath. When you die, your eyes boil and burn away as holy light pours out of you. Every inch of you radiates hallowed flame. You wield the sword of vengeance, the shield of righteousness, and your gaze pierces the souls of all you look upon. The ground you touch is forever consecrated. Until your wrath is delivered to those deserving nearby, you succeed at every roll and deal max damage. The GM will soon tell you your work here is done. Embrace serenity, Templar, you have left this putrid world one step closer to absolution.

ADVANCED MOVES

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

RED HOT WRATH

The weapon you wield glows hot with holy power, add your current Wrath to your damage. Additionally, Smite costs no Wrath on a 10+.

ARMOR OF WRATH

The armor you wear is charged by the purity of your soul. You ignore the clumsy tag on all armor. When an enemy's skin touches your armor, they take your current Wrath in damage (ignores armor).

CLEAN CONSCIENCE

When you hear someone's Confession, they deal +1d4 damage on their next attack.

PROPHECIC DREAM

When you sleep for at least a few hours, you have a vague dream warning you of a danger that will be faced in the next day or so. You awaken with 1 Prophecy. Spend a Prophecy to make a Defy Danger an automatic success (10+).

KEEN TO INQUIRE

When you use Confession or Inquisitor, you can roll+Wrath instead of +CHA.

STENCH OF GUILT

You can sense the guilt that weighs on someone as if it were an odor. Most people have at least a minor stink, but some reek of guilt. Beware of those who have no stench; you know how rare the truly pious are. It's much more likely you have found genuine evil that feels no guilt at all.

WARMING UP

When an ally Aids you, instead of taking a +1, you can choose to gain 1 Wrath.

WHITE KNIGHT

Choose one move from the Paladin class list. If there is already a Paladin, you must have similar beliefs or goals, or at least a mutual respect.

CLEANSING CENSER

You gain a blessed censer that emits holy flames of purification. It hangs from a chain and can be used as a melee weapon with Reach and +1 damage. When you Make Camp and purify the campsite, anyone who sleeps at least a few hours is healed to full HP.

JUDGMENT

When you declare someone deserves punishment, spend 1 Wrath. The next time they deal damage, they are also harmed for 1d6 damage (ignores armor). Describe what form this punishment takes (it may appear coincidental or blatantly celestial).

HOLY VENGEANCE

When you kill an enemy that has done you harm, you gain 1 Wrath.

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

SOUL FIRE

Smite now deals +1d8 extra damage instead and can be used on a 7+.

NOBODY EXPECTS

You gain the benefits of all Facets of Inquisition.

FRIEND OF SINNERS

When you hear someone's Confession, on a 7+ they are healed for 2d8 damage instead and penance is not owed. On a 10+, you are also healed for 1d8 damage.

VIVID PROPHECY

Requires: Prophetic Dream

When you have a Prophetic Dream, you awaken with 2 Prophecy instead and your dreams can be about anyone you have a bond with.

WE HAVE WAYS

When you act as Inquisitor, you can treat a 6- as a 7-9, or a 7-9 as a 10+, but the captive dies at the end of your brutal interrogation.

ZEALOTRY

When you use your holy authority to convince a believer to do something clearly dangerous, roll+CHA. *On a 7+, they do it, but you must spend a Wrath for each option you select. *On a 10+, you can choose one option for free.

- They'll try as hard as they possibly can without hesitation
- They won't give up when faced with certain death
- They'll spread the word and try to get other believers to help

HOLY CRUSADE

Requires: White Knight

Choose an additional move from the Paladin class list. If there is already a Paladin, they can choose to take one of your moves when they gain a level.

MIRACLE OF HEALING

Requires: Cleansing Censer

When you Make Camp using your Cleansing Censer, anyone who sleeps at least a few hours can choose to heal to full HP or remove 1 Debility.

BLESS ALLY

When you Aid an ally, you may spend a Wrath to choose one:

- Their weapon is blessed and deals +1d8 damage on the next attack.
- Their armor is blessed and the next damage they take is halved.

WRATHFUL

You can choose to use Divine Force, Blinding Light, and Consecrated Ground on a 7+ instead of a 10+. Furthermore, on a 12+, you gain the effect for free.

NAME SPECIES LOOK

The carving knife scrapes against bone, the tibia of a satyr not long dead. Your finger spreads the black-green paste, mashed root beetles, painting long whirling lines. You hold the finished totem up to the light, pride unhidden. Your companions watch through squinted eyes as you begin to whisper. The fire dims blue, and then comes the murmur. The spirits are alive this night. And you call each by name.

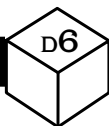
Distant Eyes, Intense Eyes, Wise Eyes
Headdress, Mask, Wild Hair
Boneshirt, Animal Skins, Ceremonial Garb
Lithe Body, Tattooed Body, Thick Body

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

Note: Stats cannot be raised above 18 (+3)

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

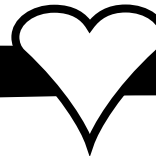
DAMAGE



ARMOR



HP

YOUR MAX HP IS
6+CONSTITUTION

ALIGNMENT

 GOOD

Heal or help a troubled spirit

 NEUTRAL

Show someone the wisdom you possess

 CHAOTIC

Facilitate a spirit's revenge

STARTING MOVES

SPIRIT PACT

You have made a pact with the spirit realm, allowing you to create up to 3 **Worldly Spirit Totems**. Describe what your totems look like. Are they wooden statues? Hex dolls or symbols carved from bone? Maybe they're ceremonial masks or the skulls of fallen enemies? You have your own methods, but you always take great pride in crafting totems worthy of the spirits they hold.

Totem Appearance: _____

GUARDIAN SPIRIT

Choose a spirit that forever watches over you.

Once per attack, **when you deal damage and roll a 1**, the spirit comes to your aid. Reroll that damage die and... BOAR SPIRIT

...add the Forceful tag to the attack

 BEETLE SPIRIT

...take +2 Armor Forward

 FALCON SPIRIT

...take +1 Forward on your next attack

 IRONTREE SPIRIT

...take +1 Forward to Defy Danger

TOTEM CREATION

When you spend uninterrupted time (an hour or so) creating a new totem, you can bind any Worldly Spirit on the list, or others the GM tells you about (which may be tied to a location or event). You cannot bind more spirits than your pact allows, you must choose one to release first. Each totem starts with 1 Charge. Saying the spirit's name will release it and consume a Charge. When a totem runs out of Charges, the totem shatters and the spirit cannot return.

SPIRIT TALK

When you say the name of a spirit bound to a totem you've made, instead of consuming a Charge, you can roll +WIS. *On a 10+, the spirit is successfully released and it returns to the totem afterwards. *On a 7-9, the spirit is released but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your reputation in the spirit realm is damaged. Take -1 Ongoing to Spirit Talk until you have about an hour to perform a ceremony honoring the spirits.
- A Charge on the totem is still consumed.

SPIRIT CATCHER

When you witness a creature die, you can bind its spirit to a special totem you carry, roll +WIS. *On a 10+, the spirit is captured. The GM will tell you what happens when you release the spirit. The effect is something supernatural and associated with the spirit's nature or greatest desire in life. Your Spirit Catcher totem does not have Charges and can be released freely, but the spirit must move on after it is used (Spirit Talking does not work). You can only ever have one Spirit Catcher totem. *On a 7-9, the GM will also tell you a complication, such as:

- The spirit is unpredictable
- There's an additional undesirable effect
- The spirit is restless and must be used within a certain amount of time

MURMUR

When you Discern Realities, you can also ask: What do the spirits whisper here?

BONDS

It's clear to me _____ has a troubled spirit.

_____ and my spirits are bound together.

I have heard the spirits speak of _____'s power.

_____ must learn to respect the spirit realm.

SPIRITUAL ADVISER

You may give Worldly Spirit Totems you have created to your allies. Describe what it looks like and how many Charges it has. And don't forget to teach them the name to say aloud to release the spirit held within. The totems work normally but keep in mind: only you can Spirit Talk.



THE SHAMAN

LEVEL XP

Your Load is 8+STR. You carry dungeon rations (5 uses, 1 weight), a Spirit Catcher Totem (1 weight), and a carving knife (hand, 1 weight).

Choose your weapon:

- Ceremonial Dagger (hand, 1 weight)
- Spear (reach, thrown, near, 1 weight)
- Staff (close, two-handed, 1 weight)

Choose your defenses:

- Painted wooden shield (+1 armor, 1 weight)
- Light armor made of something like hide or bone (1 armor, 1 weight)

Choose one:

- Dreamcap mushrooms (hallucinogenic, 0 weight)
- Poultices and herbs (2 uses, 1 weight)
- Antitoxin (0 weight)
- Ritual Drum (1 weight)

When you die (if you fail or forgo Last Breath), you can use this move:

DEATH: THE LAST TOTEM

You knew this time would come, that your body could not last forever. As for your spirit, it has only one more task. When you die, all of your existing totems shatter and release the spirits held within. A chrysalis of spiritual energy begins forming near your body. Random objects from the environment and pieces of broken totem fly into the cocoon. Finally, the spiritual maelstrom dissipates. There on the ground is your totemic legacy: an artifact of great power. Work with the GM to create a powerful magic item. It could be an amulet, or spear, or any type of object. Its magical effects should be related to what you desired or stood for in life. Let this be your heirloom, Shaman, your spirit's endowment to future generations.

ADVANCED MOVES

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

CHAIN LIGHTNING

When you release a Lightning Spirit, it can jump to a nearby target. Roll an additional 1d6. You can decide which damage die affects which target.

WISE COUNSEL

When you show someone the wiser path, you can Parley with WIS instead of CHA.

WEB OF WHISPERS

Whisper Wind spirits no longer count towards your totem limit. Anyone that whispers into a Whisper Wind totem can be heard from all other Whisper Wind totems you've made.

WANDERING SPIRIT

Your Spirit Pact allows for 1 additional Worldly Spirit Totem, but the spirit realm decides what spirit is bound. When you craft this totem, the GM will tell you which Worldly Spirit to use (and it's likely one you haven't used much or at all).

ANCESTRAL HEALING

You call upon your ancestors to act as Spirits of Mending. When you release a Spirit of Mending to heal an ally, add your level to the amount healed.

SÉANCE

Your connection to the spirit realm grows stronger. You can now use Spirit Talk when releasing your Spirit Catcher totem as if it were a normal totem.

INCITER

When you Spirit Talk, on a 10+ you can still choose from the 7-9 list. If you do, the spirit's effects double in power or the number of targets doubles (choose one).

TOTEMIC DEFENSE

When you take damage, say the name of one of the spirits you have bound. The spirit blocks the damage, but its totem is destroyed.

SPIRIT GUIDE

Your Spirit Pact allows for 1 additional Worldly Spirit Totem, but it must be given to and used by someone else. Attempting to use it yourself is in violation of your pact and the spirit realm will seek retribution.

VISION QUEST

When you spend the night alone in nature and consume a vision enhancing substance (such as ghostroot or dreamcap), the spirits will offer you guidance. Tell them something that troubles you. They will do their best to bestow wisdom. Take +1 Forward when acting on the problem.

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

TOTEM OF THE FIRST SPIRITS

When you spend about a day crafting a grand totem worthy enough for the most ancient of spirits, choose a First Spirit to summon and bind. This totem always has 1 Charge and it always shatters when you call the spirit's name (Spirit Talk does not work). Your Spirit Pact allows you to create and bind only 1 Totem of the First Spirits at a time. Be wary, calling on the First Spirits too often and the spirit realm might begin making demands of you.

TOTEMIC WEAPON

Choose a Worldly Spirit to bind to a weapon you carry. When you Hack and Slash or Volley with this weapon, on a 10+ you may also release the spirit for free.

MEDIUM

When you first meet a noteworthy individual, the GM will tell you what the nearby spirits whisper about the person.

MAKER OF TALISMANS

It takes a valuable or rare item (such as a gem or the bone of a powerful beast), but you can convert a Worldly Spirit totem into a talisman, giving it 2 Charges instead. When a talisman runs out of Charges, instead of shattering, the spirit just needs rest instead. At the dawn of a new day, or when you spend an hour or so performing a purification ceremony, the totem's Charges reset to maximum. In every other way, the talisman acts as a totem would.

SPIRIT WALKERS

When you and anyone with you sit in a circle around a fire, you may leave your bodies behind and enter the spirit realm. For as long as the fire burns, you may wander the world and see as a spirit sees.

SOULGAZE

When you look deeply into someone's eyes and they gaze back, you catch glimpses of each other's soul. Reveal something to them, such as a dark secret, desire, or intention. Something equally meaningful about them is revealed (the GM will tell you what).

FLAME SPIRIT

When you inhale the spirit of a flame from a campfire or torch, the fire is extinguished and you carry the spirit under your tongue. At any time, you can spit out the flame spirit, dealing your damage and lighting your target on fire.

PROTECTOR

The protection of your Guardian Spirit extends to anyone you have a bond with (when they roll a 1 on a damage die).

WORLDLY SPIRITS

- SPIRIT OF MENDING** "NAANDAWI"
Releasing this spirit heals you or a nearby ally for 1d8 damage.
- LIGHTNING SPIRIT** "YUKA-OOM"
When released, lightning streams to a nearby target, dealing 1d6 Damage. This damage ignores armor, unless the target is made of something resistant like stone or wood.
- SPIRIT OF THE PYTHON** "CHU'A"
Releasing this spirit summons a large snake that quickly wraps itself around your target. The victim cannot move anything but their mouth and the effect lasts until they take damage or you call off the snake spirit. Powerful creatures may be able to break out of the constriction, but if they do so, they take 1d6 Damage.
- STUBBORN TURTLE SPIRIT** "MISHI-MISHI"
This turtle spirit increases the speaker's Armor by your (the Shaman's) WIS modifier, but only for attacks against the back. Once released, the spirit lasts until the end of battle.
- PRICKLY PORCUPINE SPIRIT** "PAHEEN"
Once released, the porcupine spirit lasts until the end of battle. When the speaker is struck by a melee attack, the attacker takes damage equal to your (the Shaman's) WIS modifier and the damage ignores armor.

- SPIRIT OF THE OWL** "SUU'AK"
When released, this owl spirit will stay near you, waiting to bestow its wisdom. Take +1 when Discerning Realities. If you get a 6-, the owl spirit will disappear, but not before giving you one last piece of wisdom (reroll the failure).
- PLAYFUL TIGER SPIRIT** "AMOTEKUN"
Once released, point to the target you wish the spirit tiger to begin stalking. Anytime the target attempts a ranged attack, the tiger will leap out and stop them, preventing the attack. The spirit will then jump away and begin stalking the target again. This lasts until the target dies or you call the tiger away.
- ORNERY DONKEY SPIRIT** "BALUBERA"
When released, this particularly stubborn donkey spirit will carry 10 load. Once a day, you must feed it berries or some other delectable food. It lasts until you dismiss it or it was not fed the previous day.
- WHISPER WIND SPIRIT** "MADWEYAASHI"
Whenever you whisper, your voice emits from this totem, no matter how far away it is. Once a week, release the spirit and rebind it, or it will begin to grow restless.
- SPIRIT OF DESIRE** "TELAKAPA"
Point this spirit's totem towards someone when you speak its name. The target will be filled with an immense desire to touch the totem. They will stop at nothing and do everything in their power to hold the totem. Once the totem touches their skin, the spirit releases and the desire disappears.

THE ANCIENT FIRST SPIRITS

The first time something happens is a powerful event in the spirit realm. These are ancient spirits created when the world was young. Only the most wise of Shaman can hope to call upon the First Spirits, but when they do, the world trembles.

- SPIRIT OF THE FIRST EARTHFORMER** "SENU-TAAHI"
After releasing this spirit, the ground will grow hot and emit a deep rumble. The earth will crack and melt away as a volcano begins to form. When it finally erupts, it will spew lethally hot lava and massive chunks of rocks everywhere nearby.
- SPIRIT OF FIRST LOVE** "SENU-NAYOK"
When you touch this totem to a person's skin and release the spirit, speak a name. If the person knows whose name you speak, they will fall into deep, naive love with them. This is no meager love potion; the effects are permanent, but note: hearts can still be broken. Beware the wrath of a lover scorned.
- SPIRIT OF FIRST FEAR** "SENU-GOSHI"
When you bind this spirit, speak the name of a specific person or creature. When that person or creature sees the totem, they will be filled with immense terror and stop at nothing to get away from the totem or destroy it. If released, the spirit will haunt the person or creature until you call it off or it's exorcised.
- SPIRIT OF THE FIRST TRADE** "SENU-GENV"
When you press this totem to someone's skin and release the spirit, choose something about your target, such as their face, magical ability, or even their spirit. Whatever you chose, you will gain it and your target will gain something of yours that is the equivalent (a face for a face, an ability for an ability, a spirit for a spirit). Destroying the totem will reverse the effect.
- SPIRITS OF THE FIRST WOLVES** "SENU-HOKA"
When released, this pack of ferocious spirit wolves will hunt and pursue a specific person or creature of your choice, no matter how far away they are. When you raise your head to the sky and howl as loud as you can, the pack will howl back and you will know which direction they are. They will continue to stalk the target until you catch up, at which point the pack will disappear.

- SPIRIT OF THE FIRST HARVEST** "SENU-LESQUA"
When released, this spirit causes every nearby fruit, vegetable, and crop to immediately grow and ripen, ready to be reaped and gathered. If there is nothing of the sort nearby then edible mushrooms, desert fruit, or something of nourishment will burst forth ready to be eaten.
- SPIRIT OF THE FIRST WINTER** "SENU-WANBER"
Upon releasing this spirit, the temperature will plummet and the land around you will be covered in a thick snow. Those who are susceptible to the cold gain the Clumsy tag (-1 ongoing) until they warm up.
- SPIRIT OF THE FIRST SPRING** "SENU-DOONA"
When released, every plant as far as you can see will experience immense growth. Flowers will bloom brightly, saplings will grow into tall trees, and all manner of undergrowth will flourish. Every creature nearby (no matter their alignment) will be healed for 2d8 damage.
- SPIRIT OF THE FIRST SUN** "SENU-SAKUUN"
No matter the time of day or night, the sun rises to its apex in the sky. The temperature increases rapidly and any water nearby quickly evaporates. Plants dry up and shrivel and anyone caught in direct sunlight risk severe burns.
- SPIRIT OF THE FIRST STORM** "SENU-YUKA"
The sky grows dark with clouds of black when this spirit is released. An immense and powerful storm engulfs the land. Rain and hail pour from the sky, lightning strikes every few seconds, and thunder shakes the earth. You have limited control over the storm, allowing you to do such things as focusing its rage on particular targets or willing its hurricane winds to topple a building.
- SPIRIT OF FIRST HOME** "SENU-JATI"
This spirit can only be bound in a place you consider safe and familiar. Later, when you release this spirit, anyone touching the totem will be dragged through the spirit realm, eventually depositing you back at the binding location.



SHAMAN SPIRIT TOTEMS