

Welcome to Adventure World

By Inshal v2.0

This is my version of a *Powered by the Apocalypse* generic fantasy RPG! I know Dungeon World already exists, but this takes a lot of improvements I have seen in that space and brings them together in a better game.

Elevator Pitch if you come from DnD:

When you first played DnD were you disappointed to find out that it is half narrative storytelling and half a tactical wargame? Did you get disappointed by how long turns took and the sluggish pace combat has? Well look no further! This game (*and Dungeon World that this game was based on*) is very different from how DnD plays, no initiative, no skill checks, more involvement in the narrative. If you want to really “get” the game, I suggest you read the [Dungeon World guide](#) (*some rules are different but the idea of Powered by the Apocalypse is there*)

Elevator Pitch if you come from Dungeon World:

Do you love Dungeon World but realize it came out over a decade ago? Have you enjoyed spin offs like Stonetop (*but wished for generic fantasy*) or Homebrew World (*but wished for long term play*) and wanted more? This game is focusing on making what makes Dungeon World great better. Streamlining it, separating it from things that exist only because of the relation to DnD, and making it have more interesting narrative choices? Try this game out, give it a read!

Major Changes:

- HP is replaced with Mettle and Harm, making hits much clearer in the narrative.
- Most +1/-1 modifiers are replaced with advantage/disadvantage
- Spellcasters no longer have spell lists, each type of spellcaster acts in a unique way.
- The Characteristics are different; this uses alternate [characteristics](#) from the Edge of the Empire system. I think that the EotE system has a better set of 6 than the normal DnD set, but people love the DnD set so I will also be updating one with those 6 as well. Here is a link to the other one: [LINK](#)
- The Equipment system is based off of Stonetop, with a simple use of undefined gear and less tracking small numbers.
- Instead of Race and Bonds we have backgrounds and Drives.
- Aid is rewritten to give advantage with a risk before the roll, making things quicker and more tense.
- Several moves have had name changes (Hack and Slash to Clash, Volley to Let Fly) mostly because my players know Stonetop and I want to keep those moves.
- There are 3 debilities instead of 6
- *And there are tons of other small changes.*

Credits:

This document is by Inshal Chenet, 2025. Licensed under the [Creative Commons Attribution-ShareAlike 3.0 United States \(CC BY-SA 3.0 US\)](#).
I want to give shoutouts to where my ideas come from!

An especial thanks to Jeremy Strandberg's [Homebrew World](#) and [Stonetop](#)
Smore Production's [Chasing Adventure](#)
Timekeeper's *Unlimited Dungeons*

Lampblack & Brimstone's [Freebooters on the Frontier](#)
Lester Ward's [Fourth World](#)
RazorKiss made the base for the Sorcerer class.

How to make a Character:

Adventure World is a classless system, disguised as a class based system. All the ease of a classes system if you want, and all the complexity of a classless system if you want! In my own RPG group some players prefer just getting a class booklet and being limited to those options, others prefer to match things up to the character they already made in their head.

With that in mind lets talk about making a character.

1. Choose a Class. There are 9 class options: The Fighter, Rogue, Wizard, Cleric, Barbarian, Troubadour (*non-magical bard*), Immolator, Sorcerer, and Blank Slate. (*The Blank Slate is not truly a class, just place to write out a fully custom character.*)
2. Print out your class page, an inventory sheet, and a damage sheet. I would also recommend printing a Basic / Special moves sheet double sided. (*The Inventory and Damage sheets are set up so you can print them double sided and cut them in half for two players.*)
3. On your class page choose a background. You gain the moves listed.
 - You can always choose a compendium class instead of a background, gaining the two unlocked moves.
 - Because this is classless you can technically pick any background to make a very custom character as long as it makes narrative sense.
 - *Note: The Wizard has a spellcasting tradition for their background, just to allow for the huge variety of spellcasting settings.*
4. Select a drive, or write your own. This gives you a character motivation you will get XP for playing out or struggling against.
5. Figure out your appearance, select one (or write your own) on each line to flesh out who you are!
6. The Special Gear list plays into the Inventory page. All of the items on the inventory sheet are “common” which means it is assumed you can find them in any given town or city. The cost of such things are handwaved. Each class has particular connections and knows where to find (or make) some special gear. Pick three and add them to the bottom of the inventory sheet, they are now “common” for you.
7. Pick out a name!
8. On the inside there are six stats rules for assigning them in character creation are above the stats.
9. Starting moves: each class starts with five moves. Some are automatically chosen for the class, some are free choice. When you have a free choice of a move you can select any move that you meet the prerequisites of. Some moves (*like Improved Stat*) can be taken more than once for additional benefits.
 - Because this is classless you can mix and match any move as the blank slate indicates clearly.

Leveling up:

When you get x3 your current level in XP you can level up. Leveling up gives you a free move. You can choose to take one from your own class or another. You gain XP every time you roll a 6-, and in response to some moves (such as the End of Session Move.)

Compendium Class Unlocks:

Each compendium class has a special in game unlock. Although this is a classless system and you can take any move from anywhere, doing the unlock gives you two moves for a single level up.

Basic Moves

Advantage/Disadvantage

When you make a roll with advantage, roll an extra die and discard the lowest result.

When you make a roll with disadvantage, roll an extra die and discard the highest result.

XP & Level Up

When you roll a 6-, or are otherwise instructed, record a gain of one experience point (XP).

When you have at least 6+double your level in XP, spend that amount of XP to pick one advance, at any time.

Aid

When you help someone before they roll, the GM picks 1:

- They can accomplish more than they could alone
- They gain advantage on their roll

Regardless, you are exposed to any risk, cost, or consequence associated with their roll

Defy Danger

When danger looms, the stakes are high, and you do something chancy, check if another move applies. If not, roll...

- +STR to power through or test your might
- +DEX to employ speed, agility, or finesse
- +CON to endure or hold steady
- +INT to apply expertise or enact a clever plan
- +WIS to exert willpower or rely on your senses
- +CHA to charm, bluff, impress, or fit in

On a 10+, you pull it off as well as one could hope; on a 7-9, you can do it, but the GM will present a lesser success, a cost, or a consequence (and maybe a choice between them, or a chance to back down)

Struggle as One

When the GM calls on you to Defy Danger as a group, they'll describe the struggle you face. You all say how you each deal with it and individually roll +STAT: on a 6-, you find yourself in a spot, the GM will describe it; on a 7+, you pull your weight; on a 10+, you have the option to get someone out of a spot, describe how and deny them their XP.

Have What You Need

When you decide that you had something all along, transfer a mark (or marks) from your "undefined" inventory to a specific item or a slot. If you mark a slot, fill it with a common mundane item or something from your personal possessions. Alternatively, you can expend a use of supplies to mark an additional small item/slot.

Whatever you produce, it must be something you could have had all along. The GM or any player can veto unreasonable items

Persuade

When you press or entice an NPC, say what you want them to do (or not do). If they have reason to resist, roll +CHA: on a 10+, they either do as you want or reveal the easiest way to convince them; on a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful

Force

When you try to make a PC do what you want through force or charisma and they resist, ask their player: "Are you okay if we roll for this?" If the answer is "No," let it drop.

If the answer is "Yes," you can roll a stat as per Defy Danger: on a 10+, they mark XP if they do what you want, and if they don't, you pick one;

- they must reveal how you could convince them
- You pick an option from Clash, inflict it immediately
- they have disadvantage on their next roll to attempt to go against your will

on a 7-9, they mark XP if they do what you want (but can refuse or make a counter-offer if they like). On a 6-, the target decides what happens.

Know Things

When you recall something you know about the subject at hand, say how you might have come by such knowledge. If the GM buys it, roll +INT: on a 10+, the GM will tell you something interesting and useful about the topic at hand; on a 7-9, the GM will tell you something interesting—it's on you to make it useful.

Seek Insight

When you study a situation or person, looking to the GM for insight, roll +WIS: on a 10+, ask the GM 3 questions from the list below; on a 7-9, ask 1; either way, gain advantage on your next move that acts on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

Flashback

When you propose that you took some previously undeclared action in the past that can affect the current situation, and the GM agrees, Spend 1 Mettle and roll +INT or +WIS. On a 10+, it's as you specified. On a 7-9, it's not quite what you specified; the GM can introduce a complication or a cost. On a miss, things have changed that you're only now learning about.

Clash

When you engage an enemy in melee to take control of the fight, and you are exposed to their attack. Roll+STR: 10+ pick 2, 7-9 pick 1:

- You deal damage (you can choose this twice)
- You avoid your enemies' attack
- You grapple, shove, or trip your opponent
- You improve or secure your position
- You impress, dismay, or frighten your enemies.

- _____
- _____
- _____
- _____

Defend

When you take up a defensive stance or jump in to protect others, roll +CON: on a 10+, you can spend Mettle 1-for1 on the list below.; on a 7-9, You can spend Mettle 2-for1 on the list below. If you have a shield you can tick off its damage boxes in lieu of Mettle.

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's effect or damage
- Draw all attention from your ward to yourself
- Strike back at an attacker (*deal your damage, with disadvantage*)

When you go on the offense, cease to focus on defense, or the threat passes, you can no longer spend on these options until you defend again.

Let Fly

When you take an easy shot with a ranged weapon, deal your damage. If the shot is tricky or you're under pressure, first roll +DEX: on a 10+, you have a clear shot, deal your damage; on a 7-9, pick 1:

- Deal your damage, but deplete your ammo (mark the next status by your weapon; don't pick this if your weapon lacks such statuses)
- Hold steady and wait for a clear shot; when the moment arrives (GM's call), deal your damage
- Move to get a clear shot—exposing yourself to danger or giving up some advantage (GM says how)—then deal your damage
- Rush the shot and deal your damage, spending 2 Mettle

Deal Damage

When you harm a foe but don't murder them outright, roll your damage and say the result (plus any tags like messy, forceful, etc.). Add 1 to the damage for each Follower or NPC assisting in the attack. The GM will reduce the victim's HP by that amount (- armor) and either describe the result or ask you to do so.

When a creature is reduced to 0 HP, they are out of the action: dead, unconscious, cowering, etc. When you have advantage or disadvantage to a damage roll, roll the main damage die twice and take the higher or lower result; then add any bonus dice that apply. If you harm multiple foes at once, roll damage separately for each.

Gird your Mind

When you are compelled to act against your will for a moment, mark XP if you act as bidden. If you resist, roll +WIS: on a 10+, you shake off the compulsion and act as you wish; on a 7-9, choose 1:

- Stand dazed, fighting for control of your mind
- Harm yourself to regain control (1d6 harm)

On a 6-, pick 1 and do not mark XP:

- Run with it. You come to your senses having done gods-know-what.
- Mark a debility, take 1d6 harm, and do something drastic to regain control.

Scout Ahead:

When you go off on your own to explore a dangerous area, tell us how you do it and add...

- +DEX if you rely on stealth and agility
- +CON if your path is one of hardship and endurance
- +CHA if you blend in with the locals

On a 7+, you make it back safely and the GM will describe what you encountered. Then, on a 10+ pick 3; on a 7-9 pick 1:

- Ask a question from Seek Insight about what you encountered (you can choose this more than once)
- You were able to sneak something out of there; ask the GM what
- You made some preparation or created some advantage to exploit upon your return; work out the details with the GM
- You got away clean: leaving no trace, rousing no suspicion, etc.

Regardless of your choices, answer the GMs questions about what happened out there.

On a 6-, choose 1:

- You make it back to the others but with trouble hot on your heels!
- You're missing in action; the details will be revealed later

End of Session

When a session ends, go around and point out how you triggered another player's flag. For each PC who's flag you triggered, if no one objects, mark XP.

Say how your relationship with or opinion of a PC, NPC, or group has changed. If no one objects, mark XP.

Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable challenge?
- Did we gain a significant treasure or boon?
- Did we protect people in need?

For each "yes" answer, everyone marks XP.

Praise something about the session (in the fiction or around the table) that you enjoyed or appreciated.

Finally, offer up a wish for future sessions: more __, less __, a chance to __, handling __ in a different way, etc. Wishes can be about what happens in the fiction or around the table. The GM will take note

Special Moves

Fly, You Fools!

When you seek to flee the dungeon at high speed, the slowest member rolls and adds...

- -1 if anyone in the party has a heavy load
- +1 if everyone has a light load
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained.

On a 12+, you make it out, safely. On a 10-11, choose one. On a 7-9, choose two. On a miss, the GM chooses two and then you choose two .

- Someone in the party is permanently marked by the escape: describe how the escape has forever changed them.
- Someone in the party has lost all their resources: describe what happened to make them lose their gear.
- Someone in the party chose to stay behind to buy the party time to escape: they must immediately roll Death's Door
- The entire party is bloodied by the escape: each takes 10 damage.
- The party has been split up
- You've landed in some new sort of trouble

Give Chase

When you pursue your quarry, roll and add...

- +DEX to outrun or outmaneuver them
- +CON to outlast them
- +WIS to track them or seek them out.

On a 10+, you corner your prey or catch them in the open; on a 7-9, your prey picks one:

- You've almost got them, there's just one last obstacle in your way;
- They've gone to ground; you know where they are but they're hard to get at;
- They wheel unexpectedly and attack.

Gloss Over a Fight

When victory is clear and everyone agrees to skip the details of the fight, describe your role in the conflict and roll +STAT (per Defy Danger). On a 10+, pick 1:

- You make it through the fight unscathed;
- Pick 1 from the 7-9 list, but tell us how you negated someone else's choice from the list.

On a 7-9, pick 1:

- Take Damage from your foes (tell us how that happened);
- Mark a debility (tell us why);
- Use up a resource: an item, a spell, your ammo, your Supplies, etc. (tell us how);
- Suffer some strategic setback (ask the GM to describe it).

On a 6-, pick 1 from the 7-9 list and the GM picks another.

Hold Your Breath

When you plunge beneath the water, hold Breath equal to CON+2. If you have time to take a deep breath first, hold an extra +1 Breath. Each time you roll 2d6 to make a move, pick 1 (after you roll):

- Spend 1 Breath
- Mark a debility

If you cannot pick either option: go to Death's Door

Recruit Followers

When you ***go looking to hire help*** tell the GM what you're offering and whom you're looking for, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, with the *Group* tag.

If your GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +Nothing and take +1 if you have a good reputation in these parts. On a **10+** They're yours for the hiring. **7-9** GM choses 1 from the list below.

- They demand greater compensation, in coin or some other form.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance they are less than ideal (ask the GM how)

The GM will chose or roll their specifics (Loyalty, instinct, Cost, tags, etc.) as needed, to be discovered through play. (Which might involve you grilling them, right now.)

Steeped in Lore

When you spend downtime (hours or days) sifting through rumors and information in a library, watering-hole, or other scholarly or social nexus, roll+INT. On a 10+ choose three. On a 7-9 choose two.

- You learn of a valuable treasure.
- You learn of a dangerous enemy or group.
- You learn something useful about an area's history, layout, or politics.
- Your research went unnoticed by your enemies.

For each one you choose, the GM might ask you "how did you learn this?" Tell them the truth.

Forge

When you spend a few hours seeking food in the wild , roll +WIS. In unfavorable circumstances (winter, desert, etc.), you have disadvantage. On a 10+ , pick 2; on a 7-9 , pick 1:

- You acquire provisions (1d6 uses)
- You acquire an extra 1d6 uses of provisions
- You discover something interesting or useful
- You avoid danger or risk (else, there is some)

Provisions can substitute for supplies when you Make Camp, 1-for-1.

Expedition Moves

Outstanding Warrants

When you return to a civilized place in which you've caused trouble before, the most notorious among you must roll +PRE. On a 7+, word has spread of your group's troublemaking, and everyone recognizes you, but no one wants to turn you in. On a 9-, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest.
- Someone has put a price on your head.
- Someone important to you has been put in a bad spot as a result of your actions.

I Know a Guy

When you know someone who can help, name them and roll +CHA: on a 10+, yeah, sure, they can help, though you need to pick 1 of the following; on a 7-9, pick 2:

- They can help, but they need your help first.
- They're going to ask for a lot.
- They're not quite cut out for this.
- You can't exactly trust them.

Take Watch

When you are on watch and something approaches, roll +WIS: On a 10+ you notice in time to alert everyone and prepare a response; all party members take +1 forward. On a 7-9 you manage to sound the alarm, but no one has time to prepare. On a miss mark XP, and whatever approaches has the drop on you.

Hunker Down

When you take shelter to wait out the elements, choose 1 party member to roll +nothing: 10+ It doesn't take long for things to clear up. 7-9 Things aren't going to change any time soon. You can Forge Ahead, or Make Camp here for the night and hope things have changed by morning.

Forge Ahead

When you push on despite powerful opposition from the elements, Struggle as One using +CON: If no one is in a spot, you go as far as you are able before needing to pause for a rest. If half the party is in a spot, choose 1 from the list below.If over half the party is in a spot, mark XP, and GM makes a move.

- You go as far as you are able, but overtax yourself and become weak, shaky, or sick (choose one).
- You go as far as you are able, but the weather takes its deepest toll on your gear (ask the GM how).
- On second thought, maybe you're better off staying put.

If you make progress, ask the GM where you end up on the map, and if the weather shows any sign of relenting.

Undertake a (Perilous) Journey

When you travel through dangerous lands, and not on a safe route, indicate the course you want to take and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to Take Point, and one to Navigate, and one to Manage Provisions resolving those moves in that order. If the Journey is by a safe route, you skip the Take Point and Navigate moves.

Take Point

When you travel in the front and look for anything out of the ordinary, roll +WIS. On a 10+, choose 2 from the list below. On a 7–9, choose 1 from the list below.

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain--short-cut, shelter, or tactical advantage (describe it).
- You make a Discovery (ask the GM).
- You notice a sign of a nearby Danger-- ask the GM what it is, and what it might signify

Navigate

When you plot the best course through dangerous or unfamiliar lands, roll +INT. On a 10+, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp.

On a 7–9, GM chooses 1 from the list:

- You happen upon a Discovery missed by the scout.
- The going is slow, or you wander off course. The GM says which, and where you end up on the map.
- You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it.

Manage Provisions

When you prepare and distribute food for the party, roll +WIS. Ona 10+, choose 1 from the list below. On a 7–9, the party consumes the expected amount of rations (1 per person per day for a Journey).

- Careful management halves the amount of rations consumed.
- The party consumes the expected amount and the food you prepare is excellent--describe it, and everyone gets advantage on their next roll.

Keep Company

When you spend a stretch of time together (on the road, in camp, etc.) and you or the GM call for it, take turns asking one of the following questions of a PC or NPC in camp.

- What do you do that's so annoying/ endearing?
- What do I do that you find so annoying/ endearing?
- Who or what seems to be on your mind?
- What do we find ourselves talking about?
- How do you pass the time?
- What do you reveal about yourself?

Damage Marks

Stone

Extra

Superior

Live by the Sword

Mettle: | | | |

Armor:

Light Armor

Heavy Armor

Shield

~Recover with a few moments:

~Recover during a breather:

~Unrecoverable without a blacksmith:

Lesser Harm

- ☐ You lose hold of something important you were carrying or wearing

~Recover by regaining the important thing
- ☐ You lose footing, are held/grabbed, or end up in a poor position

~Recover by regaining position
- You look and feel like a mess: bloody, bruised and ripped up
- ~Recover take a breather and patch it up

Iron Hide | Steel Hide

~Recover take a breather and patch it up

☐ you are out cold, unconscious or powerless

~Recover when the GM says so.

Debility Harm

- ☐ You are Dazed: disadvantage on INT & WIS rolls

☐ You are Weakened: disadvantage on STR & DEX rolls

☐ You are Miserable: disadvantage on CON & CHA rolls
- ~Recover by resting in camp

Greater Harm

- ☐ You broke or mauled one or more of your limbs (now inoperable)

~Recover over downtime at GM discretion

☐ One of your eyes/ears is ruined, hampering your senses

~Recover over downtime at GM discretion

☐ Your condition deteriorates rapidly; you will die within a few hours, take 1 harm (piercing, no Mettle) whenever you roll dice or the GM says so.

~Recover with treatment and stabilization

Take Damage

When someone attempts to injure, rough up, or otherwise harm you, the GM will tell you how much damage you take, along with any additional effects. Mark off boxes on your Damage page (Mettle, Armor, or Harm, your choice), and describe how the attack affects you.

If the attack was Piercing, you cannot mark Armor
If the attack was Forceful, you cannot mark Mettle
If the damage is Messy, the GM may pick which harm box you mark first when marking damage. *(you can avoid this by only marking armor and Mettle)*

If you take harm more than you can mark, roll Death's Door

Death's Door

When you are dying , roll +Nothing. On a 10+, pick only 1; on a 7-9, pick 2; on a 6-, pick 3. If the attack was messy, pick one extra.

- You're out of the action until the GM says otherwise
- You're dying, and will be gone soon if no one saves you
- You're severely maimed, suffering a lasting debility (broken leg, lost eye, etc.)
- You're doomed--make one last move if you like, as if you rolled a 12+; then you die.

When you die, you find yourself before the Black Gates and Death itself awaits. Describe it! Then go on to your afterlife, unless you can outwit Death or persuade him to send you back.

Take a Breather

When you take a short break to ready yourself for what comes next you can expend 1 use of supplies and:

- Recover 1d6+CON Mettle.
- Repair a "breather" box of your armor
- Patch up Lesser Harm

Make Camp

When you settle in to rest in a dangerous area, each member of the party must consume 1 use of supplies or provisions; if you use a mess kit (requires fire & water), then 1 use can provide for up to four people

When you wake from at least a few hours sleep, choose 1. If you expend 1 extra use of Supplies, choose another.

- Regain all Mettle
- Heal all Lesser Harm
- Heal 1 debility Harm
- Gain advantage on your next roll

Downtime

When you settle in and relax in a friendly community you regain all Mettle, heal all lesser and debility harm, and if there is a blacksmith fix up all your armor.

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Inventory of _____

Outfit: When you prepare for an expedition in a friendly community , mark as many ◇ on your Inventory insert as you wish to carry, either as specific items or as "undefined".

You do not need to spend money on common items, that level of transaction is handwaived.

When you **Have What You Need** you can replace things marked Undefined with any of the items below or on the special gear section of your character sheet. Each of the inventory slots has a load designation. Your character's load is based off of the highest load type they have marked. (Even one thing in an H slot gives you a Heavy Load)

A **Light load** is quick & quiet. A **Normal load** is standard. A **Heavy load** is noisy, loud, slow, quick to tire

Handy: (Easy to grab, for you or a thief) (e.g. sheathed, on belt loop, in bandolier)

◇L_____ ◇L_____ ◇N_____

Worn: (hooked to your person, takes time to unhook) (e.g. Worn as clothing, around neck, tied to belt)

◇L_____ ◇N_____ ◇H_____

Packed: (takes some time to pull out, but you can easily drop your pack if need be) (e.g. in a backpack)

◇N_____ ◇H_____ ◇H_____

Inventory of _____

Outfit: When you prepare for an expedition in a friendly community , mark as many ◇ on your Inventory insert as you wish to carry, either as specific items or as "undefined".

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Handy: (Easy to grab, for you or a thief) (e.g. sheathed, on belt loop, in bandolier)

◇L_____ ◇L_____ ◇N_____

Worn: (hooked to your person, takes time to unhook) (e.g. Worn as clothing, around neck, tied to belt)

◇L_____ ◇N_____ ◇H_____

Packed: (takes some time to pull out, but you can easily drop your pack if need be) (e.g. in a backpack)

◇N_____ ◇H_____ ◇H_____

Common Travel Tools:

◇ Mess Kit (requires fire & water; makes Supplies last longer)

◇ Bedroll (recover 1d6 extra Mettle when you Make Camp)

◇ Blanket (warm)

◇◇ Tent (holds 3, +◇ per extra person)

◇ Rope (~25ft)

◇ Shovel

◇ Change of Clothes / 'Disguise' / Uniform

◇ Coin purse

◇ Supplies (Uses □□□□) ◇ Supplies (Uses □□□□) ◇ Supplies (Uses □□□□)

Use Supplies to Recover, Make Camp, or have extra small items.

◇ Torch (lasts ~1 hour; reach , area , dangerous)

◇ Oil Lamp (□□□ hours, reach, area, crude)

◇◇ Firewood (1 nights worth)

◇ Candle (~1 hour, close)

◇ Extra Oil (□□□□□ hours)

Common Weapons: :

◇ Dagger (hand, precise)

◇ Shortsword / Club (close)

◇ Pick (close, messy, awkward)

◇ Staff (close)

◇◇ Long Spear (reach)

◇ Bow and Arrows (far, +1 damage)

◇ Extra Arrows (□ plenty left, □ low ammo, □ out of ammo)

◇ Hatchet (hand, thrown)

◇◇ Maul (close, forceful, awkward)

◇ Darts (thrown, +1 damage, □ ran out)

◇ Javelins (thrown, +2 piercing, □ ran out)

◇◇ Spear (close, thrown)

□ low ammo, □ out of ammo

Common Armors:

◇ Buckler Shield (shield)

◇◇ Full Shield (shield, +1 Readiness on a 7+ to Defend)

◇◇ Hide / Gambeson (L. Armor, warm)

◇◇ Leather armor (L. Armor)

◇ Cloak (warm)

◇ Chain or Scale armor (H. Armor, clumsy, noisy)

Common Class Items: Choose 3 from your class options. These items are considered common items for you. If you gain a compendium class you can switch out one or more.

Small Items

You are able to carry 4 small items without any encumbrance.

Undefined: □□□□

When you **Have What You Need** move marked □ from here to items below, or expend supplies to mark more □.

□ Knife (Hand)

□ Sling (near, reload, awkward)

low ammo, □ out of ammo

□ Extra Sling bullets

(□ plenty left □ low , □ out)

□ Water skin

□ Tinderbox

□ Chalk

□ Charcoal

□ Clay Jar

□ Comb

□ Extra Socks

□ Gloves

□ Sawdust

□ Tallow

□ Whetstone

□ Twine/Cord

□ Whistle

Inventory of _____

Outfit: When you prepare for an expedition in a friendly community , mark as many ◇ on your Inventory insert as you wish to carry, either as specific items or as "undefined.".

You do not need to spend money on common items, that level of transaction is handwaived.

When you **Have What You Need** you can replace things marked Undefined with any of the items below or on the special gear section of your character sheet. Each of the inventory slots has a load designation. Your character's load is based off of the highest load type they have marked. (Even one thing in an H slot gives you a Heavy Load)

A **Light load** is quick & quiet. A **Normal load** is standard. A **Heavy load** is noisy, loud, slow, quick to tire

Handy: (Easy to grab, for you or a thief) (e.g. sheathed, on belt loop, in bandolier)

Common Travel Tools:

◇ Mess Kit (requires fire & water; makes Supplies last longer)

◇ Bedroll (recover 1d6 extra Mettle when you Make Camp)

◇ Blanket (warm)

◇◇ Tent (holds 3, +◇ per extra person)

◇ Rope (~25ft)

◇ Shovel

◇ Change of Clothes / 'Disguise' / Uniform

◇ Coin purse

◇ Supplies (Uses □□□□) ◇ Supplies (Uses □□□□) ◇ Supplies (Uses □□□□)

Use Supplies to Recover, Make Camp, or have extra small items.

◇ Torch (lasts ~1 hour; reach , area , dangerous)

◇ Oil Lamp (□□□ hours, reach, area, crude)

◇◇ Firewood (1 nights worth)

◇ Candle (~1 hour, close)

◇ Extra Oil (□□□□□ hours)

Common Weapons: :

◇ Dagger (hand, precise)

◇ Shortsword / Club (close)

◇ Pick (close, messy, awkward)

◇ Staff (close)

◇◇ Long Spear (reach)

◇ Bow and Arrows (far, +1 damage)

◇ Extra Arrows (□ plenty left, □ low ammo, □ out of ammo)

◇ Hatchet (hand, thrown)

◇◇ Maul (close, forceful, awkward)

◇ Darts (thrown, +1 damage, □ ran out)

◇ Javelins (thrown, +2 piercing, □ ran out)

◇◇ Spear (close, thrown)

□ low ammo, □ out of ammo

Common Armors:

◇ Buckler Shield (shield)

◇◇ Full Shield (shield, +1 Readiness on a 7+ to Defend)

◇◇ Hide / Gambeson (L. Armor, warm)

◇◇ Leather armor (L. Armor)

◇ Cloak (warm)

◇ Chain or Scale armor (H. Armor, clumsy, noisy)

Common Class Items: Choose 3 from your class options. These items are considered common items for you. If you gain a compendium class you can switch out one or more.

Small Items

You are able to carry 4 small items without any encumbrance.

Undefined: □□□□

When you **Have What You Need** move marked □ from here to items below, or expend supplies to mark more □.

□ Knife (Hand)

□ Sling (near, reload, awkward)

ammo, □ out of ammo

□ Extra Sling bullets

(□ plenty left □ low , □ out)

□ Water skin

□ Tinderbox

□ Chalk

□ Charcoal

□ Clay Jar

□ Comb

□ Extra Socks

□ Gloves

□ Sawdust

□ Tallow

□ Whetstone

□ Twine/Cord

□ Whistle

Inventory of _____ the Veteran

Outfit: When you prepare for an expedition in a friendly community , mark as many ◇ on your Inventory insert as you wish to carry, either as specific items or as "undefined.".

You do not need to spend money on common items, that level of transaction is handwaived.

When you **Have What You Need** you can replace things marked Undefined with any of the items below or on the special gear section of your character sheet. Each of the inventory slots has a load designation. Your character's load is based off of the highest load type they have marked. (Even one thing in an H slot gives you a Heavy Load)

A **Light load** is quick & quiet. A **Normal load** is standard. A **Heavy load** is noisy, loud, slow, quick to tire

Handy: (Easy to grab, for you or a thief) (e.g. sheathed, on belt loop, in bandolier)

◇L _____ ◇L _____ ◇L _____

◇N _____

Worn: (hooked to your person, takes time to unhook) (e.g. Worn as clothing, around neck, tied to belt)

◇L _____ ◇N _____ ◇N _____

◇H _____

Packed: (takes some time to pull out, but you can easily drop your pack if need be) (e.g. in a backpack)

◇N _____ ◇H _____

◇H _____ ◇H _____

Possessions, Items, Loot, Animals that are not on your person:

| | | |
|--|--|--|
| | | |
| | | |
| | | |
| | | |
| | | |

Common Travel Tools:

| | |
|---|----------------|
| ◆ Mess Kit (<i>requires fire & water; makes Supplies last longer</i>) | ◆ Rope (~25ft) |
| ◆ Bedroll (<i>recover 1d6 extra Mettle when you Make Camp</i>) | ◆ Shovel |
| ◆ Blanket (<i>warm</i>) ◆ Change of Clothes / Disguise / Uniform _____ | |
| ◆◆ Tent (<i>holds 3, +◆ per extra person</i>) | ◆ Coin purse |

◆ Supplies (Uses □□□□) ◆ Supplies (Uses □□□□) ◆ Supplies (Uses □□□□)
Use Supplies to Recover, Make Camp, or have extra small items.

◆ Torch (*lasts ~1 hour; reach , area , dangerous)* ◆ Candle (~1 hour, close)
◆ Oil Lamp (□□□ hours, reach, area, crude) ◆ Extra Oil (□□□□□ hours)
◆◆ Firewood (1 nights worth)

Common Weapons :

| | |
|---|--|
| ◆ Dagger (<i>hand, precise</i>) | ◆ Hatchet (<i>hand, thrown</i>) |
| ◆ Shortsword / Club (<i>close</i>) | ◆◆ Maul (<i>close, forceful, awkward</i>) |
| ◆ Pick (<i>close, messy, awkward</i>) | ◆ Darts (<i>thrown, +1 damage, □ ran out</i>) |
| ◆ Staff (<i>close</i>) | ◆ Javelins (<i>thrown, +2 piercing, □ ran out</i>) |
| ◆◆ Long Spear (<i>reach</i>) | ◆◆ Spear (<i>close, thrown</i>) |
| ◆ Bow and Arrows (<i>far, +1 damage</i>) (□ low ammo, □ out of ammo) | |
| ◆ Extra Arrows (□ plenty left, □ low ammo, □ out of ammo) | |

Common Armors:

| | |
|--|-------------------------|
| ◆ Buckler Shield (<i>shield</i>) | |
| ◆◆ Full Shield (<i>shield, +1 Readiness on a 7+ to Defend</i>) | |
| ◆ Hide / Gambeson (L. Armor, warm) | ◆ Cloak (<i>warm</i>) |
| ◆◆ Leather armor (L. Armor) ◆◆ Chain or Scale armor (H. Armor, clumsy, noisy) | |

Common Class Items: Choose 3 from your class options. These Items are considered common Items for you. If you gain a compendium class you can switch out one or more.

| | | |
|---|---|---|
| ◆ | ◆ | ◆ |
| ◆ | ◆ | ◆ |
| ◆ | ◆ | ◆ |
| ◆ | ◆ | ◆ |

Small Items

You are able to carry 4 small items without any encumbrance.

Undefined: □□□□

When you **Have What You Need** move marked □ from here to items below, or expend supplies to mark more □.

| | |
|---|------------------------------|
| <input type="checkbox"/> Knife (<i>Hand</i>) | (□ low |
| <input type="checkbox"/> Sling (<i>near, reload, awkward</i>) | ammo, □ out of ammo) |
| <input type="checkbox"/> Extra Sling bullets | (□plenty left □ low , □ out) |
| <input type="checkbox"/> Water skin | |
| <input type="checkbox"/> Tinderbox | |
| <input type="checkbox"/> Chalk | |
| <input type="checkbox"/> Charcoal | |
| <input type="checkbox"/> Clay Jar | |
| <input type="checkbox"/> Comb | |
| <input type="checkbox"/> Extra Socks | |
| <input type="checkbox"/> Gloves | |
| <input type="checkbox"/> Sawdust | |
| <input type="checkbox"/> Tallow | |
| <input type="checkbox"/> Whetstone | |
| <input type="checkbox"/> Twine/Cord | |
| <input type="checkbox"/> Whistle | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |

GM Notes

Cast a Spell

penalties: □□□□□□

When you cast a spell that you know, roll +INT; on a 7+, it works as you described but you must choose 1 consequence from the list below; on a 7-9, the GM also gets to choose a consequence.

- Reality twists around you (say how) and you take a -1 penalty (cumulative) to Cast a Spell until you get a full night's rest.
- The GM picks a spell effect that you cannot spend Mettle on. *(Spontaneous Only)*
- You must gather more arcane materials to cast the spell again. *(Spontaneous Only)*
- Draw unwanted attention or put yourself in a spot; the GM will say how
- The spell affects either much more or much less than you wanted it to, GM's choice
- The effort taxes you, mark one debility

(This requires two advances to take as a multiclass move, if you only take one advance, Mettle costs for spell effects are doubled. If you take this as a Multiclass move, your damage die is reduced by 1)

Ritual

When you wish to weave magic, say what you're after and how you plan to do it. The GM will say "Of course, but..." and 1-5 of the following. Perform the ritual and the magic takes effect.

- You must draw on a place of power (like __)
- You must do it at an auspicious time (like __)
- It's going to take hours/days/weeks
- First you must __
- You'll need help from __
- It'll require the sacrifice of __
- The best you can do is __
- You/your allies will risk danger from __

(This requires two advances to take as a move, if you only take one advance, performing a Ritual will be exceptionally difficult. If you take this as a Multiclass move, your damage die is reduced by 1)

Pray

Obeying the Divine has made you Humble. Once per day, when you engage in ritual communion with your deity, roll +WIL, taking +1 if you bear your holy symbol, and +2 if you occupy a place sacred to your faith: on a 10+ , gain 2d6 Humility; on a 7-9 , gain 1d6 Humility. The maximum Humility you may hold at any time is equal to your level + WIL.

Invoke

When you call upon your deity to perform a supernatural act , say what you want to have happen and how it falls within at least one of your deity's domains. The GM will assign your request Hubris from 0 to 20. You can spend Humility to reduce Hubris. Then, roll -hubris, +1 if you bear your holy symbol, and +2 if you occupy a place sacred to your faith: on a 10+ , your request is granted but you must pick a Consequence; on a 7-9 , your GM also picks a Consequence

| | Tag | Examples |
|----|------------|---|
| 0 | trivial | shift wind, light candle, impart feeling (0) |
| 1 | remarkable | create light, purify, detect (+1/1d6) |
| 3 | momentous | cure/sicken, exert/deflect force, prophesy (+2/2d6) |
| 6 | marvelous | speak with dead, levitate, redeem/condem (+3/3d6) |
| 10 | astounding | restore/destroy matter, kill, raise undead (+4/4d6) |
| 14 | stupefying | control weather, summon divine agent (+5/5d6) |
| 20 | miraculous | resurrect, embody divine spirit (+6/6d6) |

(The numbers in the Example column are suggested numerical modifiers, +2 to a roll or +2d6 armor or 2d6 healing)

Consequence:

- You may not Invoke again until you advance your cause
- You may not Invoke again until you destroy, tithe, donate, or sacrifice something of your deities choosing (silver, blood, an item of symbolic value, etc.)
- Lose 1d6 Mettle
- Your Invocation is obvious and immediate, drawing attention and danger to you
- The invocation is subtle or takes a while to manifest
- The experience overwhelms you; you get disadvantage on all WIS rolls until you take some time to rest and pray (you cannot choose this if you are already affected by it)

(This requires two advances to take as a move, if you only take one advance, your Hubris will always be at a +2. If you take this as a Multiclass move, your damage die is reduced by 1)

Charming and Open

When you speak frankly with someone, you can ask their player a question from the list below. They must answer truthfully, then may ask you a question from the list, which you must answer truthfully.

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

Performance

When you perform a piece from your repertoire , spend 2 mettle to reach every listener within earshot. Then, choose one effect from the list below and explain how the piece possesses that effect, based on its title. If the GM agrees, roll +CHA: on a 10+ , the chosen effect applies, plus you can spend 2 Mettle for an additional one; on a 7-9 , apply the chosen effect and the next time you try that effect that day you must spend 4 mettle instead of 2; on a 6- , you preform as well as a Minstrel.

These effects never apply to you.


- Motivating** : a friendly listener takes advantage to their next relevant action.
- Rousing**: a friendly listener becomes immune to the effects of fear, doubt, and despondency for as long as you keep playing.
- Energizing**: a friendly listener regains 1d6 Mettle.
- Disparaging**: an indifferent or hostile listener turns all of their attention to you.
- Cacophonous**: All who hear must (they pick)
 - Drop what they carry and cover their ears
 - Stagger,cringe, and cover
- Sentimental**: Name a strong emotion (love, fear, hate, hope, despair, etc.) and sing a song to evoke it; it swells in you audience's hearts.
- Soothing**: friendly or indifferent listener is relieved of stress, and a hostile listener becomes calmed.
- Captivating**: 1 member of the audience wishes to speak to you afterwards.

(It takes two advances to take this as a multiclass move. If you only take one advance, you only get two possible performance effects. If you take this as a Multiclass move, your damage die is reduced by 1)

When a group of followers fights another group , you can abstract the violence. Roll a single move like Let Fly or Clash once for the whole group. Each side has HP and Armor and deals damage as one individual. Lost HP represent casualties proportionate to the group's original HP. If one side outnumbers the other, it gets a +1 bonus to Armor and damage for each multiplier past the first (so a group that outnumbers their foes 3:1 does +2 damage and has +2 Armor)

The Fighter

Fighters share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. They are well acquainted with death, both meting it out and staring it defiantly in the face.



Background (choose 1):

☐ **Champion**

When you dispatch a foe in a flashy or brutal way, pick 1:

- Name a foe; you've got their attention
- Name an ally; you've given them an opening (they gain advantage if they act on it)
- Name a witness; they will spread tales of you

When you share a drink with someone, you may persuade with them using CON instead of CHA.

☐ **Noble**

When you Know Things about nobility, royalty, or the concerns thereof, you have Advantage.

When you bark an order or warning , roll +CHA: on a 7+ , they must choose 1:

- Do what you say
- Dig in/take cover/flee
- Attack you

On a 10+ , you can tell which one they're going to do and do something first; gain advantage if you do

☐ **Protector**

When you hold Readiness (from the Defend move), you can always suffer the damage/effects of an attack instead of your ward; no need to spend Readiness, you can just do it.

When you help someone Make Camp, add your WIS (min 1) to any Mettle that your patient recovers.

☐ **Veteran**

You know how to pack a kit; your start play with an extra ◇, (e.g. your Light Load is ◇◇◇◇) and you get an extra use □ out of Supplies in the Gear section.

When you Make Camp in the field, you need not doff your armor and will wake from sleep fully alert at the slightest hint of trouble.

Drive (Choose 1):

☐ **NO QUARTER**

Kill a defenseless or surrendered enemy.

☐ **PEACE**

To avoid (further) bloodshed or violence.

☐ **PRIDE**

To maintain your dignity, to demand respect

☐ **GUARDIAN**

Endanger yourself to protect those weaker than you.

☐ **RECKLESSNESS**

To act without thought to the consequences

☐ **TROUBLE**☐ **VICTOR**☐ _____

-

Appearance:

☐ Human ☐ Dwarf ☐ Elf ☐ _____

☐ young & brash ☐ in my prime ☐ grizzled ☐ _____

☐ flashing eyes ☐ hard eyes ☐ _____

☐ giant frame ☐ ripped ☐ stocky ☐ wiry ☐ _____

☐ distinctive scars ☐ oft-broken nose ☐ _____

Special Gear (choose 3):

◇ Sword (close, +2 damage)

◇ Battleax (close, messy, +1 damage)

◇ Flail/Mace (close, forceful, +1 damage)

◇ Hammer (close, 2 piercing, +1 damage)

◇ Polearm (near, +1 damage)

◇ Crossbow & Bolts (far, , +1 damage, reload, piercing 2)
(□ low ammo, □ out of ammo)

◇◇ Hauberk or brigandine or breastplate (H. Armor, clumsy)

Name:

HUMAN: Hawke, Rudiger, Gregor, Walton, Castor, Ajax, Hob

DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Rundrig, Xotoq

ELF: Elohiir, Sharaseth, Hasrith, Cadeus, Eldar, Kithracet, Thelian

I am called...

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|-------------|-------------|--------------|-------------|--------------|-------------|
| Strength | Dexterity | Intelligence | Wisdom | Constitution | Charisma |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| (STR) | (DEX) | (INT) | (WIS) | (CON) | (CHA) |

Starting Moves

You start with The Dance, Live by the Sword, Fighting Style and one free moves. You also start with an upgraded damage die and Stone Mettle

☒ The Dance

When you clash against an enemy wielding a weapon, add the following to the list of choices:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.
- You cause your target to over-commit and stumble

☒ Live by the Sword

You have 5 extra uses of mettle for battle. These Combat Mettle Points can only be used to give a +1 to non-magical rolls in combat, reduce harm, and activate your fighting style maneuvers.

☒ ☐ ☐ Fighting Style

Choose two maneuvers that are part of your style. You can spend 1 mettle before you roll to perform a maneuver.

☐ **Swordbreaker:** You disarm your opponent.

☐ **Run Through:** Your damage roll gets +3 piercing.

☐ **Guard:** The next damage roll made against you during this battle has disadvantage.

☐ **Rally:** Either you or an ally that can both see and hear you recovers 1d6 Mettle and shakes off any fear affecting them.

☐ **Crushing Blow:** If your enemy has armor, reduce their armor by 1, to a minimum of zero.

☐ **Cleave:** You deal your damage with disadvantage to another enemy within reach.

☐ **Disengage:** You disengage from melee range with your enemy and safely withdraw a few steps, either before or after both of you would deal damage, your choice.

☐ **Taunt:** You draw the enemy's attention fully to yourself, for as long as you keep eye contact.

☐ **Smash:** Your attack deals +1 damage and gains the forceful tag. If your attack was already forceful, it's even more so now.

☐ Armored

You ignore the clumsy tag on armor you wear, also armor takes only ◇ instead of ◇◇

☐ Bend Bars, Lift Gates

When you use pure strength to destroy an inanimate obstacle, roll+STR. *On a 10+, choose two. *On a 7-9, choose one, you can spend mettle to choose +1:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

☐ ☐ ☐ IMPROVED STAT

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ Intimidating

When you persuade using threats of violence as leverage, you have advantage.

☐ Shieldbearer

In your hands a Shield has three boxes of each armor type, instead of two.

☐ Tireless

When you spend supplies to regain mettle, regain double the amount.

☐ Experienced

Increase your Combat Mettle by your WIS x2

☐ On No You Don't

When you stop someone from leaving your reach, roll with Advantage.

☐ Disrupt

When you Clash a weaving spellcaster, add this choice:

- prevent the spell; the caster must start all over.

☐ Setup Strike

When you Clash a solitary target, choose an ally. They get advantage to immediately Clash the target and, when they do, they add the choices offered by The Dance.

☐ Iron Hide

You gain +4 harm boxes

☐ Dangerous

When you fight to kill with no hesitation, spend 1 mettle to have advantage to Deal Damage.

☐ Frosty

When you Defy Danger by keeping calm and carrying on, on a 10+ you can also ask the GM a question that you could ask when Seeking Insight. You have advantage on your next move to act on the answer.

☐ Guardian

When you Defend, hold 1 extra Readiness. Even on a 6-, hold 1 Readiness (plus whatever the GM says)

| | | |
|--------|----|-------|
| d10 | | |
| Damage | XP | Level |

☐ ☐ ☐ Situational Awareness

Pick two of the following questions to add when you Seek Insight.

- ☐ What is my enemy's true position?
- ☐ Who or what here is the biggest threat?
- ☐ What's the best way in/out/through/past?
- ☐ What is the best place to make a defensive stand?
- ☐ What is the most dangerous ability of an enemy?
- ☐ Who or what here is most vulnerable to me?

When a fight starts, ask the GM one question that you could ask with Seek Insight, and gain advantage to act on the answer.

☐ Steely Eyed

When you Defend, you can spend 1 Readiness to:

- Lock eyes with a foe; they have disadvantage on damage rolls against you and your ward

☐ Hard to Kill

When you take your Death's Door, you can choose to roll +CON instead of +nothing. On a 12+, you immediately erase 1 Harm.

☐ Armor Mastery

When you take damage, you can choose to make your armor take the brunt of damage dealt to you, the damage is reduced to 0 but you must reduce the armor value of your armor or shield (your choice) by 1. If the reduction leaves the item with 0 armor it is destroyed.

Damaged armor can be repaired with a few hours of work and suitable materials (1 use of Supplies per armor reduced)

☐ Tactical Awareness

In combat you may spend Mettle to ask one question from the Seek insight list

☐ Come and Get It

When you single out a foe in combat, roll+STR. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, your foe chooses one to use against you! Spend Mettle to choose +1

- No one else will attack you, except your chosen foe, until you attack someone else
- Your damage rolls against them have advantage until you attack someone else
- If they attack someone else or break off the fight, you may deal your damage to them as they drop their guard
- You learn something about their true nature as you cross blades; the GM will tell you what

☐ Scent Of Blood

When you Clash an enemy, your next attack against that same foe deals +1d4 damage

☐ Die by the Sword

If you roll for Death's Door during combat, you can attempt to impress death. Add the following option:

- Death is impressed by you. Recover 4 harm, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

Master Moves *(Requires level 6+)*

☐ Powerful

(Requires Dangerous)

You can spend 1 mettle to get +1 option on Clash

☐ Through Death's Eyes

When you go into battle, roll+WIS. • On a 10+, name someone who will live and someone who will die. • On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. • On a 6- you see your own death and consequently have disadvantage throughout the battle.

☐ Superior Warrior

When you Clash, on a 12+ you can choose +1 option

☐ Steel Hide

(Requires Iron Hide)

You gain +4 harm boxes.

☐ Armored Perfection

(Requires Armor Mastery)

When you use your armor mastery ability, you get advantage on your next roll against the enemy who attacked you

☐ Evil Eye

(Requires Seeing Red)

When you enter combat, roll+PRE. • On a 10+, hold 2. • On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. • On a 6-, your enemies immediately identify you as their biggest threat.

☐ Taste Of Blood

(Replaces Scent of Blood)

When you Clash an enemy, your next attack against that same foe deals +1d8 damage.

☐ Stone Cold

(Requires Frosty)

When you Defy Danger (or Struggle as One) by keeping calm and carrying on, treat a 6- as a 7-9

☐ Steadfast Guardian

(Requires Frosty)


When you hold Readiness (from Defend), you can always suffer the damage/effects of an attack instead of your ward; no need to spend Readiness, you can just do it

☐ Superior Stat

Increase one of your stats by +1 (to a max of +3).

The Rogue

You are skilled and opportunistic. You play a dangerous game, seeking thrills and testing your skills, and likely don't care much for any laws that happen to get in your way. While the path of every rogue is unique and riddled with danger, the one thing you all share in common is the breadth and depth of your skills.



| | |
|--|---|
| Background (choose 1): | Drive (Choose 1): |
| <div><div><input type="checkbox"/> Assassin</div><p>Choose a poison; you have immunity to it and start with a vial of that poison for free. When you <i>Have What You Need</i>, you can expend 1 use of Supplies to produce a vial of any poison (your choice, <input type="checkbox"/> uses, dangerous, small).</p><p>When you <i>Know Things</i> about poisons, venoms, or antidotes, you have advantage.</p><hr/></div> <div><div><input type="checkbox"/> Street Rat</div><p>When you have a moment's distraction and available cover, you can disappear from view and get into hiding, just like that.</p><p>When you <i>Have What You Need</i>, you can expend 1 Mettle instead of 1 Supplies to produce a small item, but only if you can tell us which NPC you lifted it off of and when.</p><hr/></div> <div><div><input type="checkbox"/> Scoundrel</div><p>When you <i>Know a Guy</i>, you get to pick -1 negative option.</p><p>When <i>Defying</i> to pass yourself off as someone else, roll with Advantage.</p><p>When you <i>Have What You Need</i>, you can produce specific items, just the right thing for the mission.</p><hr/></div> <div><div><input type="checkbox"/> Tomb Raider</div><p>When you <i>Know Things</i> about tombs, ancient ruins, and the things one finds there, you have advantage.</p><p>When you <i>Have What You Need</i>, you can produce strange, obscure, even minorly magical items, but only if you tell us where you got them.</p></div> | <div><div><input type="checkbox"/> CONSCIENCE</div><p>To feel guilty, to try to do right</p></div> <div><input type="checkbox"/> CUNNING</div> <p>Avoid detection or infiltrate a location.</p> |

☐ FREEDOM

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|--------------------------------------|---------------------------------------|--|------------------------------------|--|--------------------------------------|
| <div>Strength</div> <div>(STR)</div> | <div>Dexterity</div> <div>(DEX)</div> | <div>Intelligence</div> <div>(INT)</div> | <div>Wisdom</div> <div>(WIS)</div> | <div>Constitution</div> <div>(CON)</div> | <div>Charisma</div> <div>(CHA)</div> |
|--------------------------------------|---------------------------------------|--|------------------------------------|--|--------------------------------------|

Starting Moves

On top of these two you get Ambush or Skill at Arms, and Purloin or Poisoner, and one free move.

☒ ☐ ☐ ☐ Tricks of the Trade

You walk the byways between right and wrong, where unorthodox methods get the job done. You start with 1 area of expertise; choose and mark it below. Each time you take this move, you may choose and mark 1 additional area of expertise

- ☐ Stealth ☐ Locks ☐ Poison ☐ Deception
☐ Acrobatics ☐ Traps ☐ Treasure ☐ Negotiation

When you make any move that falls within an area of your expertise, after you roll you spend Mettle to increase the result by 1.

☒ Move Silently, Hide in shadows

When you are out of sight and remain quiet and still, you may spend 1 Mettle to go unnoticed until you act or until someone is right on top of you (whichever comes first) You can only use this move if you have a *Light* load.

☐ Furtive Strike

Add the following to the list of Clash options:
•You prevent the target from making noise.

☐ Danger Sense

You can always ask the GM, "Is there an ambush or trap here?" If they say "yes," roll +WIS: on a 10+ , ask the GM both of the questions below; on a 7-9 , ask 1; either way , gain advantage on your next roll to act on the answer(s).
•What will trigger the ambush or trap?
•What will happen once it's triggered?
•How could it be disarmed or thwarted?
•What else should I be on the lookout for?
On a 6- , don't mark XP; you know there's a trap or ambush, but nothing bad happens just yet.

☐ Ambush

When you attack someone up close and they don't see it coming, deal your damage or roll Clash. If you roll you get +1 choice. Also add to the choices:
•Slip away before they can react

☐ Assassinate *(Requires Ambush)*

When you spend some time researching and declare a target as your mark , spend 1 Mettle.
When you Ambush your mark and deal damage instead of rolling, you deal your maximum damage. You may only have one mark at a time.

☐ ☐ ☐ IMPROVED STAT

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ Ace Up Your Sleeve

When you take a game of chance into your own hands, roll+DEX. On a 7+ , you decide the outcome of the game. On a 7-9 the GM chooses one:
•Your opponent later realizes that you cheated
•Someone outside the game gets suspicious or takes offense. You're not welcome here anymore

☐ All in the Wrist

☐ a few left ☐ out

Any knife or dagger gets the thrown tag in your hands. Also, you keep a number of iron throwing blades (near) on you; they don't take up space in your inventory. Your ammo replenishes whenever you have access to buying blades.

☐ Burgle

When you break into a place or thing , roll +DEX: on a 10+ , you're in, but pick 1; on a 7-9 , you're in, but pick 2:
•It took a fair bit of time/effort
•You made a lot of noise
•You broke something on your way in
•You had to use up 1d4 small items (say what)

☐ Catlike

When you are unfettered and have a light load, you impose disadvantage on any damage you take that you could dodge or roll with.

☐ Dabbler

When you fiddle with a magical device, roll +INT; on a 10+ , you figure out how to reliably activate it; on a 7-9, you activate it, but it's just this once.

☐ Fight Dirty *(Requires Ambush)*

When you Ambush with a hand or precise weapon , you have advantage on your damage roll.

☐ Laugh at Danger

When you are Defying Danger and you make a joke about the adversity you face , you can roll +CHA instead.

☐ Poisoner

Choose an additional poison form the special gree list; that poison is a common item for you as well.
All of your common poisons are not dangerous for you to use, and when you have time, material, and safety to brew, you can make more of them

☐ Shoot First

You're never caught by surprise. You get to act first instead.

| | | |
|---------------------------------|---------------|------------------|
| <div>d8</div> <div>Damage</div> | <div>XP</div> | <div>Level</div> |
|---------------------------------|---------------|------------------|

☐ Purloin

When you perform sleight of hand on an unwary mark , you succeed and no one's the wiser. If you're being watched, roll +DEX: on a 10+ , you succeed and no one's the wiser; on a 7-9 , you succeed OR no one's the wiser (your choice)

☐ Pants on Fire

When you Defy Danger by being deceitful, treat a 7-9 as a 10+ . When another player Discerns Realities or uses Persuade on you, you need not be honest with your answers.

☐ Parry & Riposte *(Requires Skill at Arms)*

When you *Defend* with a precise weapon , you can spend 1 Readiness to both halve an attack's effects/damage and strike back at the attacker (deal your damage with disadvantage), instead of spending 1 Readiness for each.

☐ Parkour

When you carry a light load and move with speed and grace , gain advantage on any move to surmount or bypass a physical obstacle

☐ ☐ ☐ Poison Expert *(Requires Poisoner)*

Gain mastery over two more poisons from Poisoner.

☐ Rapier Wit

When you pierce an NPC's pride with a well-placed quip , they must do 1 (their choice):
•Attack , doing +1d4 damage if they hit but giving you advantage on your next roll against them
•Stoop to your level and respond in kind
•Spend a few moments fuming, sputtering, or controlling their temper

☐ Razor Diversion

Add the following to the list of Clash options:
•Pfler a reachable item from the target's pocket or person.

☐ Skill at Arms

When When you wield a spear, sword, staff or similar light weapon, it has the *precise* tag (you can Clash with DEX)

☐ Silver Tongued

☐ ☐

When you use words to avoid suspicion or trouble , roll +CHA: on a 10+ , hold 3 Nerve; on a 7-9 , hold 1 Nerve. Spend Nerve to:
•Move about or maneuver unchallenged
•Withstand direct scrutiny or questioning
•Direct suspicion or attention elsewhere.

☐ The Smolder

When you interact with someone , you can ask their player if they find you attractive and get an honest answer (usually "yes").
Persuade by using your charms as leverage with advantage.

☐ Trust Me

As long as you show a friendly face, anyone not already actively hostile towards you will treat you as a friend, until proven otherwise. Anything you say will be accepted as open honesty unless evidence is given to the contrary.

☐ Underdog

When you're outnumbered and have a Light Load, you have Extra Mettle.

Master Moves *(Requires level 6+)*

☐ Alchemist *(Requires Poisoner)*

When you have time to gather materials and a safe place to brew, you can create up to three doses of any poison. Describe the effects you'd like your poison to have, and the GM will give you one or more of the following caveats:

- You'll need _____ to make it.
- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It'll take a while for the effects to manifest.
- It'll have obvious or undesirable side effects.
- It's Dangerous for anyone to handle - even you

☐ Cheap Shot *(Requires Ambush)*

When you Ambush gain advantage on your damage Roll.

☐ Eye on the Door

When your party rolls Fly, you Fools add your DEX to the roll.

☐ Evasion

When you *defy* danger on a 12+ , you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace

☐ Heistmaster ☐ ☐ ☐

When you research and plan to steal something, and hold equal to your WIS. Spend hold to gain advantage on a Flashback roll relating to the heist.

☐ Second Intent *(Requires Parry & Riposte)*

When you *Defend* and spend 1 Readiness to *Parry & Riposte* , also pick 1 option from Clash.

☐ Serious Underdog *(Requires Underdog)*

When you are wearing a Light Load you have Extra Mettle. When you are also outnumbered you get Superior Mettle..

☐ Slippery

When you roll to escape being caught or controlled , treat a 6- as a 7-9. On a 12+ , say how you turn the tables or use the circumstances to your advantage.

☐ My Precious

When you see or come to know about a thing you want, roll+INT. On a 10+ , ask the GM three questions about it. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):
• What happened to it recently?
• What is it really worth, all things considered?
• What protects it and keeps it where it is? • Who will notice it's missing?
• Who will try to keep it from me?
• Who will want it once it is mine?

☐ Superior Stat

Increase one of your stats by +1 (to a max of +3).

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|-------------|-------------|--------------|-------------|--------------|-------------|
| Strength | Dexterity | Intelligence | Wisdom | Constitution | Charisma |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| (STR) | (DEX) | (INT) | (WIS) | (CON) | (CHA) |

Starting Moves Cast a Spell, Ritual, and one free move.

☒ ☒ **Cast a Spell** *penalties:* ○○○○○○

When you cast a spell that you know, roll +INT: on a 7+, it works as you described but you must choose 1 consequence from the list below; on a 7-9, the GM also gets to choose a consequence.

- Reality twists around you (say how) and you take a -1 penalty (cumulative) to Cast a Spell until you get a full night's rest.
- The GM picks a spell effect that you cannot spend Mettle on. (*Spontaneous Only*)
- You must gather more arcane materials to cast the spell again. (*Spontaneous Only*)
- Draw unwanted attention or put yourself in a spot; the GM will say how
- The spell affects either much more or much less than you wanted it to, GM's choice
- The effort taxes you, mark one debility

(This requires two advances to take as a multiclass move, if you only take one advance, Mettle costs for spell effects are doubled. If you take this as a Multiclass move, your damage die is reduced by 1)

☒ ☒ **Ritual**

When you wish to weave magic, say what you're after and how you plan to do it. The GM will say "Of course, but..." and 1-5 of the following. Perform the ritual and the magic takes effect.

- You must draw on a place of power (like __)
- You must do it at an auspicious time (like __)
- It's going to take hours/days/weeks
- First you must __
- You'll need help from __
- It'll require the sacrifice of __
- The best you can do is __
- You/your allies will risk danger from __

(This requires two advances to take as a move, if you only take one advance, performing a Ritual will be exceptionally difficult. If you take this as a Multiclass move, your damage die is reduced by 1)

☐ ☐ ☐ **IMPROVED STAT**

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ **Beyond Limitation**

Select a Bane, it no longer affects you. Or select a Boon.

☐ **Wisdom of the Ages**

When another PC comes to you for advice and you honestly tell them what you think is best, they gain Advantage to do as you suggest. When you give sound advice to a receptive NPC, roll+PRE. On a 7+, they follow your advice to the best of their ability, and on a 10+ they also appreciate your advice enough to Favor you.

☐ **Know-It-All**

When you Know Things, on a 10+ you may also ask the GM a followup question about the subject, they will answer truthfully. Additionally, when you Know Things, hit or miss, you may also ask the GM "How or where could I find out more?" after they reply to your original question; they'll tell you, honestly.

☐ **Logical**

When you Seek Insight by using strict deduction or logic to analyze your surroundings, you roll with INT instead of WIS.

☐ **Spellbreaker**

When you counter a magical spell as it is being cast or unweave an ongoing magical effect, roll+INT. *On a hit, the spell is successfully countered or disrupted. *On a 7-9, choose one: • The unraveled magic causes some undesirable collateral damage or side effects • A weaker version gets through or lingers, or it is only temporarily suppressed

☐ **Antiquarian**

When you closely examine an interesting object for the first time, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them: • What does this do, or what does it signify? • What is it made of? • Who created this object and how old is it? • Who used or handled this object last? • What's wrong with it and how could it be fixed? • How do I activate this or get it to ____? • Does this have magical properties, and if so, what are they?

Master Moves (*Requires level 6+*)

☐ **Classical Mastery**

(Cannot learn Wild Mastery)

Whenever you Cast a Spell, on a 12+ each Mettle you spend gives you 2 spell effects.

☐ **Wild Mastery**

(Cannot learn Classical Mastery)

When you Cast a Spell, on a 10+ you may treat it as a 7-9. If so, each Mettle you spend gives you 2 spell effects.

☐ **Empowered Magic**

Add the following spell effect options to all spell types:

- The spell's effects are maximized
- The spell's targets are doubled

☐ **Protected Magic**

Whenever you Cast a Spell, on a 12+ do not pick a consequence.

| | | |
|--------|----|-------|
| d4 | | |
| Damage | XP | Level |

Spellcasting

You begin with use of Cantrip magic. Choose one spell type beyond that. If you have the *Well Versed* boon, pick more. While any spell is ongoing (including Cantrips) you have disadvantage to Cast a Spell.

☒ **Cantrip**

You have the power to easily invoke minor magical cantrips without penalty. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without having to roll

☐ **Divination**

You conjure a vision through space and time. Name the subject of your divination—a person, place, or thing. Spend Mettle to:

- Have the range of the power be extended beyond a mile/year
- No longer need something related to the subject.
- The subject can communicate back to you
- Ask the GM a question: (Can be selected multiple times)
 - Where are they, relative to me?
 - What is its magical nature or alignment?
 - What are they likely to do next?
 - What happened to them recently?
 - What consequences will ____ have for them?

☐ **Divination Mastery** (*Requires level 6+*)

- Divine a subject on another plane.
- Have the divination last more than a moment.
- You see things as they truly are.

☐ **Evocation**

You evoke harmful magical energy (*close, 1d4*) Spend Mettle to:

- Increase the range beyond close (Add: *reach, near, or far*)
- Add a tag: *forceful, messy, subtle, elemental (fire, lightning, etc.)*
- The spell gets the area tag, but the effect is halved
- The damage is *piercing* (ignores armor)
- The attack debilitates or restrains your target instead of dealing damage; describe how, and the GM will tell you how effective it is
- The damage is increased a die
- The attack targets two.
- ☐ **Evocation Mastery** (*Requires level 6+*)
 - The damage is increased another die
 - Increase the range tag of the spell (can take multiple times)
 - Add an additional target.

☐ **Illusion**

You create an illusion upon someone or something up to human sized you can touch, changing its appearance. This illusion lasts as long as you concentrate on it, or until someone interacts with it to prove it an illusion. Spend Mettle to:

- The subject of the illusion is made invisible.
- The illusion can move (you must choose this if the target is a person, otherwise the illusion breaks if they move)
- The illusion instead covers a small, stationary area around a *near* point that you can see.
- The illusion can include sounds, smells, or flavors
- ☐ **Illusion Mastery** (*Requires level 6+*)
 - Your illusion lasts for a short time after you stop concentrating
 - Increase the range of the cast illusion from *near* to *far*
 - The illusion tricks the sense of touch, unless one feels closely.
 - Your illusions can be as large as a house. Select this again and the size increases to a town, and then as large as imaginable.

☐ **Abjuration**

Cast this spell to place a highly visible ward upon an area, object, or a circle you have drawn.

Choose one option for each Mettle:

- The ward is a barrier, it acts like a physical wall about 6ft high.
- The ward moves with the target.
- The ward can be cast at range (*near*)
- Magic, save your own, has disadvantage if it is to cross the ward.
- Choose a type of creature; they cannot cross the ward
- The first creature to cross, or disturb your ward takes 1d8 damage
- When your ward sets off an alarm; you always can hear it.
- All of your allies inside of the warded area get +4 armor boxes.
- The ward lasts as long as you concentrate on it.

☐ **Abjuration Mastery** (*Requires level 6+*)

- The ward reflects blocked attacks back onto the attacker
- No magic, save your own, can cross the ward
- The damage your ward causes increases to 1d12
- Your ward is not noticeable unless one is careful.
- Increase the range of the ward.
- Increase the armor given by the ward +1.

☐ **Enchantment**

You wrap a charm around a target you can see. The enchantment lasts until they leave your presence. Spent Mettle to:

- Add an additional target
- They cannot harm you, except in self-defense
- They must act single-mindedly upon a strong emotion that they already are feeling
- They fall into a light sleep or stand entranced, until something shakes them out of it
- They will truthfully answer one question you ask them
- ☐ **Enchantment Mastery** (*Requires level 6+*)
 - They will have no memory of what you had them do or that they were ever enchanted, even after the spell ends
 - The Enchantment lasts long after you leave.


☐ **Transmutation**

You alter yourself or a person you touch. Choose one effect or an additional target for each Mettle, describing how you grant them the chosen effects:

- You can affect an unwilling target.
- You choose a stat; they gain (disadvantage to all rolls made with that stat, and the GM chooses a stat; they get (dis)advantage to all rolls made with the GM's chosen stat
- They gain/lose the ability to: *breathe underwater, see clearly in the dark, levitate, have incredible speed, or grow claws.*
- They gain magical protection/curse; choose an element or type of weapon, they gain (dis)advantage to Defying Danger caused by that element or type of weapon and any damage they suffer caused by that element or type of weapon is halved/doubled
- ☐ **Transmutation Mastery** (*Requires level 6+*)
 - The range is increased to *near*.
 - If you choose a stat to effect, the GM no longer chooses a stat.
 - The target can be turned into an animal. If you spend an extra Mettle they do not retain their mind.
- They gain/lose the ability to: *fly, burrow, or gain 3 Harm boxes (Ouch)*

The Cleric

Blessed with divine magic, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently to wield your deity's favored weapon. Yours is a life of devotion, spreading the teachings of your faith through both word and deed.



Background (choose 1):

☐ **Theologian**
When you Know Things you get +WISinstead of +INT.
When you Persuade someone about your deity, you may ask the GM "What is their largest doubt or fear?" and they will answer truthfully. If you address this as part of your Persuade , roll with Advantage.

☐ **Paladin**
You ignore the clumsy tag on armor, also armor takes only ◇ instead of ◇◇ Your damage die is a d8 instead of a d6, and your Holy Symbol can be attached to your Weapon. You do not start with both Invoke moves. (+2 to Hubris when Invoking)

☐ **Oracle**
You use CHA instead of WIS for all Cleric abilities. When you Invoke, subtract 2 from the Hubris the GM gives, but you do not start with and can never take the Divine Assurance advance. You can hold 3x your CHA in Humility.

☐ **Seer**
You are given visions through space and time. If you spend time in prayer you can Seek Insight as if you were in a different time or place. Although the insights might be in riddles or cryptic words.

Deity:

You serve and worship some deity, who grants you power. Give your deity a name and define your deity's domain by filling in each blank:

Controls (the sun, the seas, the skies): _____

Represents (love, death, war, wind): _____

Worshippers (nobles, dwarves, wizards): _____

Enemies (demons, undead, heretics): _____

Demands (sacrifices, secrets, victory): _____

When you reach level 6, choose one additional facet for your deity; something else that they control, represent, or another type of worshipper, enemy or demand.

Drive (Choose 1):

☐ **CHARITY**
To go without so that others are better off

☐ **HOPE**
To inspire others in the face of adversity

☐ **MERCY**
To bring relief or comfort, to give second chances

☐ **PRAISE**
To spread the glory and worship of _____

☐ **RIGHTEOUSNESS**
To refuse to suffer an injustice or a lesser evil

☐ **SACRIFICE**
Endanger yourself to heal another.

☐ **DEDICATION**
Make a sacrifice to follow the precepts of your faith.

☐ **VINDICATION**
Harm another to prove the superiority of your deity.

☐ _____

Appearance:

☐ Human ☐ Dwarf ☐ Elf ☐ _____

☐ young & eager ☐ sober adult ☐ showing my years ☐ _____

☐ kind eyes ☐ fiery eyes ☐ stern eyes ☐ _____

☐ thin ☐ rotund ☐ knobbly ☐ powerfully built ☐ _____

☐ robes of office ☐ modest clothes ☐ _____

Special Gear (choose 3):

☐ Blessed Robes (*L. Armor*)

☐ Hauberk or brigandine or breastplate (*H. Armor, clumsy*)

☐ Holy Symbol (*+1 to Praying and Invoking*)

☐ Reliquary (*gives advantage to Invoke for the saints minor domain*)

Saint: _____

Domain: _____

☐ Reliquary (*gives advantage to Invoke for the saints minor domain*)

Saint: _____

Domain: _____

☐ Sacred Texts (You can invoke other deities at double the hubris)

☐ Prayer Beads (*Gives advantage to Pray*)

☐ Divine Office (*increases maximum humility by INT*)

☐ Missle (*choose one consequence when you invoke, it cannot be selected*)

Name:

HUMAN: Wesley, Brinton, Sara, Hawthorn, Elise, Piotr, Dahlia, Carmine

DWARF: Durga, Aelfar, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya

ELF: Araquiel, Izlara, Humiel, Kernuel, Tessra, Samael, Selandra, Zephon

I am called...

_____ Cleric of _____

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

Strength

(STR)

Dexterity

(DEX)

Intelligence

(INT)

Wisdom

(WIS)

Constitution

(CON)

Charisma

(CHA)

Starting Moves Pray, Invoke, Divine Assurance, and a free move.

☒ **Pray**

Obeying the Divine has made you Humble. Once per day, when you engage in ritual communion with your deity, roll +WIL, taking +1 if you bear your holy symbol, and +2 if you occupy a place sacred to your faith: on a 10+ , gain 2d6 Humility; on a 7-9 , gain 1d6 Humility. The maximum Humility you may hold at any time is equal to your level + 2x WIL.

☒ ☒ **Invoke**

When you call upon your deity to perform a supernatural act , say what you want to have happen and how it falls within at least one of your deity's domains. The GM will assign your request Hubris from 0 to 20. You can spend Humility to reduce Hubris. Then, roll 2d6 - hubris, +1 if you bear your holy symbol, and +2 if you occupy a place sacred to your faith: on a 10+ , your request is granted but you must pick a Consequence; on a 7-9 , your GM also picks a Consequence

| | Tag | Examples |
|----|-------------------|---|
| 0 | <i>trivial</i> | shift wind, light candle, impart feeling (0) |
| 1 | <i>remarkable</i> | create light, purify, detect (+1/1d6) |
| 3 | <i>momentous</i> | cure/sicken, exert/deflect force, prophesy (+2/2d6) |
| 6 | <i>marvelous</i> | speak with dead, levitate, redeem/condem (+3/3d6) |
| 10 | <i>astounding</i> | restore/destroy matter, kill, raise undead (+4/4d6) |
| 14 | <i>stupefying</i> | control weather, summon divine agent (+5/5d6) |
| 20 | <i>miraculous</i> | resurrect, embody divine spirit (+6/6d6) |

(The numbers in the Example column are suggested numerical modifiers, +2 to a roll or +2d6 armor or 2d6 healing.)

Consequence:

- You may not Invoke again until you advance your cause
- You may not Invoke again until you destroy, tithe, donate, or sacrifice something of your deities choosing (silver, blood, an item of symbolic value, etc.)
- Lose 1d6 Mettle
- Your invocation is obvious and immediate, drawing attention and danger to you
- The invocation is subtle or takes a while to manifest
- The experience overwhelms you; you get disadvantage on all WISrolls until you take some time to rest and pray (you cannot choose this if you are already affected by it)

(This requires two advances to take as a move, if you only take one advance, your Hubris will always be at a +2. If you take this as a Multiclass move, your damage die is reduced by 1.)

☐ ☐ ☐ **IMPROVED STAT**

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☒ ☐ ☐ ☐ ☐ ☐ **Divine Assurance:**

Choose one of the following specific invocations to have Divine Assurance. When you petition your deity according to a precept of your religion, spend 1 Mettle and this invocation can be achieved without an invocation roll. You can spend advances to gain more Assurances.

- ☐ You pray for guidance, you are granted some useful knowledge or boon relevant to what your deity Controls; the GM will tell you what.
- ☐ You pray for purification, and someone you touch is cured of a poison or disease afflicting them or a malign influence upon their soul is expelled
- ☐ You pray for protection, and an attack you see is done at disadvantage.
- ☐ You pray for healing, remove one harm from someone. You cannot remove Greater Harm with this ability.
- ☐ You pray for resolve, restore 1d4 mettle from someone.
- ☐ You pray for destruction, deal 1d4 damage

☐ **Lead the Flock**

When you preach to a mob, roll+PRE. On a 10+, hold 3. On a 7-9, hold 1. Spend Mettle to hold +1. At any time you may spend your hold, 1-for-1, to have the mob:

- Bring people forward and deliver them to you.
- Bring forward all their precious things.
- Unite and fight for you.
- Work together in a collaborative act
- Fall into a frenzy of emotion: joy, sorrow, courage, or rage, as you choose
- Go quietly back to their lives.

☐ **Disciple**

When you make any roll that falls within your deity's domains , you may spend 1 Mettle to increase the result by 1

☐ **My Faith is My Shield**

As long as you are not wearing anything clumsy, you have +4 armor boxes against your deity's enemies.

☐ **Truce of God**

No one who recognizes your position will attack you directly and unprovoked, unless they are an enemy of your deity

☐ **Deity Insight**

When you take a moment to consult your deity, you can Know Things using +WISinstead of +INT. If you have the Theologian Background, you have advantage on knowing things pertaining to your deity.

d6

Damage

XP

Level

Humility

☐ **The Scales of Life and Death**

When someone goes to Death's Door in your presence, you may Aid them, but on a 6- you must also pick 1. Additionally, when you perform funerary rites over a recently deceased creature, its soul is put to rest and it cannot be raised as any kind of undead creature. If the creature is already undead or lacks a soul, its evil influence is banished instead.

☐ **Bear Witness**

When you speak the truth with conviction and candor, none can doubt you. They might deny what you say, but in their hearts they recognize the truth.

☐ **With a Donkey's Jawbone**

When you Clash with your deity's Enemies, you may roll with WIS instead of STR, and add these to the options:

- Your attack ignores its armor or other defenses
- You suppress one of its unnatural powers
- You force it from its host

☐ **Penitent**

When you take damage and embrace the pain, you may take +1d4 harm and gain advantage on your next roll.

☐ **Through the Valley of Death**

When you face a dangerous situation with calmness, you have advantage to Defy Danger against any fear.

☐ **Gaze Not Upon Him**

When you use Invocation and get a result of 12+, your deity's magnificence inspires awe from all who see it. Allies get advantage on their next roll and NPCs cower in awe, fear, or ecstasy, as is appropriate.

☐ **Turn Undead**

When you hold your holy symbol aloft and call on your deity for protection , roll+WIL. On a hit, no undead may come within Reach of you, so long as you brandish your holy symbol and pray. On a 10+you also momentarily daze intelligent undead and cause mindless undead to flee.

Aggression breaks the effect, and intelligent undead can still attempt to circumnavigate the effect or throw items at you.

☐ **Anathema**

When you first denounce someone (or thing) as anathema to your deity, pick 1: (The bonus/penalty ends if you use this move again)

- You/your allies deal +1 damage against them
- They deal -1 damage
- They recoil and might be momentarily stunned

☐ **Divination**

When you spend time in a quiet place to pray to your deity, name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there

☐ **Condemn (Requires Censure)**

When you Censure someone , they are marked with a mystical brand that cannot be removed or hidden until you dismiss it. Any intelligent creature who sees the mark recognizes the bearer as opposed to your deity. .

Master Moves (Requires level 6+)

☐ **Avatar**

When you declare a goal and your deity finds it worthy, name it, spend all humility, and gain advantage to all rolls in service of this goal. When the goal is met, you are incapacitated, or there is a long period of calm: you cease to gain advantage, erase the goal, lose all Mettle, and mark three harm.

Goal

☐ **True sight**

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe areas before you ignoring any illusions and falsehoods, magical or otherwise

☐ **Greater Humility**

Your maximum Humility is equal to your level + double WIL

☐ **Glorious Servant**

When you Invoke, on a 10+ you need not choose a consequence; on a 7-9, you choose a consequence but the GM does not

☐ **Apotheosis**

You are able to establish a one-time connection to your deity via extended prayer, a bountiful sacrifice, or other appropriate tenets of your faith. Choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all- seeing third eye, etc...). Your deity bestows this gift upon you as a permanent mark of your faith and devotion.

☐ **Proclamation (Requires Condemn)**

When you Censure , you may denounce a group or faction as long as you can clearly identify them. Apply the effects of Censure to every member of that group, regardless of distance.

☐ **Armistice (Requires Bear Witness)**

When you approach an enemy to negotiate in good faith, they will at least hear you out. Even the most debased and savage foe will delay violence until you've had your say, though they must be able to understand you.

☐ **Armor of Faith (Replaces My Faith is My Shield)**

As long as you are not wearing anything clumsy, you have +8 Armor against your deity's enemies and +4 Armor at all times.

☐ **Sacrifice (Replaces Penitent)**

When you take damage and embrace the pain, you may take +1d6 harm. If you do, you have advantage on all rolls until you roll a 12+

☐ **Martyr (Requires Penitent)**

When you roll Death's Door, all allies witnessing your fall get advantage on all rolls against whatever brought you down.

☐ **Superior Stat**

Increase one of your stats by +1 (to a max of +3).

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|----------|-----------|--------------|--------|--------------|----------|
| Strength | Dexterity | Intelligence | Wisdom | Constitution | Charisma |
| (STR) | (DEX) | (INT) | (WIS) | (CON) | (CHA) |

Starting Moves You start with Warrior, Herculean Appetites, and three free moves. You also start with a upgraded damage die and Stone Mettle

☒ **Warrior**

When you clash against an enemy with the *group* or *horde* tag add the following to the list of choices:

- Deal +1d6 damage and take +3 armor against their attack.
 - Move past the target to a more important one.
- Against any enemy add:
- You command the target's full attention.
 - You can use one arm to grab an opponent your size or smaller

☒ **Herculean Appetites**

Choose two:

- | | |
|---|--|
| <input type="checkbox"/> Answers about | <input type="checkbox"/> Mortal pleasures |
| <input type="checkbox"/> Discovery and wonder | <input type="checkbox"/> Superiority over others |
| <input type="checkbox"/> Conflict and destruction | <input type="checkbox"/> Riches and glory |
| <input type="checkbox"/> Bloody vengeance on | |

When you make a move in pursuit of your appetites, you can spend Mettle to give a +1 to the roll. If either die is a 1, the GM will add a complication related to your heedless pursuits.

☐ **Pantheric Grace**

When you are unarmored and lightly loaded, you impose disadvantage on any damage you take that you could dodge or roll with.

☐ **Mighty Thews**

When you deal damage in melee or with a thrown weapon, it's forceful (knocks 'em around) and messy (bloody & destructive).

☐ **Armored**

You ignore the clumsy tag on armor you wear, also armor takes only ◇ instead of ◇◇

☐ **Immovable Object**

The Forceful and Messy tags have no effect on you

☐ **Unstoppable Force**

You have advantage when Defying a moving danger (traps, swinging weapons, etc)

☐ **Wild Instincts**

When you Discern Realities, you can always ask "what should I be on the lookout for?" for free, even on a 6-.

☐ **Walking Weapon**

Your limbs and body are as formidable as the sharpest sword or heaviest hammer. You can fight and harm any opponent unarmed

☐ ☐ ☐ **IMPROVED STAT**

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ **My Love For You Is Like a Truck**

When you perform a feat of physical prowess, name a witness whom you have impressed. You gain advantage on your next Persuade with them.

☐ **Samson**

You can mark a debility to immediately break free of a physical or mental restraint.

☐ **Throw Anything**

You can Volley by throwing anything you can pick up. If it's unsulted to being thrown or heavy, roll +STR instead of +DEX. If you are throwing a person, it takes damage as well as your target.

☐ **Relentless**

When you Clash and your foe survives , you gain advantage the next time you Clash with them.

☐ **Herald of War**

When you blow a mighty note on your brazen horn or roar at the top of your lungs in the midst of battle, roll+PRE. *On a 10+, choose two. *On a 7-9, choose one: Spend 1 Mettle to choose another.

- Your allies shake off any fear and gain advantage on their next damage rolls
- Choose an enemy, they are distracted, shaken, or lose focus
- Choose a worthy opponent, they will treat you as the greatest threat on the battlefield
- Lock eyes with a soft-willed foe; they flinch, hesitate, back off
- Your enemies are stricken with fear, and may rout if pressed

If you have not yet slain an enemy either in the current battle or since the last time you used this move, your roll gets disadvantage.

☐ **Battle Joy**

When you *spill blood—yours or another's—and lose yourself in battle* , you ignore fear, pain, mind-control, and the effects of debilities as long as you keep fighting. When the action stops , roll +CON: on a 10+ , that was a rush, regain 1d4 Mettle; on a 7-9 , you're winded and out of it, but you'll be fine with a few minutes' rest; on a 6- , mark a debility but don't mark XP.

☐ **Berserker** *(requires Battle Joy)*

While in your Battle Joy , add the area tag to your melee attacks, lashing out at anyone nearby (friend and foe alike). Roll damage separately for each target.

| | | |
|--------|----|-------|
| d10 | | |
| Damage | XP | Level |

☐ **Payback**

When you deal damage to a foe that has harmed you or one of your allies , deal +1d4 damage.

☐ **Error on the Field**

When you reduce a foe to 0 HP , describe how you take them out. If you fell them in a particularly brutal or impressive manner, their allies are impressed, dismayed, or frightened and respond accordingly.

☐ ☐ **Hard to Kill**

○○○○○○

When you are at Death's Door, you can roll +CON. If you take this move a second time, During combat you can choose to mark a circle instead of rolling Death's Door. When you stop fighting, you must roll for Death's Door with a -1 per circle marked.

☐ **Ugly Truth**

When you smash through social etiquette to call something what it really is, roll+PRE. On a 7+, name someone here who now agrees with and Favors you. On a 10+ you also have Advantage on your next roll when doing something about it.

☐ **What is Best in Life**

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

☐ **For the Blood God**

You are initiated in your peoples ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc.) value—gold, blood, bones or the like. When you sacrifice those things as per your rites and rituals, roll+WIS. *On a hit, the GM will grant you a useful insight into your current trouble or a boon to help you. *On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon.

☐ **Is That All You've Got?**

When you deliberately take the full brunt of an attack (spending no mettle), roll+CON. *On a 10+, choose two. *On a 7+, choose one. *On a 6-, choose one anyway, but you also take an additional 1d6 damage.

- Reduce the damage taken by half
- Their weapons shatter against you
- You learn one of the enemy's weaknesses, describe it
- Your enemy is totally open after the attack, you can grab or attack them if they are in range.
- Your lack of reaction infuriates or terrifies your enemy
- You ignore all effects, besides damage. (you are not moved, set on fire, or anything else the attack would have done to you.)

☐ **Kahn of Kahns**

When you Recruit Followers you get +CHA instead of +nothing.

Your followers will always accept the gratuitous fulfillment of one of your appetites as payment for to Strengthen your Bond..

☐ **Still Hungry**

Choose an additional appetite.

☐ **Usurper**

When you prove yourself superior to a person in power, get advantage to your next roll with their followers, underlings, and hangers on.

Master Moves *(Requires level 6+)*

☐ **Wading Through Bodies**

When your attack kills one or more members of a *group* or *horde*, you may spend 2 mettle (or 1 if in pursuit of an appetite) to:

- rapidly close the distance to other opponents and immediately engage them, bypassing other members of the same *group* or *horde* if you desire.
- ignore all results of that enemy's attack on you.
- 1d6 members of the same *group* or *horde* flee in terror.
- All members of the same *group* or *horde* disengage from what they are doing and turn their attention to you.

☐ **Bringer of Ruin**

You may add this to the list of Clash options:

- name something they possess (like their sword, their position, a limb, their dignity, etc.), but nothing that would kill them outright. Whatever you name, it is broken, shattered, lost. Tell us how.

☐ **Nemesis** *(Requires Relentless)*

When you Clash and your foe survives , all of your future attacks against them do +1d6 damage

☐ **Good day to die**

If you have 5+ harm marked, ignore disadvantage and gain advantage on all rolls in combat.

☐ **Healthy Distrust**

Whenever the unclean magic wielded by mortal men causes you to Defy Danger, treat any result of 5-6 as a 7-9.

☐ **Mark of Might**

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

☐ **I Shall Pass** *(Requires Unstoppable Force)*

When using unstoppable force, if you take damage, take it at disadvantage.

☐ **Even the Ground Fears Me**

When you smash your fists into the ground, the earth trembles, roll+STR. On a 10+: Everyone in the area is knocked over and disoriented. On a 7-9: You are also knocked down

☐ **You won't like me when i'm Angry** *(Requires Throw Any.)*

When you Throw someone that has dealt you damage or really pissed you off, they will regret what they did. Roll damage at advantage against them.

☐ **Superior Stat**

Increase one of your stats by +1 (to a max of +3).

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|----------|-----------|--------------|--------|--------------|----------|
| Strength | Dexterity | Intelligence | Wisdom | Constitution | Charisma |
| (STR) | (DEX) | (INT) | (WIS) | (CON) | (CHA) |

Starting Moves You start with Getting to the Point, Charming and Open, ____ Performance and one free move

☒ **Getting to the Point**

Add the following to the Clash list:

- The target pauses to seriously consider something you say.

☒ **Charming and Open**

When you speak frankly with someone, you can ask their player a question from the list below. They must answer truthfully, then may ask you a question from the list, which you must answer truthfully.

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

☒ ☒ _____ **Performance**

When you perform a piece from your repertoire , spend 2 mettle to reach every listener within earshot. Then, choose one effect from the list below and explain how the piece possesses that effect, based on its title. If the GM agrees, roll +CHA: on a 10+ , the chosen effect applies, plus you can spend 2 Mettle for an additional one; on a 7-9 , apply the chosen effect and the next time you try that effect that day you must spend 4 mettle instead of 2; on a 6- , you preform as well as a Minstrel.

These effects never apply to you.

- **Motivating** : a friendly listener takes advantage to their next relevant action.
- **Rousing**: a friendly listener becomes immune to the effects of fear, doubt, and despondency for as long as you keep playing.
- **Energizing**: a friendly listener regains 1d6 Mettle.
- **Disparaging**: an indifferent or hostile listener turns all of their attention to you.
- **Cacophonous**: All who hear must (they pick)
 - Drop what they carry and cover their ears
 - Stagger, cringe, and cover
- **Sentimental**: Name a strong emotion (love, fear, hate, hope, despair, etc.) and sing a song to evoke it; it swells in you audience's hearts.
- **Soothing**: friendly or indifferent listener is relieved of stress, and a hostile listener becomes calmed.
- **Captivating**: 1 member of the audience wishes to speak to you afterwards.

(It takes two advances to take this as a multiclass move. If you only take one advance, you only get two possible performance effects. If you take this as a Multiclass move, your damage die is reduced by 1)

☐ ☐ ☐ **IMPROVED STAT**

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ **Insight**

When you miss using Know Things , in addition to whatever else the GM says, you know where to go and the information you seek.

☐ **Irresistible**

When you interact with someone , you can ask their player if they find you attractive and get an honest answer (usually "yes").

When you Persuade by using your considerable charms as leverage , you have advantage

☐ **Silver Tongued**

When you use words to avoid suspicion or trouble , roll +CHA: on a 10+ , hold 3 Nerve; on a 7-9 , hold 1 Nerve. You may spend Nerve, 1-for-1, to:

- Move about or maneuver unchallenged
- Withstand direct scrutiny or questioning
- Direct suspicion or attention elsewhere

☐ **Tall-Tales**

When you spend some time trading gossip in a community, roll+PRE. On a hit, you learn of an interesting opportunity nearby. On a 10+ , you can also start a rumor of your own; it will spread like wildfire.

☐ **Showstopper**

When you make a showy, dramatic entrance into a tense situation, describe your grand entrance and roll+PRE. On a 7+ , everyone stops to watch and listen until you finish your opening speech. On a 10+ , your speech culminates into one bold, decisive action; you roll with Advantage on that move and ignore the penalty from conditions.

☐ **Wide Audience**

When you use _____ Performance, you can also affect non-intelligent creatures such as undead, animals, plants, and constructs.

☐ **Jack of All Trades, Master of None**

When you spend some quality time with another PC, erase any shared moves and choose to share a move with them or they share a move with you. Whoever gains the move can use it a number of times equal to your PRE.

☐ **Bardic Lore**

When you name a song, poem, or tale that tells of the topic at hand, gain advantage to Know Things.

| | | |
|--------|----|-------|
| d6 | | |
| Damage | XP | Level |

☐ **Inspiration**

As long as you are within earshot and have some time, you can spend 1 Mettle to aid with your voice alone.

☐ **Tale-Spinner, Truth-Teller**

When you Persuade by telling a story or voicing an unwelcome truth, after you roll you may spend 1 Mettle for a +1

☐ **Sphinxxtike**

When you pose a conundrum to an intelligent creature , they become distracted by it, and you have advantage against them until they obtain a satisfying answer. In addition, when you Perform, add the following effect to your list of options:

- **Befuddling**: an indifferent or hostile listener becomes momentarily confused

☐ **Regain Yourself**

When you Perform and roll a 9- , you may spend 1 Mettle to ignore that result and roll again. You may repeat this as long as you have Mettle to spend.

☐ **Lullaby**

Even without bedrolls, everyone within earshot of you gets a restful sleep listening to your music. In addition, when you Perform, add the following effect to your list of options:

- **Calming**: Sing or whisper soothing words. Those who hear you grow drowsy, and even may sleep.

☐ **Rapier Wit**

When you pierce an NPC's pride with a well-placed quip , they must do 1 (their choice):

- **Attack** , doing +1d4 damage if they hit but giving you advantage on your next roll against them
- **Stoop** to your level and respond in kind
- **Spend** a few moments fuming, sputtering, or controlling their temper

☐ **Grace Under Pressure**

When you face a foe one-on-one and are wielding a precise weapon, gain Extra Mettle. In addition, when you Clash with a precise weapon, on a 12+ gain +2 piercing.

If you have the College of Swords Background, When you defy danger related to a nearby opponent while wielding a precise weapon, on a 10+ you can deal your damage to that opponent.

☐ **A Port in the Storm**

When you return to a civilized settlement you've visited before , tell the GM when you were last here. They'll tell you how it's changed since then and an interesting opportunity.

☐ **Work with What You've Got**

When you wield your environment against your foe(s) , choose 1 from the list below and roll +INT: on a 7+ , it works! On a 10+ , pick 1 more—you get that, too.

- **Impede** or interrupt their actions
- **Create** an advantage that grants you or an ally advantage on the next roll to exploit it
- **Deal** damage appropriate to the source (d4 for bruises/scrapes, d6 for bloodshed, d8 if it'd break bones, d10 if it'd kill a common person)

☐ **Web of Contacts**

When you *Know a Guy* you can pick one less complication.

Master Moves *(Requires level 6+)*

☐ **Devious** *(Requires Charming and Open)*

When you use charming and open you may also ask "How are you vulnerable to me?" Your subject may not ask you this question.

☐ **Reputation**

When you first meet someone who's heard songs about you, roll 1d4. If the result is less than your PRE, tell the GM two things they've heard about you.

If the result equals your PRE, tell the GM one thing they've heard, and the GM tells you one thing.

Otherwise, the GM tells you two things they've heard.

☐ **Impeccably Dressed**

Your appearance is always impeccable. When most would otherwise look wet, disheveled, or unkempt, you appear clean cut and dapper. You have advantage on your first roll towards anyone who respects your appearance

☐ **Pants on Fire**

When you Defy Danger, Persuade, or Interfere by being deceitful , you have advantage.

When another move (like Seek Insight) allows a player to ask you a question, you can opt not to answer.

☐ **No Mere Minstrel**

When you perform, you treat a 4-6 as a 7-9.

☐ **Songs of Creation**

When you are aiding the casting of a spell through song, you can spend your Mettle for the spellcaster to choose spell effects.

☐ **We Happy Few**

When you give an inspiring speech to your allies before facing a dire threat , roll +CHA: on a 10+ , each ally holds 3 Inspiration; on a 7-9 , each ally holds 2 Inspiration; on a 6- , each ally holds 1, but you have disadvantage on all rolls until you share your nagging doubts with someone else.

Once battle is joined, your allies can spend their Inspiration at any time, 1-for-1 to do the following:

- **Act** fearlessly in the face of terror or overwhelming odds
- **Skip** marking your last Ham.
- **Add** 1d6 to a damage roll they just made

☐ **Litany of Curses**

When you taunt an enemy with insult after insult, roll+ PRE. On a 10+: They are left open and exposed or make a dumb decision to get at you, GM's choice. On a 7-9+: As a 10+, but they are enraged and will go after you with extreme prejudice whenever possible

☐ **Superior Stat**

Increase one of your stats by +1 (to a max of +3).

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

| | | | | | |
|-------------|-------------|--------------|-------------|--------------|-------------|
| Strength | Dexterity | Intelligence | Wisdom | Constitution | Charisma |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |
| (STR) | (DEX) | (INT) | (WIS) | (CON) | (CHA) |

Starting Moves

You start with Firebrand, Flameshaper, Sight of the HeartFlame, From the Ashes and one free move.

☒ ☐ ☐ ☐ Firebrand

You can use existing sources of fire as a weapon (*hand, thrown, dangerous*) Choose one trait of your firebrand each time you take this move:

- ☐ **Conjured:** You can create your own fire rather than relying on something burning.
- ☐ **Controlled:** You deal reduced collateral damage, roll collateral damage at disadvantage for allies (including NPCs)
- ☐ **Malleable:** Your fire gains the 2 *Piercing* and *Close* tags.
- ☐ **Expansive:** Your fire gains the *Area* tag.
- ☐ **Long-Reaching:** Your fire gains the *Far* tag

Because this weapon is *dangerous*, it causes collateral damage, (to yourself or allies) when you use it to Clash or Let Fly.

Add the following to your options for Clash:

- *You and your allies do not take the collateral damage of your firebrand weapon.*

☒ Flameshaper

When you *bend a flame to your will*, roll+WISand spend 1 Mettle. On a 10+ it does as you command, taking the shape and movement you desire for as long as it has fuel on which to burn. On a 7-9, the effect is short-lived, lasting only a moment.

☒ Sight of the HeartFlame

When you gaze intensely into someone's eyes, spend 1 Mettle to get a glimpse of their soul (the Heartflame) and you may ask their player "what fuels the flames of your desire?" They'll answer with the truth, even if the character does not know or would otherwise keep this hidden.

☒ From the Ashes

When you burn a great enough sacrifice and stare deeply into the flames, ask the GM one question about it or that which is associated with it (owners, loved ones, history, etc.) and roll+PRE. On a 7+ you see a vision in the flames that answers your question, the GM will describe it. On a 10+ the vision is clear and obvious. On a 7-9 the vision is vague, shadowy, or metaphorical.

☐ Stabbing a Window

Add the following to the list of Clash options:

- You sense something notable about the target's HeartFlame, the GM will tell you what.

☐ Signal Flare

When you shoot a burst of fire high into the air, you do it without a roll. It hovers above you for minutes for everyone within miles to see. Anyone who has seen you use your fire knows that it is yours.

☐ ☐ ☐ IMPROVED STAT

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ Agni Kai

When you Defy to protect yourself or another from fire or heat, roll with Advantage.

☐ Gaze to the HeartFlame

When you look into someone's eyes and gaze upon their HeartFlame, you can spend 1 Mettle and ask their player, "Are you lying or hiding something from me?" and get an honest answer.

☐ Don't Blink

When you stand your ground before a creature of fire, such as an elemental or a dragon, roll+PRE. On a 10+ you have earned its begrudging respect and it will not attack you (for now). On a 7-9 it won't attack you for now but it grows impatient. The GM will tell you what to do to be spared its wrath.

☐ Eye for Destruction

At any time, ask the GM "What here is flammable?" They will answer truthfully.

☐ Everburning

When you imbue an object with a portion of your fire, it will burn with a dim, heatless flame without being consumed. Spend 1 Mettle to make the flame, and spend another mettle for each option you choose below.

- The flame is not heatless, the object burns foes when used as a weapon.
 - The flame is bright, and will illuminate shadows, uncover illusions and reveal invisibility.
 - The flame remains connected to you, you can see and hear everything near the object.
- Objects do not need to be flammable to be imbued this way. The effect lasts until you regain Mettle. You can regain the Mettle spent by touching the flame for a few moments.

☐ Give Me Fuel, Give Me Fire

☐ ☐ ☐ ☐ ☐ ☐

When you take Harm while unarmoured, take 1 Fuel. When you call upon your inner fire to come to your aid, spend a Fuel to gain advantage on any attack or damage roll using your firebrand.

When you Make Camp or otherwise rest, lose all Fuel.

☐ Enkindler

When you speak firmly and passionately to an NPC, choose one of the following and roll+PRE. On a hit, the desired effect comes to pass. On a 7-9, the effect is fleeting, lasting only a few moments.

- You instill in them a new idea, which they take to with fervor
- You bolster their resolve, removing all sense of fear and doubt
- You belittle them, forcing them to back down—for now

| | | |
|--------|----|-------|
| d8 | | |
| Damage | XP | Level |

☐ Twice as Bright, Half as Long

When you channel the flames of fate, you may treat one of your missed rolls as a 7-9, or a 7-9 as a 10+. Tell the GM what you've lost to make this come to pass; an emotion, a memory, or some innate piece of your being. It's gone forever, right now. The flames will then make a request of you, big, or small (the GM will say exactly what). You may not use this ability again until you have fulfilled their wishes, and refusing to do so may have dire consequences.

☐ Troublemaker

When your reputation for mischief, danger, or destruction precedes you, don't roll for Outstanding Warrants. Everyone knows about you, and the authorities (if they are not as powerful as you) don't want to start trouble with you in the hopes that you won't start trouble with them.

☐ Controlling HeartFlame

When you have time and privacy with someone and you impose your fiery will upon them, roll+PRE. If they are an NPC on a 10+, their will is suppressed; they'll follow your commands as long as nothing startles or surprises them. On a 7-9, the effect is only strong enough to distract or confuse them for a few moments. On a miss, your temptations have the opposite effect; they become agitated, alert, and distrustful of you in particular.

If they are a PC, on a hit they must use the Mind Control move as per weak enchantment. On a 10+ as per a powerful one.

☐ See through the Heartflame *(requires Controlling Heartflame)*

When you use Controlling Heartflame, you roll with advantage. Whenever you like, you can choose to look and listen through the eyes and ears of someone you have hold over, just like that.

☐ Salamander

When you Make Camp around a large bonfire, choose one. When you engulf yourself in a large and very powerful flame, or perform a ritual before such a blaze, choose two:

- You recover all of your Mettle
- You remove 2 Harm
- You regrow any lost limbs
- You are purged of any mortal poisons or diseases

☐ Bear Witness

When you speak the truth with conviction and can -dor, none can doubt you. They might deny what you say, but in their hearts they recognize the truth.

☐ Terror of the Flame

When you intimidate with the power of Flame, roll +PRE, on a hit all who see you fear you as they would fear the flame primeval, but it lasts only a few moments. On a 10+ it lasts for several hours.

☐ Hand Crafted

You may use your hands in place of tools and fire to craft metal objects. Mundane weapons, armor and metal jewelry can all be formed from their raw components. You may unmake these things, as well, but to do so without time and safety might require that you Defy Danger first.

Master Moves *(Requires level 6+)*

☐ Smokestep

When you obscure yourself with a cloud of smoke, ash or cinders, you can instantly transport yourself anywhere within the cloud, or to another nearby cloud.

☐ By Fire Purged

When you burn away a magical enchantment, compulsion or curse, roll+WIL. On a 10+ it is destroyed. On a 7-9 choose one:

- The effect is only cleaned partially or temporarily.
- The cleansing has left its mark on its subject (they mark devility)
- The cleansing draws unwanted attention from the true source of the magic.

☐ Watch the World Burn

When you channel the flames and call down a firestorm, tell the GM what worthy sacrifice you give to the flames and roll+WIL. The sky opens up and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area takes damage as appropriate. On a 10+, you can extinguish the storm with a little effort. On a 7-9, the fires rage out of control, spreading and dusting where they are carried by wind and weather. On a 6-, something cruel, intelligent, and hungry comes with the storm.

☐ Dragon of the West *(Requires Agni Kai)*

When you Defy fire or heat, on a 12+ choose one:

- You turn the attack back on itself (if applicable)
- You restore your own flame from theirs (remove 1 Harm)

☐ Snuff Out

When you brutally end the life of a foe in full view of their allies, you get advantage to intimidate and attack them, forever.

☐ Fanning the Flames *(requires Enkindler)*

When you incite a mob into a frenzy, roll+PRE. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold, 1-for-1, to make the mob:

- Bring someone, or something, to you.
- Unite and fight on your behalf.
- Become consumed by a uniform emotion or desire of your choice; fear, lust, anger, regret, or something else.
- Go quietly back to their lives.

On a miss, the mob turns on you.

☐ Powerful Firebrand *(Requires Firebrand)*

You can intensify your Firebrand, when you do so you roll damage with advantage, the firebrand gains the *forceful* and *messy* tags, and you cannot avoid causing collateral damage.

☐ Twisted Flameshaper *(Replaces Flameshaper)*

When you bend a flame to your will, roll+WIL. On a 7+, it does as you command, taking the shape and movement that you desire for as long as it has fuel on which to burn. On a 12+, choose 2. On a 10-11, choose 1.

- The flame will massively grow in both size and ferocity.
- The flame will persist for a short time without fuel.
- The flame will burn away more than just flesh and bone; those who survive are scarred forever, losing whatever they hold most dear through some twist of fate.

☐ Superior Stat

Increase one of your stats by +1 (to a max of +3).

| | |
|--|--|
| | |
|--|--|

The Sorcerer

You didn't choose to wield magic—you were born to. There's magic in your blood, whether a divinity touched one of your ancestors, a forebear communed with a primal creature, or a powerful occult ritual influenced your line. The power in your blood carries a risk, however, and you constantly face the choice of whether you'll rise to become a master spellcaster or fall into destruction.



| Background (choose 1): | Drive (Choose 1): |
|--|--|
| <p><input type="checkbox"/> Ancestral Blood</p> <p>One of your ancestors, perhaps even a direct parent is something superhuman. Perhaps a Dragon, a Demon, or another creature.</p> <p>What is your ancestry?</p> <p>_____</p> <p>Gain one of the following as a manifestation of your ancestry:</p> <p><input type="checkbox"/> Improved Damage Die <input type="checkbox"/> Iron Hide <input type="checkbox"/> Extra Mettle</p> <p>You heal from injuries (even greater harm) in a few days, even without extensive rest or medical care.</p> <p>_____</p> <p><input type="checkbox"/> Fae-Touched</p> <p>Your blood was tainted by something otherworldly or fae. Perhaps you spent too much time peering into their realm, perhaps you were stolen as an infant.</p> <p>You can always ask the GM "what here is hidden by magic or an illusion?" and get an honest answer. Alas, silver and cold iron are anathema to you: they burn your skin and counter your magic utterly.</p> <p>When you Have What You Need, you can produce wondrous, impossible, impractical things like a bottle that contains a song, a child's last memory of his mother, a living hummingbird, etc.</p> <p>_____</p> <p><input type="checkbox"/> Bathed in Arcana</p> <p>Through experiment or accident, you were exposed to an enormous amount of Arcane energy. This has warped your blood.</p> <p>Magic is as natural as breath to you. Whenever a magical effect happens close by, you can feel it and tell roughly which direction and how far it is from you.</p> <p>When you Seek Insight, you can always ask "what here is magical?" in addition to your other questions.</p> <p>_____</p> <p><input type="checkbox"/> Divinely Blessed <input type="checkbox"/></p> <p>A divine being looked upon you with favor, perhaps because of your humility, perhaps because of an offering made to the gods, or perhaps because of an auspicious birth.</p> <p>When one of your moves would cause you to mark a Debility, you may mark this move instead, to no ill effect. When you Make Camp, clear the box</p> | <p><input type="checkbox"/> EXCITEMENT</p> <p>Make trouble for your allies with an unnecessary risk</p> <p><input type="checkbox"/> GRANDEUR</p> <p>Cause others to do what you want out of fear or awe</p> <p><input type="checkbox"/> MYSTERY</p> <p>Deflect or evade an inquiry into your doings</p> <p><input type="checkbox"/> REVELATIONS</p> <p>Take a risk to discover something new and important</p> <p><input type="checkbox"/> PORTENTOUS</p> <p>Give people divinations and expect others to trust them</p> <p><input type="checkbox"/> POWER</p> <p>To use your magic to command the respect of others.</p> <p><input type="checkbox"/> _____</p> <p>—</p> <p>Appearance:</p> <p><input type="checkbox"/> Human <input type="checkbox"/> Dwarf <input type="checkbox"/> Elf <input type="checkbox"/> _____</p> <p><input type="checkbox"/> fresh faced <input type="checkbox"/> grey & wizened <input type="checkbox"/> _____</p> <p><input type="checkbox"/> worried eyes <input type="checkbox"/> piercing eyes <input type="checkbox"/> _____</p> <p><input type="checkbox"/> willowy <input type="checkbox"/> solid <input type="checkbox"/> strapping <input type="checkbox"/> _____</p> <p><input type="checkbox"/> Obvious Essence <input type="checkbox"/> Hidden Essence <input type="checkbox"/> _____</p> <p>_____</p> <p>Special Gear (choose 3):</p> <p>◇ Enchanted Robes (<i>L. Armor</i>)</p> <p>◇ Amulets & talismans (<input type="checkbox"/> use, negates a magical attack)</p> <p>◇ Bottled Essece (<input type="checkbox"/> use, use an Essence Tag you don't possess)</p> <p>Essence Tag _____</p> <p>◇ Control Rod (<i>slow, roll 2 less Wild Die when you Unleash Power</i>)</p> <p>◇ Focusing Gem (<i>commit a Wild Die into the gem, roll it now and record the number. When you Unleash Power you can uncommit the die to add that number.</i>)</p> <p>◇ Pipeleaf (<input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> uses, when you share you get advantage to Persuade)</p> <p>_____</p> <p>Name:</p> <p>HUMAN: Branwen, Lila, Xavier, Zohar, Lydia, Evie</p> <p>DWARF: Hozolim, Nulgaeg, Jasper, Daldrud, Umikra</p> <p>ELF: Ilhuica, Quatzalitz, Atoya, Zoquic, Omical</p> <p>I am called...</p> <p>_____</p> |

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

Strength

(STR)

Dexterity

(DEX)

Intelligence

(INT)

Wisdom

(WIS)

Constitution

(CON)

Charisma

(CHA)

Starting Moves

You start with in the Blood, Unleash Power, Arcane Wrath, and one free move.

☒ ☒ **Unleash Power** Wild Dice ☐☐☐☐☐ ☐☐☐☐

(Requires In the Blood)

You have Wild Dice, representing the magic flowing in and out of you. Your maximum is 5, and if you ever have to add one beyond your max, roll that Wild Die and take it as damage as if you were Burned (see below.)

When you release raw, chaotic magic to deal with a problem right in front of you (*besides by dealing damage*), add a Wild Die (a d4) to your pool, say which Essence applies and what result you want; calculate out the total **cost** of the spell using the chart below. Then roll +WIS along with all your uncommitted Wild Dice.

| Cost | Range | Area | Effect |
|------|--------------------|----------------------|-----------------------------------|
| 0 | <i>touch</i> | <i>self</i> | <i>trivial / parlor trick (0)</i> |
| 1 | <i>near</i> | <i>single target</i> | <i>remarkable (+1/1d4)</i> |
| 3 | <i>far</i> | <i>a few / room</i> | <i>momentous (+2/2d4)</i> |
| 5 | <i>in view</i> | <i>group / house</i> | <i>marvelous (+3/3d4)</i> |
| 9 | <i>planetary</i> | <i>mob / village</i> | <i>astonishing (+4/4d4)</i> |
| 13 | <i>transplanar</i> | <i>city / region</i> | <i>stupefying (+5/5d4)</i> |

On a 7-9 you deal with it, check the wild die result for consequences. On a 10+ you spend Mettle to adjust the result.

Overcast Consequences

If your wild die result is over the cost you spent, for ever 2 by which it is over you must pick one Overcast Consequence:

- The magic was routed into your body instead, take damage equal to the amount you overcast.
- You draw unwanted attention or put yourself in a spot (ask the GM how)
- The magic misfires and hits a target of the GM's choice
- There are unforeseen side effects (ask the GM what they are)

Undercast Consequences

If your wild die result is under the cost you spent, for ever 2 by which it is under you must pick one Undercast Consequence:

- The result is weak or superficial
- The magic coursing through you leaves you drained: take disadvantage to Unleash Power until you have some time to catch your breath
- Your attempt demoralizes you, lose Mettle equal to the amount you undercast.

Rebalance

When you seek to reduce built up wild magic energies, you can:

- **Bleed** your wild magic away harmlessly by meditating for a few hours
- **Burn** in a single instant of wild magic—roll your Wild Dice and lose that many Harm
- **Break** the world around you by releasing your wild magic energy instantly, roll your Wild Dice then tell your GM the result and ask him what chaotic consequence this has on you or your environment

No matter which you choose, once complete, lose all Wild Dice.

☒ In the Blood

Magic is a part of you, it's every part of you. You are a font of arcane power ever-flowing. Working with the GM, write the source of this magical power and pick three tags that describe what your magic is like (e.g. fiery, draconic, tough could describe a sorcerer who is a child of a Dragon).

Essence Tags: _____

☒ Arcane Wrath

You can now use Unleash Power to deal Damage.

When you deal damage with unleashed magic, commit a number of Wild Dice to damage.

Your damage will equal the result of those dice. You can add the following tags for a cost of two each: *Debilitating* (+1 damage), *Forceful*, *Piercing*, *Subtle*

After you roll damage, the Wild Dice are uncommitted.

☐☐☐ IMPROVED STAT

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ Like Calls to Like

You can always ask the GM, "What here is aligned to my Essence?" and get an honest answer.

☐ Burn With Me

When you Rebalance and choose to Burn, you can choose to deal the same damage to all creatures around you out to close range.

☐ Callused

When you Burn to Rebalance, reduce the damage you take by WIL.

☐ Essence Drain

When you tear at the raw power underlying a magical effect to undo it, roll +WIL. On a hit, it is dispelled (or temporarily suppressed if it's powerful), and on a 10+, you extract one of its Essence Tags (ask the GM which)—you can use that the next time you Unleash Power, after which it fades.

☐ Essence Thief

When you Discern Realities about a creature or object of magic, you can ask the GM which Essence Tags it has, for free. When you spend time harvesting parts from that slain creature or destroy that object in an attempt to capture some of that magic, roll +INT and spend 1 Supplies for a container. On a hit, you have an item which stores one of those Tags, though it is used up when you access the Tag for an effect, but on a 7-9, its power is quickly fading, and you'll need to act fast if you wish to use it.

☐ Essence Ward

You can commit Wild Dice to your defense. When you take damage, roll your committed Wild Dice and reduce the effect by the result. Then add one Wild Die to your pool. If you take damage double your Wild Die result, your dice are uncommitted.

☐ Essence Guard (requires Essence Ward)

You can use your Essence Ward on another near you instead of yourself.

d6

Damage

XP

Level

☐ Essence Learning

When you Spout Lore about a topic related to one of your Essence Tags, take advantage.

☐ Essencial Essence

Add an additional Essence Tag to In The Blood.

☐ Imbue Essence

When you channel power into an inanimate object to store it, Unleash Power as normal, but the effect only manifests when someone touching the item (you or someone else) commands it to, or the next time you Rebalance, whichever is first.

☐ Overchannel

When you infuse your chaotic magical energies into a magical item, its effects are maximized or doubled, but make a choice from the Unleash Power list as if you had rolled a 7-9.

☐ Weirding

When you use your intrinsic chaotic energies to disrupt a magical effect, roll +WIL. On a hit, you can disrupt the effect (or suppress it for a time if it is from a powerful source); but on a 7-9, choose one consequence from the Unleash Power list.

☐ Wild Luck

When you call on your chaotic nature to influence the odds in your favor, add +1d4 to a +Stat or +nothing roll, but add a Wild Die to your pool.

☐ Essential Connection

When you draw on your magical nature to impress, intimidate, or fascinate someone, say which Essence applies and take advantage to Persuade, but your nature is evident to everyone watching.

☐ Spellsense

You're never caught by surprise by a spell or magic effects, and you take +1 to Defy Dangers that are magical in nature.

☐ Greater Hold

You can hold two more wild dice beyond your normal maximum

☐ Essence Enchantment

You can commit Wild Dice immediately after you Unleash Power, as long as you keep the dice committed the effect remains.
If you take any harm the dice are uncommitted.

☐ Essence Enhancement

You can commit Wild Dice to one of your stats, allowing you to roll it alongside the 2d6. If you get a 12+ on the roll the dice are uncommitted and you take the corresponding debility. If you already have that debility, you take double their result as damage instead.

Master Moves (Requires level 6+)

☐ Manifest Bloodline

The first time you Make Camp after taking this move, choose a feature associated with one of your Essence Tags (feathery angel wings, dragon hide, demonic claws, additional unblinking eyes, a burning aura surrounding you, etc.). When you wake, you permanently gain that physical feature. Work with the GM to determine its mechanical effects, as necessary.

☐ Conduit

When you roll a 12+ with the Unleash Power move, your spell is almost perfectly controlled. Spend Mettle 1 for 2 when adjusting the Wild Die result

☐ Essence form ☐☐☐

When you let your inner magic take outer form, you get 3 hold and temporarily become a creature of pure arcane energy. Spend 1 hold to make a basic move as though you had rolled a 10+ and describe how one or more of your essence tags let you succeed. When you run out of hold, you fall unconscious and add three wild dice.

☐ Battle Caster (requires Arcane Wrath)

When you Unleash Power to deal damage, you no longer have to commit Wild Dice. Your damage equals your total Wild Die result.

☐ Power Within

When checking if you can contain the power, you can always remove one or two rolled die.

☐ Greatest Hold (requires Greater Hold)

You can hold two more wild dice beyond your normal maximum

☐ Magical Battery

You count as a place of power for the purpose of Rituals and other moves. Tell the GM who's interested in your power, and they'll tell you about someone else who's also interested. When someone taps into your magical power, roll+CON. On a 10+, you're fine and even have a little extra to spare - if someone was making a roll based on your power, they take +1. On a 7-9, you add three wild dice, but hold it together.

☐ Superior Stat

Increase one of your stats by +1 (to a max of +3).

Stats Assign these scores: +2, +1, +1, +0, +0, -1. When a debility is marked, you roll with disadvantage.

Strength

(STR)

Dexterity

(DEX)

Intelligence

(INT)

Wisdom

(WIS)

Constitution

(CON)

Charisma

(CHA)

Starting Moves

You get five moves, chosen from any playbook. You are taking them as multiclass moves. Remember, some moves reduce your damage die, and take multiple advances. Your starting damage die is a d8

Advances: When you level up you can take a move from any playbook, as is standard for all playbooks.

☐ **Carved From Stone** *(Cannot be Fighter or Barbarian)*

Your damage die is upgraded one step, and you get Stone Mettle.

☐☐ **IMPROVED STAT**

Each time you take this move, increase one of your stats by 1 (to a max of +2).

☐ **Superior Stat** *(Requires Level 6+)*

Increase one of your stats by +1 (to a max of +3).

The Ranger

When you have **Scouted Ahead** four times out in the wild survive, this prestige class becomes available to you. You can spend a level up to gain the starting moves.

Starting Moves

☒ **Hunt and Track**

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a 7+: You follow the creature’s trail until there’s a significant change in its direction or mode of travel.
On a 10+: You also choose one.

- Gain a useful vbit of information about your quarry, the GM will tell you what.
- Determine what caused the trail to end.

☒ **Outrider**

You can spend 1 Mettle to get a +1 to Scouting Ahead

☐ **Ensnare**

○○○○

When you prepare an area with traps (bending trees with spikes, digging pits, lifting deadfalls, etc.), roll+STR. On a 10+, hold 2. On a 7–9, hold 1. You may spend 1 Mettle to gain +1 hold. Spend your hold when enemies or creature move through this area, choosing one for each hold spent:

- One target is entangled or otherwise immobilized.
- One target takes 1d8 forceful damage.
- One target is shaken and loses access to one of its moves until it leaves the area.
- One target is made to interfere with another.
- What happens to one target is not noticed by the others.
- A loud noise is made, and you will hear it go off.

☐ **Night Watch**

When you Stay Alert you can spend Mettle to get a +1 to the roll.

☐ **Home on the Range**

When a Journey requires you to Defy Danger or Struggle as One, treat a 4-6 as a 7-9 . At level 6+ you can take this a second time to treat a 7-9 as a 10+

☐ **Smaug's Belly**

When you strike at the weak spot of a large or huge creature , you deal +2 damage At level 6+ you can take this a second time for another +2 damage.

☐ **Mental Map**

You can always retrace your steps and can accurately gauge distances and directions. You might not know the way forward but can always find your way back.
When you think back on a place you’ve been to or observed , you can retroactively Seek Insight about it as if you were still there.

Additional Special Gear:

☐ **Trapping Gear** (○○○ uses, +1 hold for Ensnare)

☐ **Bait** (○○○ uses, gain advantage to Forage)

☐ **Read the Land**

When you Know Things about beasts, natural environs, or spirits of the wild , you have advantage.

☐ **On the Hoof**

When you travel through the wilderness , you can spend Mettle for a +1 to forage.

☐ **Stalker**

When you carry a normal or light load and move with care , you make no noise and leave no sign of your passing. When you hide yourself in a natural environment , you remain unseen until you draw attention to yourself, move positions, or attack.

☐ **Sense the Unnatural**

When you Seek Insight , you can always ask, “What here is a perversion of the natural order?” for free, even on a 6-

☐ **Predator**

When you Seek Insight , add the following to the list of questions you can ask:

- Who or what here is the easiest prey?
- How is _____ weak or vulnerable?

When acting on the answer to either question, deal an extra 1d4 damage.

☐ **Always Prepared**

Supplies give you 6 uses instead of 4.

☐ **Camouflage**

When you keep still in natural surroundings, enemies never spot you until you do something to reveal yourself (such as attacking). When you move with care and calm, you make no noise and leave no sign of your passage.

Master Moves (Requires level 6+)

☐ **Constant Vigilance**

When a foe would get the drop on you, they don’t-- you get to act first instead. (Remind the GM, even on a 6-)

☐ **Master Tracker**

When you briefly scan for tracks or other signs, you can ask the GM “What happened here recently” and get an honest answer without a roll.

The Archer

When you have run from melee combat to Let Fly with a 12+ twice, and have taken your time and lined up a shot that did not deal damage, this prestige class becomes available to you. You can spend a level up to gain the starting moves.

Starting Moves

☒ **Called Shot**

When you take your time and calmly line up the perfect shot , either deal your damage or roll +DEX: on a 10+ , deal your damage and pick 2; on a 7-9 , deal your damage and pick 1
•It is Piercing (ignores armor) or deal +1d4 damage (your call)

- Stun, hobble, or hinder them
- Make them trip or drop what they’re holding
- Do no harm; don’t deal your damage after all

☒ **Strength of Bow**

You can use your bow, crossbow, or other ranged weapon to Clash without difficulty, but you cannot choose to deal damage.

☐ **Blot Out The Sun**

When you Let Fly , you can deplete your ammunition (mark the next ammo status after your weapon) before you roll. If you do, choose 1; spend 1 Mettle to choose another.

- Gain advantage on your damage roll against one target.
- Add the area tag to your attack; roll damage separately for each target
- Give your allies a chance to make a quick dash without ham.
- Your enemies duck for cover / keep their head down.

☐ **Running Strike**

Add the following to the list of Clash options:

- You escape melee with the target, moving to near range.

☐ **Trick Shot**

You can make trick arrows/bolts of different types. Everytime you take this move choose two new types of trick shots.

- ☐ Explosive Shot: The shot gains the *Forceful* , *Messy* , and *Area* tags
- ☐ Poison Shot: The targets damage is a die lower until cured.
- ☐ Piercing Shot: The shot gains +2 Piercing.
- ☐ Rope Shot: The shot trails a line of rope from the point of impact back to you
- ☐ Smoke Shot: The shot releases a large cloud of thick smog.
- ☐ Net Shot: The target is ensnared on a succesful hit.

☐ **Rebounding Shot**

On a 10+ you can strike an additional target when using Let Fly.

☐ **Elven Eyes**

When you stand still and focus your vision, you can make out fine details at *far* range.

☐ **Sniper**

If you are hidden, your first shot will not reveal your location.

Additional Special Gear:

☐ **Crossbow & Bolts** (*far*, +1 damage, reload, piercing 2)
(□ low ammo, □ out of ammo)

☐ **Bow & Arrows** (*far*, +1 damage, piercing 1)
(□ low ammo, □ out of ammo)

☐ **Slingstaff** (*far*, +1 damage, *forceful*)
(□ low ammo, □ out of ammo)

☐ **Trick Arrows/bolts** (□ low ammo, □ out of ammo)
These missiles make a loud sound on impact.

Master Moves (Requires level 6+)

☐ ☐ ☐ **Arcane Archer** (*requires trick shot*)

When you take this move you can get two additional Trick Shot types:

- ☐ Flame Shot: You shot deals fire damage
- ☐ Freezing Shot: You shot deals ice damage
- ☐ Shocking Shot: You shot deals electric damage
- ☐ Directional Shot: If you have a personal item of someones, you can Let Fly into the air, the arrow will point toards the person.
 - ☐ Divination Shot: Your vision is replaced by what could be seen from the front or back of the projectile, until it hits its target.
- ☐ Ghost Shot: Your shot only hurts immaterial beings.

☐ **Snapshot**

If you are pushed over, swarmed by enemies, or take a blow that makes you out of the action, you’re fast enough to get off one last shot, deal damage to a foe.

The Beastmaster

When you have found and befriended an animal, have taken care of them for over a week, and have had a bonding moment with them, this prestige class becomes available to you. You can spend a level up to gain the starting move.

The Wielder

When you have acquired a great and famous weapon and have had it linked to you in the minds of all who know you, or if you have spend weeks acquiring the materials and crafting a weapon with the skill of a master blacksmith this prestige class becomes available to you. You can spend a level up to gain the starting move.

◇ Husbandry tools (bridles, brushes, collars, etc)
(gives advantage to Persuade tame beasts.)

Loyalty:

Each time you take this move, your companion gains 2 additional upgrades of your choice

Damage
d4

d4 ✓

- Recover when you treat it & expend 1 Supplies

☐ Damage is *messy* , 1 piercing

☐ attack-bird ☐ agile ☐ adorable ☐ annoying
☐ beautiful ☐ burrowing ☐ cautious ☐ calm ☐ clever ☐ climber ☐
dextrous ☐ easy-going ☐ enduring
☐ fearless ☐ fast ☐ flyer ☐ fierce ☐ gluttonous
☐ hardy ☐ keen-eared ☐ keen-eyed ☐ keen-nosed
☐ mimic ☐ pack-hunter ☐ patient ☐ powerful
☐ protective ☐ quick ☐ sharp-eyed ☐ stealthy ☐ stinky ☐ thieving
terrifying ☐ tough ☐ tireless

☐To get distracted ☐To run rampant ☐_____☐ _____

(This requires two advances to take as a multiclass move, if you only take one advance, your Animal has only 4 Upgrades at start.)

- ☐ Gauge its distance and direction from you
- ☐ Call it back to your side
- ☐ Cast your next spell with the animal as the origination
- ☐ Sense its emotional state
- ☐ Get a brief impression of what it senses
- ☐ Lend it your strength—lose 1d6 HP, and it regains an equal amount

- Fight you for dominance
- Slink away or flee, then avoid you
- Accept your authority, at least for now

Each time you take this move, make your animal companions exceptional (they get a +2 instead of a +1) or Hardy (they gain +4 HP and +1 Armor)

☐ Awkward ☐ Weak (-1 damage) ☐ Two-Handed

☐ **Twin** It is two weapons, they must be wilded together but each has a different Special Power.

☐ **Vorpal:** Ignores all armor

(This requires two advances to take as a multiclass move, if you only take one advance, you get two less Boons)

Each time you take this move, choose one more boon to apply to your signature weapon.

- You spy something notable about the target's weapons, armor or gear, the GM will tell you what

Your weapon gains an additional special power.

You can make your workstation more compact and portable, capable of unfolding from your pack to be used with just a few minutes of work. Your advanced workstation loses *immobile*, replaced by

When you finish your training under a master of the martial arts, this prestige class becomes available to you. You can spend a level up to gain the starting moves.

☐ Derring-do

- Leap around, over, or through an obstacle in your path
- Create an obstacle or distraction an enemy has to deal with
- Divert attention from yourself to an ally, or vice versa

When you Clash against a single opponent you have Extra Mettle as long as you have a *light* load and have one hand free.

When you Defy Danger by being a dashing rogue (*swing on a chandelier, charm someone for help, jump out of a window, etc*), roll with Advantage.

When you challenge someone to a duel, roll +PRE. On a 10+, they choose two if they do not accept. On a 7-9, they choose one if they do not accept:

- You have Superior Mettle against them until one of you defeats the other and you have a *light* load
- They lose the respect of their peers and underlings
- They retreat

When you mock, insult or otherwise taunt an opponent right after they damage you, choose one:

- The target makes a rash decision you can exploit.
- The target falters or leaves an opening—you or an ally get advantage against them to exploit it.
- You take +CHA armor against this damage from the target.

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen. You may spend mettle to make one additional choice:

- You grab something undefended. Now it's yours!
- You knock someone down or off balance.
- You move from where you are to somewhere else in sight or in reach without difficulty

Add the following to the Clash list as long as you are fighting a single opponent:

- You disarm the attacker
- You cause your target to over-commit and stumble

When you strike an enemy, while one hand is free add 1d4 damage to whatever Clash option you pick.

- ◇ Rapier (*close, precise, +1 damage*)
- ◇ Light Armor (*L. Armor*)

When you pierce an NPC's pride with a well-placed quip, they must do 1 (their choice):

- Attack, doing +1d4 damage if they hit but giving you advantage on your next roll against them
- Stoop to your level and respond in kind
- Spend a few moments fuming, sputtering, or controlling their temper

When you *Defy Danger* caused by movement (falling off a narrow bridge or vaulting past an armed guard) you have advantage.

Any one handed blade in your hand has the *precise* tag.

When you encounter a foe one-on-one you have previously defeated, you can spend Mettle to get a +1 to any roll in combat with them.

When you encounter a foe one-on-one who has previously defeated you, you can spend Mettle to get a +1 to any roll in combat with them.

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

Your choices from Flamboyant Life become:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance, dealing 1d6 damage to them.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

When you Clash against a single opponent you have Extra & Superior Mettle as long as you have a *light* load and have one hand free.

When through Study and Training you master the art of weaving magic into your weapon, or when through an interior wellspring of Magic you channel power through your weapon, this prestige class becomes available to you. You can spend a level up to gain the starting moves. If you used Study and Training, your STAT is INT. If an interior WellSpring it is WIL

☒ **Deadly Grace**

While you are on your feet, not wearing armor, and have a *light* load: you have Extra Mettle. In addition, you don't need to defy danger to bypass an enemy's superior reach.

Throughout your studies you have learned to protect yourself. You pour your learning into your actions. Choose two stances and name them. When you Clash unarmed you may use your stance's weapon tag. Only one stance may be used at a time.

Choose two more stances from below or from the original list. Name them.

Add the following to the list of Clash options:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.

You always strike where the enemy is weakest. All your attacks gain the 'precise' tag and have 1 piercing.

When Defending you can use INT instead of CON.

When you Dodge or Block a missile attack, roll +DEX. On a 10+ you snatch the missile out of the air and it deals no damage. On a 7-9, choose one:

- You avoid the attack completely
- You snatch a missile out of the air and take half damage.

You are a respected member of a fighting society. When you send word to them for aid, you may recruit with advantage. Any followers you receive have +1 loyalty.

You can jump much, much farther and higher than a normal person. When you perform a gravity-defying stunt, roll+DEX. On a hit, you perform the stunt expertly. On a 10+ choose 2, on a 7-9 choose 1.

- You move with near superhuman speed and grace.
- You block off avenues of pursuit
- You make no sound and leave no trace • An ally can follow you without difficulty

- ◇ A Begging Bowl. *(Can procure supply in a steading)*
- ◇ Monastic Bow & Arrows *(far, +1 damage, piercing 1)*
(□ low ammo, □ out of ammo)

When an ally asks your advice in a charged or chaotic situation, tell them what you honestly believe is the best course of action. If they do it, they get advantage to their first roll acting on your words.

You may apply your stance tag when you Let Fly.

When you run across a surface that cannot hold your weight, roll +DEX. On a 10+ you actually do it, gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

- Lose access to this move until you again meditate
- The damage or debility is transferred to you

Add one of the following stances

_____ ; Fire

_____ ; Ice

_____ ; Electricity

_____ ; Acid

You may use two stances at once.

If you wear no armour or shield and have a light load, gain +2 armour.

You can strike foes at range with your mystical energy (*two-handed, reach, near, 3 Piercing*). When you Let Fly with this move, replace the ammo loss option with either of these options:

- You overtax yourself - take 1d4 damage.
- You lose access to this move until you meditate

When you use Healing Hands you can heal 2 harm instead of 1.

Once you have spent three entire combats against worthy foes using only defend instead of Clash or Let Fly, this prestige class becomes available to you. You can spend a level up to gain the starting moves.

When through Study and Training you master the art of weaving magic into your weapon, or when through an interior wellspring of Magic you channel power through your weapon, this prestige class becomes available to you. You can spend a level up to gain the starting moves. If you used Study and Training, your STAT is INT. If an interior WellSpring it is WIL

Starting Moves

☒ Arcane Honing

When you imbue your melee weapon with magical properties for a coming fight, spend 1 Mettle to roll+INT/WIL. On a 10+ you can spend 1 Mettle after a successful Clash to perform 1 technique, on a 7-9 your blade is improperly honed and you must spend 2 mettle. The honing lasts about 10 minutes before fading away.

☐☐☐☐ Arcane Bladework *(requires Arcane Honing)*

Each time you take this move, you learn three techniques.

- ☐ **Flowing:** If your attack kills a target, you may immediately attack a new target as if you had gotten a 7-9 on the appropriate move.
- ☐ **Freezing:** Your attack freezes and shatters a portion of your opponent’s armor. After you deal your damage, reduce their armor by 1 until they repair it.
- ☐ **Galvanic:** Electricity courses through your weapon, numbing one of your target’s limbs.
- ☐ **Void-Edged:** The edge of your weapon hums with an unearthly light. You may slice through inanimate objects with ease and add the ‘messy’ tag to your attack.
- ☐ **Mirage:** You create an illusion of yourself that strikes an additional enemy near your target. Illusions deal your damage but do not apply any techniques.
- ☐ **Tethering:** Your attack pins your target’s shadow to the ground, preventing them from moving more than a few feet from their current location.
- ☐ **Elaborate:** When you apply this technique, roll+DEX.
- On a 10+, deal double the normal amount of damage.
- On a 7-9, this technique has no effect, but it looks really cool!
- On a miss, you deal no damage in addition to what the GM says.
- ☐ **Earthshaker:** Your attack concludes with an eruption of stone and earth from the ground, launching your target into the air.
- ☐ **Burning:** Your attack deals an extra 1d4 damage and lights anything flammable.
- ☐ **Soul-Siphoning:** Your attack heals 1 Harm. Heal 2 Harm instead if this attack kills your target.
- ☐ **Torrential:** Your attack ends with a flurry of strikes that your opponent must dedicate effort to blocking or avoiding. If they instead attack you in response to your attack, deal your damage again (this does not apply techniques).
- ☐ **Burst:** Your attack gains the *Forceful* and *Area* tags.
- ☐ **Quicksilver:** Your weapon moves faster than the eye can see, preventing your opponent from mounting a proper defense. Gain +2 piercing on your attack.
- ☐ **Warding:** Your attack creates a ring of light around you and your target that other creatures (and their projectiles) cannot cross.
- ☐ **Dust Devil:** Your attack kicks up a small tornado of dust and grit at your target’s feet, obscuring visibility.

Additional Special Gear:

- ◇ Amulets & talismans *(⌚ use, negates a magical attack)*
- ◇ Arcane Ward *(⌚ use, Can use INT to defy a physical attack)*
- ◇ Battle Ward *(⌚ use, 1 use reduces damage by 1)*
- ◇ Sword *(close, +2 damage)*
- ◇◇ Polearm *(near, +1 damage)*
- ◇ Battleaxe *(close, messy, +1 damage)*
- ◇ Flail/Mace *(close, forceful, +1 damage)*

☐ Know Your Enemy

When you re-encounter somebody who has wronged you, roll +INT.

- On a 10+, choose 2, On a 7-9, choose 1:
- Taunt your rival into revealing something they did not mean to.
- Get advantage on your first roll against your rival.
- Gain a key insight into your rival’s fighting style.

☐ Wind Slash

When you attack at near range with blades of cutting air, roll +INT/WIL. On a 10+, deal your damage and apply one technique. On a 7-9, deal your damage, apply one technique, and choose one of the following:

- You have to move to get a clear shot, placing you in danger.
- Do not deal your damage.
- Do not apply any techniques.

☐ Floating Step

When you get a 12+ with Arcane Honing, you have advantage to any defy danger rolls to navigate the battlefield for that combat.

☐ Grounding Rod *(requires Floating Step)*

When Floating Step is active, you can leave floating step to negate an attack against you.

☐ Dance with the Sky *(requires Floating Step)*

When Floating Step is active, you move with inhuman grace and are capable of leaping distances that would be impossible for mere mortals.

Master Moves *(Requires level 6+)*

☐ Master Honing *(requires Arcane Honing)*

On a Successful Clash you can spend double the Mettle to do a second technique.

☐ Hurricane Slash *(requires Wind Slash)*

When you use Wind Slash you can apply two techniques instead of one.

Starting Moves

☒ Staunch Defender

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

☒ Meatshield

When you are engaged in melee combat with an enemy and they make an offensive move against someone else, you may intercept it. Their move affect you instead of its intended target.

☐ Bodyguard

When you are protecting a client, add these to the list of Seek Insight questions:

- How can I get my Client out of here?
- What does my Client intend to do now?
- What here poses the greatest threat to my client?

☐ Martyrs Shield *(requires Meatshield)*

When anyone within your reach makes or is subject to an offensive move, you may intercept it. This move affects you instead of the intended target.

☐ Protection

While you Defend you have Extra Mettle

☐ Armored

You ignore the clumsy tag on armor you wear, also armor takes only ◇ instead of ◇◇

☐ Aegis of Faith

When you bear a shield, it can turn away spells, magical effects, and insubstantial attacks as if they were physical blows.

☐ Bulwark

When you Defend , you can spend 1 Readiness to stand fast, holding your position despite what befalls you.

☐ For the Greater Good

When you Persuade someone to act in defense of their community or civilization at large , you have advantage.

☐ What Are You Waiting For!

When you take up a defensive stance and cry out a challenge to your enemies, roll to defend normally. On a 7+, you also automatically draw all attention from your ward to yourself (no need to spend readiness). On a 10+, you also may spend 2 Mettle as 1 readiness as many times as you want for the duration of the defense.

☐ Aegis

If you carry no weapon and have only a shield, while you Defend you can also spend readiness to:

- Knock the attacker down or back
- If it is mobile, the thing you defend may move or be moved away from the attacker.

Additional Special Gear:

- ◇◇ Hauberk or brigandine or breastplate *(H. Armor, clumsy)*
- ◇◇ Tower Shield *(Shield, +1 Readiness on a 7+ to Defend, +2 Readiness on a 12+ to Defend)*
- +◇ Shield Spike *(Added to any Shield)*
- ◇ Amulets & talismans *(⌚ use, negates a magical attack)*

☐ Armor Mastery

When you make your armor take the brunt of damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

Master Moves *(Requires level 6+)*

☐ Impervious Defender *(requires Staunch Defender)*

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

☐ Superior Bodyguard *(requires Bodyguard)*

You can ask one of the Bodyguard questions for free when you Seek Insight, even on a miss.

☐ To Me!

When you Defend an ally , any allies who also commit to defending with you gain +1 Readiness each

☐ A Mighty Rampart *(replaces Bulwark)*

When you hold Readiness (from Defend), you cannot be forced from your position. Also, you can spend 1 Readiness to completely ignore the effects/ damage of an attack that you suffer.

☐ Mirrorshield *(requires Aegis of Faith)*

When you Defend with a shield , you can spend 1 Readiness to intercept a magical force and redirect it to a different target (or none).

☐ Over My Dead Body *(replaces Protection)*

While you Defend you have Extra & Superior Mettle.

☐ Armored Perfection *(requires Armor Mastery)*

When you use Armor Mastery, you also gain advantage to your next roll against the attacker.