

Vaults & Vows

By Sofia Peralta

This is an Ironsworn asset pack designed to emulate ye olde dragon game. It is fully compatible and designed to be played with *Ironsworn* and *Ironsworn: Delve*.

This is a fully standalone asset pack and is not designed to be played alongside any of Ironsworn's assets.

The idea is to start with the following:

- 1 Ancestry Asset
- 1 Background Asset
- 1 Class Asset

You can obtain additional Class Assets as explained in that section below. Extra Background Assets can be obtained but it is not the normal intended playstyle.

Hope you enjoy it!

ANCESTRY ASSETS

Pick or randomly choose an ancestry and then take any one ability.

DWARF

You are hardy, said to have been born from the ground.

- ☐ You have incredible resilience. Whenever you Endure Harm add +1, when you Face Death add +2.
- ☐ When you Delve the Depths in tunnels or underground, add +1 and take +1 momentum on a hit. On a strong hit with a match, you find a secret shortcut and mark extra progress.
- ☐ Your clan holds a grudge against a particular type of foe; be it elves, goblins, orcs, or otherwise. When you Enter The Fray by facing off against your favored foe, reroll any dice and take +2 momentum on a hit.

Favored Foe: _____

ELF

Unnaturally graceful, you are blessed with eternal life.

- ☐ When you Gather Information or Secure an Advantage using your keen elven senses, add +1 and take +1 momentum on a hit.
- ☐ When you Face Danger or Secure an Advantage by moving with grace or agility, you may reroll your action die if it is less than your health.
- ☐ Requiring less sleep than others, you may take an additional action when you Make Camp.

HALFLING

Kind and peaceful, yet you are driven to see the world.

- ☐ When you Face Danger or Secure an Advantage by sneaking or hiding, add +1 and take +1 momentum on a hit.
- ☐ You are naturally lucky. When you Face Danger and roll a 10 on only one challenge die, you may reroll that die.
- ☐ You have an unwavering spirit. When you Endure Stress add +1, when you Face Desolation add +2.

HUMAN

You are curious, adaptable, and ever expansive.

- ☐ You are communal in nature. When you Forge a Bond or Sojourn, add +1. If you Sojourn and score a strong hit with a match, you may take an additional action.
- ☐ You are extremely resourceful. When you Gather Information or Resupply by scavenging a ruin, or abandoned site, add +1 and take +1 momentum on a hit.
- ☐ You are ambitious and daring. When you Undertake a Journey, take +1 momentum on a strong hit. When you Reach Your Destination, you may reroll one challenge die.

DRAGONBORN

Your kinship with dragons gives you a natural edge.

- ☐ Your claws are lethal weapons and when fighting unarmed you deal lethal harm (2 harm). Once per combat, you may Strike by releasing a short-range, powerful, elemental breath. If you do; roll +iron, add +1, and deal +1 harm on a strong hit.
- ☐ When you Swear an Iron Vow to serve a dragon on a quest, you may reroll any dice. When you Fulfill Your Vow (formidable or greater) and mark experience, take +1 experience.
- ☐ When you Face Danger or Clash against physical attacks or impact, you may put trust in your armoured, scaled skin. If you do, set the value of your action die to 4 instead of rolling that die.

GNOME

You have an uncanny knack for inventing.

- ☐ When you make a move to tinker with equipment or technology, add +1 and take +1 momentum on a hit.
- ☐ When you Check your Gear, you may roll +wits (instead of +supply). If you do, envision how you make do with a clever solution, and take +1 momentum on a hit.
- ☐ When you Gather Information regarding magical artefacts, alchemy, or technology; reroll any dice. On a strong hit with a match, you uncover a vital piece of information. Mark progress on a quest or take +2 momentum.

ORC

Your scars bear witness to your many exploits.

- ☐ You have relentless endurance. When you Face Danger to overcome an obstacle with strength or Undertake a Journey and burn momentum to improve your result, take +2 momentum after you reset.
- ☐ When you Clash in close combat and score a strong hit, you deal +1 harm. On a strong hit with a match and if your next move is End the Fight, you can reroll any dice.
- ☐ Your size makes you fearsome. When you Compel or Secure an Advantage with intimidation or threats, you may reroll your action die if it is less than your health.

DEMONKIN

Ancient demonic essence flows through your veins.

- ☐ When you Secure an Advantage using thaumaturgy to create a small illusion or magical effect, roll +heart and take +2 momentum on a strong hit.
- ☐ Once per combat, you may Strike by lashing out with infernal flames. If you do, roll +heart and take +2 momentum on a hit.
- ☐ When you Face Danger or Secure an Advantage by covering a small, nearby area with a cloud of magical darkness, add +1 and take +1 momentum on a hit.

GOBLIN

Those who underestimate you, shall suffer your fury.

- ☐ When you Face Danger to flee or hide from danger, add +2 and take +1 momentum on a hit.
- ☐ When you Turn the Tide to Strike against a foe larger than you, add +2 and deal +1 harm on a hit.
- ☐ Whenever you Resupply by scavenging, add +1 and take +1 supply on a hit. On a strong hit with a match, you find a small treasure. Envision what it is and choose one:
 - Add it to your collection: Take +1 Spirit.
 - Barter it off: Take +2 Momentum.

BACKGROUND ASSETS

Pick or randomly choose a background, then take the first ability.

ACOLYTE

You live your life in service of a god.

Name: _____

- ☐ You worship a deity. When you Gather Information by calling on it for guidance or a sign, roll +heart. On a hit, take +1 momentum or +1 spirit. On a match, your god manifests a minor miracle as a sign: take an additional +2 spirit.
- ☐ When you Swear an Iron Vow to serve your deity on a divine quest, you may reroll any dice. When you Fulfill Your Vow (formidable or greater) and mark experience, take +1 experience.
- ☐ When you Sojourn by sharing the word of your deity, add +1 and take +1 momentum on a hit.

CHARLATAN

You have a talent for reading people, and you exploit it.

- ☐ When you Compel or Secure an Advantage using lies or misdirection, add +1. On a strong hit with a match, your lie is extremely convincing and well received, take +2 momentum or Forge a Bond and reroll any dice.
- ☐ When you Turn the Tide by pretending to be dead or unconscious, and your next move is Secure an Advantage, add +1 and take +2 momentum on a hit.
- ☐ When you Sojourn, you may do so under a false identity. If you do, roll +shadow (instead of +heart) and add +2, but consider a weak hit as a miss.

CRIMINAL

You have a history of problems with the law.

- ☐ When you Secure an Advantage in close-combat by fighting dirty, add +1. On a strong hit, you also inflict 1 harm.
- ☐ When you Compel or Secure an Advantage by threatening someone with violence, you may reroll any dice, but a weak hit is considered a miss.
- ☐ When you Gather Information or Secure an Advantage by reaching out to the local criminal underworld, add +1 and take +1 momentum on a hit. On a match, for good or for worse, you've got history with someone here.

ENTERTAINER

You thrive in front of an audience.

- ☐ When you Secure an Advantage or Gather Information by performing in the local taverns, add +1 and take +1 momentum on a hit.
- ☐ When you or an ally Undertake a Journey, your songs provide support and comfort in your travels. On a strong hit, you or one ally may take +1 momentum or +1 spirit. On a strong hit with a match, you are specially inspired, everyone takes +1 spirit or +1 momentum.
- ☐ When you or an ally Sojourn or Make Camp, you may share an inspiring song or poem. Envision the story you tell. Anyone who gains spirit, gains an additional +1 spirit.

FOLK HERO

You come from nothing, but are destined for greatness.

- ☐ When you Sojourn or Forge a Bond with a community or person affected by your background vow, add +1 and take +1 spirit on a hit.
- ☐ When you Gather Information regarding your background vow, add +1 and take +1 momentum on a hit. On a strong hit with a match, you find a vital clue and mark progress on your background vow.
- ☐ When you make a progress move that would advance your background vow, you may reroll once any challenge dice that are higher than your current progress in your background vow progress track.

GUILD ARTISAN

Skilled in your craft, you have risen above your station.

- ☐ When you Gather Information or Secure an Advantage by studying the origins or craftsmanship of an object, add +1 and take +1 momentum on a hit.
- ☐ You have a knack for bargaining. When you Sojourn and take supply, take +2 more.
- ☐ When you Secure an Advantage by quickly crafting an improvised solution, you may spend -1, -2, or -3 supply to add that much to your roll.

HERMIT

You live a life of solitude and have few needs.

- ☐ You distance yourself from others to focus on yourself. You never gain an add from your bonds, but your momentum reset is increased by 1.
- ☐ You perform best when alone. When you make a progress move without the company of any other characters, you may reroll one challenge dice. On a strong hit with a match, gain +1 experience.
- ☐ You don't fare well, in civilization. You forgo any benefits from the Sojourn move and in exchange, whenever you gain spirit, take +1 more. Also when you Make Camp and score a hit, you remove the shaken debility if present.

NOBLE

You hold a powerful position or are heir to one.

Title/Lineage: _____

- ☐ When you exert your title or lineage to Secure an Advantage or Compel, add +1 and take +1 momentum on a hit. On a strong hit with a match, you gain a new sycophant; mark 1 tick on your bonds progress track. On a miss with a match, you are betrayed or an assassination attempt takes place.
- ☐ When you Draw the Circle to defend the honor of your title or lineage, gain +2 momentum for every boast (instead of +1).
- ☐ When you Sojourn with a community that recognizes your title or lineage, you may leverage it and add +2. If you do and you score a weak hit or a miss, your presence here brings you trouble.

OUTLANDER

You grew up in the wilds, far from civilization.

Favored Terrain: _____

- ☐ When you Undertake a Journey or Delve in your favored terrain, add +1 and mark progress twice on a strong hit.
- ☐ When you Face Danger or Secure an Advantage by hiding or sneaking in your favored terrain, add +1 and take +1 momentum on a hit.
- ☐ When you Make Camp in your favored terrain, you may roll +wits (instead of +supply). If you do, you and your allies each choose 1 more option on a hit.

SAGE

You have spent years learning the lore of the world.

- ☐ When you Secure an Advantage or Gather Information using lore recalled from your studies add +1. If you have a few hours to research using a library or archive, add +2. On a strong hit with a match, you find a vital clue; mark progress on a quest or take +2 momentum.
- ☐ When you Delve the Depths into ruins that contain undiscovered history with observation or expertise, add +1. When you Locate your Objective, you may reroll one challenge die.
- ☐ When you Compel using reasoning, logic, or evidence to persuade someone, you may roll +wits and take +1 momentum on a hit.

EXPLORER

You have seen much of the world, and yearn for more.

- ☐ When you Undertake a Journey or Delve the Depths (+wits), you may reroll your action die if it is less than your supply.
- ☐ When you Check your Gear or Make Camp in the wilds, take +2 momentum on a hit.
- ☐ When you Face Danger to overcome an obstacle in the wilds, or Secure an Advantage by preparing for the next leg of the journey, add +1 and take +1 momentum on a hit.

VETERAN

War has been your life for as long as you remember.

- ☐ When you Turn the Tide, envision how your battle experience helps you, and add +2 to your next move and take +1 momentum on a hit.
- ☐ When you End the Fight or Battle (+iron) you may reroll one of the challenge dice. On a strong hit with a match, anyone present is awed by your battle skills. If you use this to Compel someone, add +2.
- ☐ When you Forge a Bond with someone in the field of battle, reroll any dice. When you leverage that bond, add +2 (instead of +1).

URCHIN

You learned to improvise and provide for yourself.

- ☐ When you Secure an Advantage or Gather Information by spying or passing by unaware, add +1 and take +1 momentum on a hit.
- ☐ When you Resupply by stealing, roll +shadow and take +1 supply on a hit.
- ☐ You focus on taking care of yourself: Reduce your heart by 1 and add +2 to edge or shadow, or +1 to each (to a maximum of +4).

CLASS ASSETS

Pick or randomly choose a class, then take the first ability. Once you complete your class asset, you can obtain a path asset belonging to the same class. You cannot take another path asset until you complete your current one. Taking another class instead, costs you +1 experience for every other class you already have and follows the same rules as above.

BARBARIAN ASSETS

BARBARIAN

You are a whirlwind of rage on the battlefield.

- ☐ In battle, you fight with primal ferocity. You can enter a rage for a short period of time (a combat, or short scene) and gain the following benefits:
 - Add +1 and deal +1 harm on a hit when you Strike or Clash in close quarters.
 - Add +1 when you Endure Harm or Face Danger with strength.When the rage is over, you must Endure Stress (–2 stress.)
- ☐ You have a keen sense for danger. When you are surprised or ambushed and must Face Danger or Enter the Fray, add +2.
- ☐ When you Compel or Secure an Advantage using intimidation or threats, add +1 and take +1 momentum on a hit.

WAY OF THE BERSERKER

You rejoice in your fury.

- ☐ While raging you push yourself to the limits and your attacks deal an additional +1 harm on a hit. When the fight is over, you must Endure Stress (–3 stress) instead.
- ☐ While raging you are indomitable and add +2 when you Endure Stress (Does not apply to the stress once rage is over).
- ☐ When you Endure Harm from an attack while raging and score a strong hit, you may add +1 if your next move is a Strike.

WAY OF THE TOTEM MASTER

You are guided by a spirit animal.

- ☐ Choose your totem spirit:
 - Bear: Iron/Health
 - Hawk: Wits/Spirit
 - Panther: Shadow/Spirit
 - Wolf: Edge/HealthWhen you bind with your totem spirit and make a move which uses its stat, add +1. If you roll a 1 on your action die, suffer –1 to the associated track (in addition to any other outcome of the move).
- ☐ As above, and you instead add +2 while raging as you become one with your animal instincts.
- ☐ Once you Forge a Bond with your totem spirit, take +1 momentum on a hit when you bind and make a move with it.

WAY OF THE ANCESTORS

Your ancestors follow you into battle.

- ☐ When you Enter the Fray or Secure an Advantage by charging into battle, your ancestors charge with you; add +1 and take +1 spirit on a strong hit.
- ☐ When you or a nearby ally must Endure Harm from an attack in battle, add +1 and take +1 momentum on a hit as the spirits rush to protect you.
- ☐ When you Gather Information or Secure an Advantage by consulting with your ancestors you may roll +heart instead and take +1 spirit on a strong hit.

WAY OF THE STORM KING

Your rage materializes as a force of nature.

- ☐ You wield electrical energy. Whenever you Endure Harm while raging, take +storm equal to the harm taken. Your max storm is +5. When you make moves aided by this energy to attack or overcome obstacles, add +2 and suffer -1 storm. Once your rage is over, reduce your storm to +0.
- ☐ An aura of lightning follows you. When you or a nearby ally would suffer harm, you can instead suffer that much storm as the lightning scatters to protect them and hinder the attacks.
- ☐ When you have at least +3 storm, you may Strike by unleashing a lightning barrage. If you do, take an automatic strong hit and deal +1 harm. Then, set your storm to 0.

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WAY OF DIVINE FURY

You venerate your diety through your rage.

- ☐ You attack with divine fury. When you Strike or Clash against undead or demonic foes while raging, you deal +1 harm on a hit.
- ☐ While in rage; when you Turn The Tide to Secure an Advantage by releasing a battle cry infused with divine energy, you and all your allies take +1 momentum or +1 spirit on a hit.
- ☐ While raging you ignore all debilities and if you must Face Death, you do so only after the effects of rage subside.

BARD ASSETS

BARD

You wield music and magic as one.

- ☐ When you Aid an Ally through stirring words or songs, add +1 and take +1 momentum on a hit.
- ☐ When you Secure an Advantage by casting a minor illusion, envision how the spell aids you; Then, roll +heart and take +1 momentum on a hit.
- ☐ You are a jack of all trades. When you Face Danger, you can add +1 (after rolling) in exchange for -1 Momentum.

SCHOOL OF KNOWLEDGE

You tirelessly search for the truths of the world.

- ☐ When you Compel using facts and knowledge and score a miss, you may attempt to press on by recalling obscure facts and reroll any dice. If you score another miss, you are treated as a fraud and pay a high price.
- ☐ When you Face Danger or Secure an Advantage to dispel magic or see through an illusion, add +1 and take +1 momentum on a hit.
- ☐ When you Gather Information by researching through an ample supply of tomes and books, reroll any dice and take +1 spirit on a strong hit.

SCHOOL OF GALLANTRY

You witness firsthand the epic deeds you sing of.

- ☐ When you Aid an Ally with stirring words or songs in battle and score a hit, they deal +1 harm on their next Strike or Clash.
- ☐ Once per combat, when you Strike with spell and blade, envision your attack and roll +heart. On a hit, you deal +1 harm.
- ☐ When you Turn The Tide to Secure an Advantage by singing a battle hymn, you and all your allies take the initiative on a hit.

SCHOOL OF CHARM

Your music and magic dazes the mortal mind.

- ☐ When you Enter the Fray, you may sing a most wondrous song and grant yourself a breathtaking appearance. On a strong hit, any ally who can see you is inspired and takes +2 health, spirit, or momentum. On a weak hit, they take +1 instead.
- ☐ When you perform with enthralling fey magic, you may reroll any dice if you Compel any who listened. If you follow this with a Gather Information, add +1.
- ☐ In battle, you take on a majestic and awe-inspiring appearance. Whenever a sentient enemy attempts to attack you, you may Face Danger +heart to prevent them from striking you. On a strong hit with a match, they are overcome and unable to continue fighting.

SCHOOL OF FENCING

You are as skilled with the sword as with the lute.

- ☐ When you Secure an Advantage by finding a weak spot in your opponent, add +1. On a strong hit, if your next move is a Strike, deal +2 harm on a hit.
- ☐ When you Face Danger +edge by deftly parrying your opponent's blow, you may regain the initiative on a weak hit.
- ☐ When you Draw the Circle by singing or telling tales of your bold deeds, gain +2 momentum for every boast (instead of +1).

SCHOOL OF DECEPTION

Lies, trickery, and blackmail are your tools of trade.

- ☐ When you Compel through subtle extortion, add +1 and take +1 momentum on a hit. On a strong hit with a match, they are terrified of you and will do whatever you say.
- ☐ When you Strike, envision how your weapon moves and shifts in unforeseeable ways; roll +shadow and take +1 momentum on a hit.
- ☐ When someone dies in your presence, you may Face Danger (+shadow) to gather their essence. On a hit, you take their form for a day. If you Gather Information by accessing their memories, add +2.

CLERIC ASSETS

CLERIC

You manifest miracles in the name of your god.

- ☐ When you Heal using your divine magic, roll +heart and give or take +1 health on a hit.
- ☐ When you present your holy symbol and Face Danger to turn undead away, roll +heart and take +2 momentum on a hit. On a strong hit with a match, they are destroyed instead.
- ☐ When you call on your divine powers and Gather Information to find or track the undead, roll +heart and add +1. On a strong hit with a match, you receive a divine vision.

SPHERE OF INSIGHT

Your gods are keepers of ancient knowledge.

- ☐ When you Secure an Advantage by asking your gods to grant you a blessing of knowledge and skill, roll +heart and on a hit add +1 to your next move.
- ☐ When you Gather Information by using your powers to read someone's mind, roll +heart. On a strong hit with a match, you can try to control their mind momentarily; if you attempt to Compel them this way, roll +heart and reroll any dice.
- ☐ When you Gather Information by meditating and diving into the past of an object you hold in your hands or the place you're currently in, roll +heart.

SPHERE OF HEALING

Your gods bless you with the power to mend all wounds.

- ☐ When a nearby ally has to Face Death, you can attempt to save their life with healing magic. They can reroll any dice once.
- ☐ When you Turn the Tide by beseeching your god's aid in a critical moment to Heal an ally with the wounded condition, add +1 and give +2 health on a hit.
- ☐ When you Forge a Bond with someone after saving their life by treating them, add +2 and take +1 spirit on a strong hit.

SPHERE OF LIGHT

You fight the darkness everywhere you go.

- ☐ When you Face Danger or Secure an Advantage to drive away the darkness with divine light, roll +heart and add +1. On a strong hit with a match, any creatures of darkness are destroyed.
- ☐ When you Aid an Ally by blinding their foes with light, roll +heart and add +1. On a strong hit, they take +2 momentum.
- ☐ When you Enter the Fray, you may create an aura of radiance around you. On a strong hit, you and any allies near you add +1 when you Face Danger to avoid being hit for the remainder of the combat. On a weak hit, it only applies to you.

SPHERE OF UNDEATH

You command the powers of life and death.

- ☐ When you Strike or Clash by touching another and draining their life-force, roll +wits and take +1 health on a hit.
- ☐ When you Secure an Advantage or Gather Information by consulting with the spirits of the dead, add +1 and take +1 momentum on a hit.
- ☐ When you Secure an Advantage, Enter the Fray or Battle by temporarily raising the nearby dead to fight for you, roll +heart and add +1. On a strong hit with a match, you raise a large number of undead that overwhelm your foe: reduce their rank by 1 or take +2 momentum.

SPHERE OF WAR

Your gods relish in the fervor of battle.

- ☐ Once per combat, when you Secure an Advantage to gain your god's blessing and score a hit, deal +2 harm if your next move is a Strike or Clash.
- ☐ Whenever a nearby ally attempts to Strike or Clash, you can channel your divine power and burn your momentum to help them improve their result.
- ☐ When you Endure Harm in combat, take +1 health on a strong hit. On a strong hit with a match, you take no harm from the attack.

DRUID ASSETS

DRUID

You embody and serve nature above all.

- ☐ Whenever you make a move by talking with wild animals or plants, add +1 and take +1 momentum on a hit.
- ☐ Whenever you Make Camp in the wilds and you use nature magic to provide food and shelter, roll +heart. On a strong hit with a match, envision how nature manifests itself in a wondrous way and everyone takes +1 spirit.
- ☐ When you momentarily shapeshift into an animal or beast and make a move, add +2 and lose -2 Momentum.

EARTH CLAN

You walk the land and safeguard the old paths.

- ☐ When you Undertake a Journey, you may follow nature's guidance. If you do, roll +heart instead. When you Reach Your Destination, you may burn Momentum to cancel one of the challenge dice.
- ☐ You have a powerful and intimidating bond with nature. Whenever a beast or plant attempts to attack you, you may Face Danger +heart to prevent them from striking you. On a strong hit with a match, envision how they are unable to continue fighting.
- ☐ You are attuned to a specific type of terrain. While in that terrain, whenever you gain Momentum, gain an additional +1 Momentum.

Terrain: _____

CELESTIAL CLAN

You wield the powers of the wild through your flesh.

- ☐ When you shapeshift in combat, lose -1 Momentum when you Strike or Clash (instead of -2). Additionally, deal +1 harm when you attack in beast-form.
- ☐ You begin to take on beast-like properties even when in your humanoid-form. You grow claws and deal lethal harm (2 harm) even when unarmed. Your skin becomes thick and leathery; when you Endure Harm, add +1.
- ☐ If you have at least +8 Momentum, you may attempt great shapeshifting feats, such as transforming into a colossal beast. To do so, first reset your momentum. Then, as you make a single move fueled by your transformation, take an automatic strong hit. If you are in a fight, deal +2 harm.

EMERALD CLAN

You connect the world of dreams with this one.

- ☐ You can freely walk between the dream and this world. When you Face Danger or Secure an Advantage by teleporting a short distance, you may reroll any dice in exchange for losing -2 Momentum.
- ☐ When you Heal yourself or an ally and score a hit, you may lose -1, -2, or -3 Momentum to give or take that much extra health.
- ☐ Once per journey, you may create a magic circle that protects you and your allies from any outside threats. Make Camp and score an automatic strong hit. You and all allies within the magic circle may choose one additional action.

PASTOR CLAN

You are a guide to spirits and creatures of the wilds.

- ☐ When you command animals to perform tasks for you or deliver messages, you may Secure an Advantage, Gather Information, or Compel from a distance.
- ☐ When you Secure an Advantage by summoning a nearby spirit or wild animal to aid you, add +1 and take +1 momentum on a hit.
- ☐ The wilderness spirits watch over you. Whenever you Endure Harm, reroll your action die if it is less than your spirit. On a strong hit with a match, the spirits manifest momentarily; take +1 spirit or +2 momentum.

FIGHTER ASSETS

FIGHTER

You are trained in the art of battle.

Favored Weapon:_____

- ☐ When you Strike or Clash using your favored weapon, add +1 and take +1 momentum on a hit.
- ☐ You may Turn the Tide two times per combat instead of one.
- ☐ When you Endure Harm and score a strong hit, take +1 health if you shake it off. On a strong hit with a match, take +2 health instead.

PIT CHAMPION

You dedicate your life to fighting.

- ☐ When you Strike or Clash using your favored weapon, deal +1 harm.
- ☐ When you Strike or Clash with your favored weapon and roll a 6 on your action die, consider it an automatic strong hit.
- ☐ When you End the Fight and score a miss, you may sacrifice your favored weapon and attempt a desperate maneuver. If you do, reroll any dice.

BATTLE CHAMPION

You are well versed in battle lore and tactics.

- ☐ When you Secure an Advantage by performing a combat maneuver to disarm, distract, blind, knock down, or otherwise impact your foe, add +2. On a strong hit with a match, the effect is permanent or lasts until the end of the battle.
- ☐ When you Gather Information by scouting an enemy's numbers or Secure an Advantage by surveying the field of battle, add +1 and take +1 momentum on a hit.
- ☐ When you Aid Your Ally by shouting out orders or commands in the field of battle, add +1. On a strong hit, your ally adds +1 to their next move.

SPELLSWORD CHAMPION

You augment your combat skills with magic.

- ☐ When you Secure an Advantage by casting a minor spell to bolster your gear or yourself in combat, envision how the spell aids you; Then, roll +iron and take +1 momentum on a hit.
- ☐ Once per combat, when you Face Danger or Secure an Advantage by teleporting a short distance, consider it an automatic strong hit.
- ☐ Once per combat, when you overcharge your favored weapon with magic and Strike in close combat, deal +2 harm on a hit.

SPELLSHOT CHAMPION

You augment your arrows with magic.

- ☐ When you charge your arrows with magic and Strike, choose an effect, before rolling:
 - Seeking: add +1.
 - Piercing: deal +1 harm on a hit.
 - Debilitating: take +1 momentum on a hit.
- ☐ Your magical arrows are always at the ready. Whenever you Enter the Fray at a distance, add +1 and take +2 momentum on a hit.
- ☐ When you Strike by launching a barrage of magical arrows, reduce your Supply by -1 and then apply all three effects simultaneously.

MOUNTED CHAMPION

You excel in mounted combat.

- ☐ You have a horse companion. When you Enter the Fray by charging into combat on your steed, add +1 and take +2 momentum on a hit. On a strong hit with a match, you run over one of your opponents: deal 1 harm.
- ☐ When you Strike by stomping on your foe with your horse, you may reroll your action die if it is less than your horse's health.
- ☐ When you Face Danger, Secure an Advantage, or Undertake a Journey by pushing your mount to its limits, add +2 but suffer -1 health to your mount.

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MONK ASSETS

monk

Using ki, your fists make quick work of your foes.

- ☐ When you Strike or Clash unarmed or using your martial arts weapon, you may roll +edge (instead of +iron) and deal lethal harm.
- ☐ When you Face Danger by dodging a foe's attack, add +1 and take +1 momentum on a hit. On a strong hit with a match, you use your opponent's force against them and they take the harm you would have taken.
- ☐ You wield mystical energy, called ki. When you make a move by drawing on your ki to bolster your agility or speed, you may add +2 in exchange for -1 ki. When you Sojourn, restore your ki to +5 on a hit. When you Make Camp, restore your ki to +3 on a hit.

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OPEN PALM STYLE

You have perfected your use and flow of ki.

- ☐ When you Strike and score a strong hit, you may manipulate your opponent's ki against them. If you do, deal +2 harm in exchange for -1 ki (decide after rolling).
- ☐ When you Secure an Advantage or Compel someone by charming or pacifying them by subtly altering their flow of ki with your touch, add +2 in exchange for -1 ki.
- ☐ You have learnt to rapidly accelerate your own natural healing with ki. When you Heal yourself this way, roll +ki and take +1 health on a hit in exchange for -1 ki.

SHADOW STYLE

You hide in the shadows and bend the darkness.

- ☐ When you Enter the Fray by ambushing your foe in the dark, add +1 and take +2 momentum on a strong hit. On a strong hit with a match, your foe is instantly killed (Formidable or less).
- ☐ When you Secure an Advantage by turning completely invisible in a dark area, add +2 in exchange for -1 ki.
- ☐ When you Turn the Tide by covering everything nearby with magical darkness only you can see through, add +2 to your next move.

ELEMENTAL STYLE

Your ki grants you mastery over elemental forces.

- ☐ When you Strike by releasing a powerful elemental blast on your foes, roll +ki and deal +1 harm on a hit, in exchange for -1 ki.
- ☐ When you Endure Harm by momentarily turning your skin as hard as stone, add +2 in exchange for -1 ki. On a strong hit with a match, you take no harm at all.
- ☐ Your ki grants you power of air itself. When you make a move by flying a short distance, add +2 in exchange for -1 ki.

DRUNKEN STYLE

Your fighting style is erratic and indecipherable.

- ☐ When you Strike or Clash and roll a miss, you can sway unpredictably and reroll any dice in exchange for -1 ki.
- ☐ When you Secure an Advantage by playing the fool or by aggravating your foe with your fighting style, add +1 and take +1 momentum on a hit.
- ☐ You can recover your ki with strong alcoholic beverages. You may restore your ki to +2 in exchange for -1 supply.

SUN STYLE

Your ki and fists burn with searing heat.

- ☐ When you Strike or Clash at a distance by launching flaming arcs from your fists, add +1 and deal +1 harm on a hit in exchange for -1 ki.
- ☐ When you Secure an Advantage by radiating light from your body temporarily, add +2 in exchange for -1 ki.
- ☐ When you Strike by releasing all your ki as a flaming blast of energy centered around you, roll +ki and deal +2 harm on a hit. Afterwards, set your ki at +0.

PALADIN ASSETS

PALADIN

You are bound to uphold a divine oath.

- ☐ When you Strike with divine force, you can spend -1 momentum to deal +1 harm on a hit. Demons take an additional +1 harm from this attack.
- ☐ You are a beacon of hope. Whenever an ally near you must Endure Stress in battle, they add +1 and take +1 momentum on a hit.
- ☐ When you call on your divine powers and Gather Information to find or track demons, roll +heart and add +1. On a strong hit with a match, you receive a divine vision.

DIVINE ORDER

You are a paragon of truth, virtue, and justice.

- ☐ When you enter combat you can imbue your weapon with divine power, causing it to shine brightly. When you Strike or Clash with your imbued weapon, add +1 and take +1 momentum on a hit.
- ☐ You are a beacon of undying spirit. Whenever an ally near you must Endure Stress in battle and they score a strong hit, they take +1 spirit.
- ☐ Whenever you make a move to protect an ally from demonic forces, add +1 and take +1 momentum on a hit.

ANCIENT ORDER

You follow the commandments of the old gods.

- ☐ Once per combat, when you Secure an Advantage by summoning vines to entangle and trap your foes, add +2 and take +1 momentum on a hit.
- ☐ Whenever you or a nearby ally must Endure Harm from a spell, add +1 and take +1 momentum on a hit.
- ☐ You never age and become very resilient. Once per session, when you must Face Death, you may score an automatic strong hit instead.

VENGEFUL ORDER

You live only to hunt those who must be punished.

- ☐ When you Swear an Iron Vow (formidable or greater) to take vengeance upon a particular foe or creature, you may reroll any dice. When you Reach a Milestone on this vow, take +1 spirit or +1 momentum.
- ☐ When you Strike a foe who is fleeing from you, add +1 and deal +1 harm on a hit. On a strong hit with a match, they are defeated outright.
- ☐ When you Enter the Fray against a foe you have sworn to take vengeance upon, add +1 and take +2 momentum on a hit. When you End the Fight, you may burn momentum to cancel out one of the challenge dice.

CONQUEST ORDER

You crush your foes with an iron fist.

- ☐ When you Strike with divine force (and spend –1 Momentum) and your action die result is a 6, consider it an automatic strong hit.
- ☐ You are imbued with divine protection. Whenever you Endure Harm from an attack, add +1. On a strong hit, take +1 health.
- ☐ When you Compel or Secure an Advantage by intimidation, threats, or striking fear into your foes, add +1 and take +1 momentum on a hit. On a strong hit with a match, they are completely unable to move; take +2 momentum.

REDEMPTION ORDER

You seek to make up for your violent past.

- ☐ When you Compel or Secure an Advantage through peaceful dialogue or compromise, add +1 and take +1 momentum on a hit.
- ☐ When an ally near you takes harm, you may use your divine powers to suffer that harm instead; protecting them by draining your own life force. If you do, make the Endure Harm move instead of them, and add +1.
- ☐ When you End the Fight and you spare your foe's life, you may reroll one challenge dice. On a hit, if you choose to Forge a Bond with this foe, add +1 and take +1 spirit on a hit.

RANGER ASSETS

RANGER

You patrol and protect the borders of civilization.

- ☐ When you Face Danger or Secure an Advantage by camouflaging yourself or covering your tracks in the wild, add +1 and take +1 momentum on a hit.
- ☐ When you Gather Information or Secure an Advantage in the wild, by sensing or detecting the presence of any non-humanoid creature in a mile, you may reroll your action die if it is less than your spirit.
- ☐ You have been trained to hunt a particular type of creature. When you Strike or Clash against this foe, add +1 and deal +1 harm on a strong hit.

Favored Foe: _____

PATH OF THE HUNT

You are accustomed to dealing with threats of the wild.

- ☐ When you Face Danger to dodge a foe's attack, add +1. On a strong hit, if your next move is a Strike, add +1.
- ☐ When you Face Danger or Secure an Advantage by fleeing or outmaneuvering foes in the wild, add +1 and take +1 momentum on a hit.
- ☐ When you Strike using a ranged weapon against an Extreme or Epic foe and score a strong hit, deal +2 harm. On a strong hit with a match, you hit a vital spot: deal +4 harm instead.

PATH OF THE BEAST

You enjoy the company of a well-trained beast.

Beast Name: _____

- ☐ You have a beast companion with +4 max health. Whenever you Strike or Clash alongside your companion, add +1 and take +1 momentum on a hit.
- ☐ When you Sojourn or Make Camp alongside your beast companion, take +1 spirit on a hit. On a strong hit with a match, your bond deepens: Mark a tick on your bonds track and take +1 spirit.
- ☐ When you Face Danger or Secure an Advantage by sending your beast companion to perform a task for you, roll +its health. On a miss, your companion must suffer the consequences.

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PATH OF THE STALKER

You lurk in the dark places of the world.

- ☐ When you Enter the Fray by ambushing your foe, add +2. On a strong hit with a match, deal 2 harm.
- ☐ When you Secure an Advantage by disguising yourself with magic, or turning invisible, you may reroll your action die if it is less than your spirit.
- ☐ Once per combat when you Strike in close combat and score a miss, envision how you deftly turn the situation around and score an automatic strong hit instead.

PATH OF THE PLANEWALKER

You watch for otherworldly threats.

- ☐ When you Secure an Advantage or Gather Information by tracking or searching for otherworldly creatures or portals, add +1 and take +1 momentum on a hit.
- ☐ When you Face Danger or Secure an Advantage by teleporting a short distance by jumping through planes, you may reroll your action die if it is less than your spirit. On a miss with a match, you end up lost in an unknown plane.
- ☐ Once per combat when you are attacked and are forced to Endure Harm, you may instead temporarily teleport to the ethereal plane and ignore all harm.

PATH OF THE SLAYER

You hunt the most dangerous of creatures.

- ☐ When you Secure an Advantage or Gather Information to find out a supernatural creature's weakness or vulnerability, add +1 and take +1 momentum on a hit.
- ☐ When you Face Danger or Clash against a supernatural creature's attack, you may reroll your action die if it is less than your spirit.
- ☐ When you Turn the Tide to prevent a foe from casting a spell, add an additional +2 to your next move. On a strong hit with a match, deal 1 harm as your foe suffers the mystical backlash.

ROGUE ASSETS

ROGUE

You rely on subterfuge and cunning to outwit your foes.

- ☐ When you ambush a foe and Strike them while concealed or hidden, roll +shadow and deal +1 harm on a strong hit. On a hit with a match, double the total harm you would normally deal.
- ☐ When you Face Danger to dodge an attack add +1 and take +2 momentum on a hit.
- ☐ When you Secure an Advantage to sense the location of a hidden or invisible creature, you may reroll any dice.

THIEVES GUILD

You seek treasure, wherever you might find it.

- ☐ When you Face Danger or Secure an Advantage using sleight of hand, add +1 and take +1 momentum on a hit. On a strong hit with a match, choose one.
 - You impress those around you, take +2 momentum.
 - You obtain something valuable, take +1 supply.
- ☐ Whenever you make a move to climb over walls or infiltrate a secure location, you may reroll your action die if it is less than your supply.
- ☐ When you Enter the Fray by being ambushed, you may reroll any dice.

ASSASSINS GUILD

You are trained in the art of killing.

- ☐ When you Enter the Fray by ambushing a foe, you may reroll any dice. On a strong hit, add +1 if your next move is a Strike.
- ☐ When you make a move by employing a disguise or false identity, you may reroll your action die if it is less than your supply. If you Sojourn or Forge a Bond in this way, you may roll +shadow (instead of +heart).
- ☐ When you Strike or Clash, score a strong hit with a match, and your next move is End the Fight, you may reroll any challenge dice.

ARCANE GUILD

You help yourself out with a little magic.

- ☐ When you Secure an Advantage or Face Danger by summoning a glowing arcane hand to perform small feats for you in a short distance, add +1 and take +1 momentum on a hit.
- ☐ Your arcane hand is now invisible to all but you. When you score a strong hit with a match while making a move with it, take +2 momentum.
- ☐ When a foe casts an offensive spell on you, you may Face Danger to redirect the spell back at them. On a strong hit, and if your next move is a Strike, add +1 and deal +1 harm on a hit.

INQUISITORS GUILD

You hunt creatures that hide amongst the people.

- ☐ When you Gather Information by determining someone's true intent or looking for hidden clues on them, add +1 and take +1 momentum on a hit. On a strong hit with a match, you gain vital insight and mark progress on your quest.
- ☐ When you Secure an Advantage by studying a creature in battle to determine a weak point, add +2.
- ☐ When you Enter the Fray against a foe attempting to ambush you using invisibility, shapeshifting, or illusions, reroll any dice.

SPIES GUILD

You scheme and plot behind the shadows

- ☐ When you Face Danger or Secure an Advantage by passing yourself off as someone else, add +1 and take +1 momentum on a hit.
- ☐ When you Aid an Ally in a fight using underhanded combat tactics, roll +shadow and take +2 momentum on a hit.
- ☐ When you spend some time in someone's presence and Gather Information to learn something about them, you may reroll any dice.

SORCERER ASSETS

SORCERER

Raw magical power flows through your veins.

- ☐ When you make a move by casting a spell, envision the spell and roll +heart. On a miss, roll on the Mystic Backlash table.
- ☐ When you make a move by casting a spell and score a miss, you can attempt to twist the spell to overcome the miss. Envision how you do so and reroll your action die.
- ☐ When you make a move by casting a spell, you can empower it with your spirit. Add +1, +2, or +3 to your roll (before rolling) and then lose that much spirit.

DRACONIC ORIGIN

Dragon-blood fuels your magical powers.

- ☐ You are the descendant of dragons associated with an elemental type. When you Strike or Clash using magic composed of your elemental type, add +1 and deal +1 harm on a hit.
- ☐ When you Face Danger or Endure Harm to avoid or resist harm from sources that share your elemental type, add +2.
- ☐ You gain the ability to sprout draconic wings at will. When you make a move by using them, add +1 and take +1 momentum on a hit. When you Endure Harm, you can sacrifice your wings to deflect the attack. If you do, score an automatic strong hit, but you cannot sprout wings for an entire day.

Elemental Type: _____

CHAOTIC ORIGIN

Pure chaos lies at the heart of your powers.

- ☐ When you make a move by casting a spell, add +2. If you do, roll on the Mystic Backlash table regardless of whether you get a miss or not.
- ☐ When you make a move by casting a spell and burn momentum to improve a miss to a strong hit; instead of resetting your momentum, you may roll a challenge die and set your momentum to the result.
- ☐ Whenever you are forced to roll on the Mystic Backlash table, you may roll twice and pick the result.

DIVINE ORIGIN

You are a distant descendant of a divine being.

- ☐ You gain the ability to sprout angelic wings at will. When you make a move by using them, add +1 and take +1 momentum on a hit. If you score a strong hit with a match while using them, all your allies witness your divine grace and take +1 spirit.
- ☐ Whenever you Heal using your divine magic, roll +heart and give or take +1 health on a hit.
- ☐ When you Face Death and score a miss, you may use this ability once and only once to survive thanks to divine intervention. If you do, score an automatic strong hit instead.

SHADOW ORIGIN

You have darkness inside you.

- ☐ Whenever you make a move in natural or magical darkness, add +1 and take +1 momentum on a hit. On a strong hit with a match, take +1 spirit as the darkness replenishes your soul.
- ☐ When you Endure Harm, you may take on a shadowy form to reduce the harm taken. If you do, reduce the health loss by 1 on a weak hit, and by 2 on a strong hit.
- ☐ You have a shadow hound companion with +4 max health. Whenever you Enter the Fray alongside your companion, add +1 and take +1 momentum on a hit. Whenever you make a move by casting a darkness spell, you can reroll your action die if it is less than your companion's health.

4	3	2	1	0
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STORM ORIGIN

A terrible storm rages in your heart.

- ☐ When you Strike or Clash using lightning or thunder magic, add +1 and deal +1 harm on a hit. On a match, your lightning arcs to another target. On a strong hit, it is a foe. On a miss, an ally.
- ☐ When you Secure an Advantage by casting a spell to alter the weather, add +1 and take +1 momentum on a hit.
- ☐ When you Compel or Secure an Advantage by talking to a primordial elemental being, you may reroll your action die if it is less than your spirit.

Warlock, when you swear an iron vow to your patron

WARLOCK ASSETS

WARLOCK

You have sworn a pact to an otherworldly being.

Patron: _____

- ☐ You are bound to an otherworldly patron. Whenever you leverage its power to make a move by casting a spell, envision the spell and roll +spirit. If you do, fill a segment of a six-segment clock. When the clock is full, your patron appears before you and demands a service in their name. If you do it or Swear an Iron Vow to see it done, reset the clock.
- ☐ When you Swear an Iron Vow to serve your patron on a quest, you may reroll any dice. When you Fulfill Your Vow (formidable or greater) and mark experience, take +1 experience.
- ☐ When you make a move to interact with a lesser otherworldly being, add +1 and take +1 momentum on a hit.

FAE PATRON

Your patron is a fae creature of legend.

- ☐ When you Compel or Secure an Advantage by modifying your appearance and taking on aspects of your fae patron, add +1 and choose one.
 - You become frightening: Roll +iron, and take +2 momentum on a strong hit.
 - You become charming: Roll +heart, and take +1 momentum on a hit.
- ☐ When you Endure Harm from an enemy attack, you can sacrifice momentum equal to the harm you would take (before rolling) to vanish in a puff of mist and appear elsewhere. If you do, ignore any harm you would have received.
- ☐ Once per combat, you may temporarily transport yourself and one enemy into a misty fae realm of your choosing. During this short time, if you make any moves against them, add +1 and take +1 momentum on a hit. This effect ends if you roll a 1 on your action die or the combat ends.

FIEND PATRON

Your patron is a corrupting force of destruction.

- ☐ When you End the Fight by killing your foe in a fight where you leveraged your patron's power, take +2 health.
- ☐ Whenever you make a move, you can call on your patron to alter the odds after your roll. If you do, mark a segment on your patron clock and reroll any dice.
- ☐ Whenever you make a move to leverage your patron's power against a foe (formidable or less) and score a strong hit with a match, you can instead banish your foe to a nightmare realm, defeating them instantly. If you do, mark an additional two segments on your patron clock.

ELDRITCH PATRON

Your patron is an ancient and incomprehensible being.

- ☐ You are able to telepathically speak to those near you. When you Compel or Secure an Advantage by doing so, add +1 and take +1 momentum on a hit. On a strong hit with a match, they unintentionally share a secret.
- ☐ Your patron wards you against all attacks. Whenever you must Face Danger to avoid an enemy attack, you may roll +spirit instead.
- ☐ When you touch an unconscious humanoid, you may take control of their mind. If you do, mark one segment of your patron clock. Whenever you leverage them in a move, add +2. If you roll a 1 on your action die, the effect wears off.

CELESTIAL PATRON

Your patron is a righteous being of a higher plane.

- ☐ When you leverage your patron to Heal with magic, take or give +2 health on a hit. On a strong hit with a match, you may remove the maimed debility. If you do, mark two additional segments on your patron clock.
- ☐ Your patron blesses you with life. When you Endure Harm, add +1. When you Make Camp or Sojourn and recover health, recover an additional +1 health.
- ☐ When you Face Death, you may automatically score a strong hit instead of rolling, as your patron brings you back from the dead. If you do, fill your patron clock entirely.

CURSE PATRON

Your patron is the embodiment of bad luck and ill will.

- ☐ You are bound to your patron by a cursed blade. When you Strike or Clash and score a miss with it, you can unleash its power. If you do, deal 2 harm to your foe and mark one segment of your patron clock. You still suffer the consequences of the miss.
- ☐ When you kill a foe with your cursed blade, you may raise their soul as a spectre that follows your commands. When you leverage it in a move, add +1 and take +1 momentum on a hit. It vanishes if you roll a 1 on the action die while leveraging it.
- ☐ When you give your cursed blade a name, it grows in power. Your first ability deals 3 damage instead of 2. Your second ability creates a wraith instead of a spectre, that adds +2 instead of +1.

Blade Name: _____

WIZARD ASSETS

WIZARD

You have spent years studying the arcane.

- ☐ When you make a move by casting a spell, envision the spell and roll +wits. If you do, mark one segment on a 4-segment spellbook clock. When you fill the clock, you can no longer cast spells. When you Make Camp or Sojourn and score a hit, you can unmark half or all segments respectively.
- ☐ Increase your spellbook clock to 6 segments instead of 4. When you cast a spell and score a strong hit with a match, you do not mark a segment on your spellbook clock.
- ☐ You have a familiar in the shape of a small animal you can telepathically communicate with. When you make a move aided by seeing or hearing through your familiar's senses, add +its health. When your familiar dies, you must mark two segments on your spellbook clock to bring it back.

2	1	0
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ABJURATION SCHOLAR

You have perfected magic that defends and rejects.

- ☐ When you Aid an Ally or Secure an Advantage by casting a protective ward on you or an ally, the target increases their momentum reset value by 1. If you score a weak hit or miss in combat while protected by the ward, you can sacrifice it to maintain the initiative.
- ☐ When you make a move to counter or dispel an ongoing spell, You may mark one segment on your spellbook clock and score an automatic strong hit.
- ☐ Whenever you would Endure Harm or Endure Stress from a spell, you may roll +wits instead. If you do, take +2 momentum on a strong hit.

CONJURATION SCHOLAR

You are an expert at summoning all manner of things.

- ☐ When you cast a spell to Secure an Advantage by conjuring a magical creature to aid you, envision the creature and choose a stat. The creature has +3 health. Add +1 and take +1 momentum when you leverage its help on a move using the chosen stat. If you roll a 1 on the action die while doing so, it vanishes.
- ☐ When you Resupply or Check Your Gear by conjuring supplies with a spell, consider a weak hit a strong hit.
- ☐ Increase your summon's max health to +5 and take +2 momentum instead of +1 when it aids you.

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DIVINATION SCHOLAR

You are able to see both the past and future.

- ☐ At the start of each session, roll 2d10s and note down their values. Any time you make a move that isn't a progress move, you may replace one or both of the challenge dice rolled with these values. If you do, cross out the ones used, and you cannot use it again.
- ☐ When you cast a spell and make a move by seeing into the past or future, add +1 and take +2 momentum on a strong hit. On a strong hit with a match, you catch a glimpse of a vital clue and Reach a Milestone.
- ☐ At the start of each session, roll 3d10s instead of 2d10s. You may now also use these values on progress moves as well.

ENCHANTMENT SCHOLAR

You enhance objects and others with magic.

- ☐ When you Secure an Advantage by casting a spell to enhance a weapon with magic, add +1 and deal +1 harm on a hit while using it. When you score a 1 on the action die while using it, it is no longer enhanced.
- ☐ When you Secure an Advantage by casting a spell to enhance yourself or an ally with magic, add +1 to any stat. When you score a 1 on the action die while leveraging the enhancement, it vanishes.
- ☐ When you Compel someone by casting a charm spell on them, add +2. On a strong hit with a match, you permanently alter their memories to your favor. Forge a Bond and score an automatic strong hit.

NECROMANCY SCHOLAR

You manipulate life and death itself.

- ☐ When you cast a spell to Strike or Clash by draining your enemy's life force, add +1 and take +1 health on a strong hit.
- ☐ When you cast a spell to Secure an Advantage by raising a corpse to serve you, add +1. It has +3 health. Whenever you leverage its aid, add its health and then reduce its health by -1. It cannot be healed.
- ☐ You have deciphered the secrets of eternal life at the cost of your human soul. Reduce your heart by -1. Whenever you would Face Death, you may mark a tick on a 4 sided clock and score an automatic strong hit instead. As the clock advances, your flesh takes on a deathly visage. When the clock is filled, retire your character as they become a lich.

3	2	1	0
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MAGIC ITEM ASSETS

AMULET OF PROTECTION

A spell of protection has been casted over this amulet.

- ☐ When you Endure Harm add +1 and take +2 momentum on a strong hit. On a strong hit with a match, the amulet covers you with a bright ethereal shield and you ignore any harm taken.
- ☐ When you must Face Danger due to a trap or unknown danger, you may reroll 1 challenge die.
- ☐ When you Face Death and score a miss, you may choose to score a strong hit instead. If you do, the amulet is destroyed.

ENDLESS BAG

A bag with no bottom filled with curiosities.

- ☐ When you Check Your Gear by looking for something useful in the endless bag, you may roll +wits instead. If you do, take +1 momentum on a hit.
- ☐ When you Turn the Tide to Secure an Advantage by looking for the perfect thing to help you in this fight, you may reroll any dice.
- ☐ When you Compel or Forge a Bond by pulling out a random gift from the endless bag, add +2 but consider a weak hit a miss.

MAGICAL BOOTS

A pair of boots with endless arcane properties.

- ☐ The boots make no sound and leave no trace. When you make a move to sneak or pass unawares, add +2.
- ☐ The boots do not sink in snow or mud. When you Undertake a Journey or Delve the Depths through treacherous ground, add +1 and take +2 momentum on a strong hit.
- ☐ When you Face Danger or Secure an Advantage by jumping or running, you may reroll your action die if it is less than your health.

MAGIC CARPET

An extremely rare sentient carpet that can fly.

- ☐ When you Undertake a Journey on your magic carpet, add +1 and take +1 spirit on a strong hit as you enjoy the view from above.
- ☐ When you Reach Your Destination on your magic carpet and score a strong hit, add +2 to your next Compel, Secure an Advantage, or Sojourn as you impress the locals with your grand entrance.
- ☐ When you Face Danger or Secure an Advantage by calling for aid from your magic carpet at a critical moment, you may reroll any dice.

CLOAK OF DARKNESS

A dark aura emanates from this arcane cloak.

- ☐ When you Secure an Advantage by blending in the shadows and disappearing into the darkness, add +1 and take +2 momentum on a strong hit.
- ☐ When you make a move by wielding the power of the cloak to momentarily turn into a bat, you may reroll your action die if it is less than your spirit.
- ☐ When you Endure Stress, you may let the cloak feed off your stress. If you do, score an automatic strong hit and mark a tick on a 4-sided clock. Once the clock fills, something terrible happens to someone you know.

CURSED ARMOR

A relic covered with the blood of its previous owners.

- ☐ When you Endure Harm, you may ignore the harm taken. If you do, Endure Stress and lose that much spirit instead.
- ☐ When you Strike or Clash and score a miss, take +2 momentum as the armor drives you to fight on. Once you take this ability, you can no longer flee from a fight willingly.
- ☐ Your armor is drawn towards evil. When you Gather Information to search for a demonic or evil being or Compel one to aid you, add +1 and take +1 momentum on a hit.

GAUNTLETS OF STRENGTH

A pair of gem-encrusted gauntlets that radiate power.

- ☐ When you make a move to overcome an obstacle with force or strength, add +1 and take +1 momentum on a hit.
- ☐ When you Strike or Clash by attacking with full force, deal +1 harm on a hit. On a strong hit with a match, deal +2 harm instead.
- ☐ When you Compel using your gauntlets, add +2 but consider a weak hit a miss. On a miss with a match, you accidentally go too far and gravely or mortally wound your target.

SHAPESHIFTING HELM

A helm that alters your appearance into that of others.

- ☐ When you Secure an Advantage or Compel by shape shifting as someone else, add +1 and take +1 momentum on a hit.
- ☐ When you Sojourn while shapeshifted as someone important, add +2 but consider a weak hit a miss. On a miss with a match, the person you were impersonating arrives at the same time.
- ☐ When you Turn the Tide to Secure an Advantage by shapeshifting into someone your opponent would hesitate to attack, reroll any dice.

SWORD OF SLAYING

A monster-killing weapon bound to your vows.

- ☐ When you Swear an Iron Vow to slay a beast or monster, you may reroll any dice. When you Fulfill Your Vow (formidable or greater) and mark experience, take +1 experience.
- ☐ When you Strike or Clash against the target of your vow above, add +1 and deal +1 harm on a strong hit.
- ☐ Only once, when you drench the blade in the blood of an epic foe you have sworn to slay, you may take this ability. If you do, add +2 and deal +2 harm on a strong hit when using the ability above.

FLUTE OF THE DEAD

An instrument with power over death

- ☐ When you play the first song, you may summon the ghost of a recently deceased corpse. If you Secure an Advantage or Gather Information by questioning the spirit, add +1 and take +1 momentum on a hit.
- ☐ When you play the second song, you may temporarily bind the spirit of the deceased to their corpse and command them to perform a short task. If you do, add +2 to your next move but suffer -1 spirit.
- ☐ Once, when you play the third song, you may permanently bring back a recently deceased person from the dead. If you do, take +2 experience for each marked ability and discard this asset as the flute turns to dust.

SCEPTRE OF COMMAND

An impressive rod that emanates authority.

- ☐ When you Secure an Advantage or Compel with an inspiring speech, add +1 and take +2 momentum on a strong hit. On a strong hit with a match, you have gained a follower: Forge a Bond and score an automatic strong hit.
- ☐ When you Enter the Fray or Battle by leading others into battle, you may reroll your action die if it is less than your spirit.
- ☐ Whenever you gain +1 for sharing a bond, gain +2 instead. When you Test Your Bond, reroll any dice.

LUCKY CHARM

A small pendant that brings fortune to the bold.

- ☐ Whenever you make a move and score a hit, take +1 momentum. When you score a strong hit with a match, take +2 momentum instead.
- ☐ When you burn momentum to cancel out a miss, take +1 momentum. When you cancel a miss with a match, take +2 momentum instead.
- ☐ Permanently increase your momentum reset by +1.

ELEMENTAL RING

A ring that commands an element of nature.

Element: _____

- ☐ When you make a move by shaping or moving a source of the ring's element type, add +1 and take +1 momentum on a hit.
- ☐ When you Strike using a source of the ring's element type, deal +1 harm on a hit.
- ☐ If you have at least +8 Momentum, you may attempt great elemental feats, such as lifting a lake, or parting the ground. To do so, first reset your momentum. Then, as you make a single move powered by the ring, take an automatic strong hit. If you are in a fight, deal +2 harm.